

B-League Managers and Assistant Managers

Alt. Manage

Team	Manager		Alt. Manage
Devastators	Martin Agan	126-322 44912	Tanya Graves
Doomsday Machine	Jim Longuski	264-211 43352	Doug Stetson
IR Sox	Greg Lairmore	584-2948	Gary Smith
LA Radars	Dan Leotta	300-235 41218	Ben Holt
Last Gasp	Dave Scaff	264-803 44756	Gary Kunstmann
Mariners	Karl Francis	264-211 35923	
Maulers	John Swift	264-114 35938	Jim Schmidling
Party Machine	Pat Beyer	264-802 40055	Rich Benesh
Red Shift	Guy Beutelschies	230-110 37809	Norm Lay
Ringers	Dennis Wittman	584-2969	Ed McNevin
Rough Riders	Dwaine Swett	264-204 35809	Juan Saloman
TBD-III	Scott Morgan	301-360 43753	Ron Stevens

PROPOSED 1988 JPL INTRA-MURAL  
SLO-PITCH SOFTBALL "B" LEAGUE RULES

A. GENERAL RULES:

1. A team shall consist of ten players, however, a game may be played without forfeit with nine rostered players present at game time.
2. No bunting or chopped hits are allowed. Penalty: Batter declared out. NOTE: The act must be committed deliberately.
3. A batsman does not get his base when hit by a pitched ball.
4. A baserunner must maintain contact with the base he is legally entitled to occupy until the ball has been released by the pitcher.
  - a. No base stealing. Penalty: The baserunner is out upon touching the illegal base.
  - b. Pick-off plays are force outs, not tag plays. The baserunner must return to this legal base before the ball arrives.
5. The ball shall be 12" in circumference, smooth seam and of standard manufacturer.
6. The pitching distance shall be 46 feet. The baselines shall be 60 feet.
7. The INFIELD FLY rule will be in effect and enforced.
8. The home plate strike zone and batters boxes dimensions are as shown in the diagram.

9. The umpire may award an intentional walk to the batter upon the request of the pitcher or catcher.
10. Each team may roster as many players as they choose. The roster may include a maximum four (4) ( 20%) non-lab personnel with the one restriction that they must have played in the ERC softball program the previous year.
11. Free substitution may be made provided a player remains on the bench for a minimum of one inning between assignments. This rule is waived due to injury.
12. Baserunners may advance only if:
  - a. A pitched ball is legally struck and the ball is in play.
  - b. An in-field over-throw occurs. Baserunners may not advance on a pass ball.
  - c. The batter is awarded first base on catchers interference.
13. Although it is desirable for games to begin at 5:15 p.m., they may begin any time until 5:30 p.m., at which time a forfeit shall be declared at the managers discretion.
14. Time limits on games are as follows:
  - a. Seven innings or two hours whichever comes first, with no new inning starting after 7:15 p.m.
  - b. Tie games are played to completion with no new inning starting after 7:15 p.m. Tie games having an effect on first or second place finishing standings will be replayed at the end of the regular league schedule.
  - c. Any team leading by 20 runs or more after 1 1/4 hours of play will be declared the winner at the managers discretion.
15. Completed rosters along with membership fees of \$10. per player (\$150. max team) must be submitted to the ERC no later than TBD, 1988. No changes will be allowed to submitted rosters after TBD 1988 with the exception of replacing a player lost due to injury.
16. In keeping with the spirit of the "B" league, there will be a minimum female requirement one (1) to be rostered and played on the field at all times. The penalty imposed on those teams unable to fulfill this requirement is as follows:

- a. Only nine defensive players will be allowed on the field for the entire time that the female is not present.
  - b. The missing female player will be inserted into the batting order as if she were present, and will designate an out at each, rotation of the batting order.
17. When a female player is at bat, three (3) of the defensive outfielders must remain an imaginary line that arcs at a distance of 120 feet from home plate. The right and left field marker cones shall be placed at this approximate distance and used to denote the restriction.
18. A maximum number of two (2) rostered players may also be rostered on an "A" league team. This rule is in effect to restrict teams from strengthening their rosters with "ringers."

#### B. BATTING

All rostered players in attendance bat around in the order established at start of game. Late arrivals bat at end of order.

#### C. PITCHING RULES

- 1. Legal delivery: The pitcher shall conform to all SCMAF fast-pitch pitching regulations and also the following:
  - a. The pitcher shall deliver the ball at a moderate speed to the batter.
  - b. The ball must arc at a height above the batter's head with no maximum height restriction.
- 2. Illegal delivery:
  - a. Legal deliveries as outlined in 1a and 1b above are solely at the discretion/judgement of the umpire and not protestable. If any of the fast-pitch pitching regulations listed in rule 4, Sections 1 thru 11 are violated, or any of the above speed or arc rules are violated, the pitch shall be called a ball. Base-runners shall not advance.
  - b. If the batter attempts to hit an illegal pitch, the pitched ball shall be considered legal.
- 3. Any pitched ball not struck at by the batter which lands on the ground at a place other than the plate or extension mat shall be ruled a ball.

4. Any legally pitched ball not struck at by the batter that lands on either the plate or extension mat shall be ruled a strike.

NOTE: PITCHING RULES 3 AND 4 ARE JUDGEMENT CALLS MADE BY THE UMPIRE AND ARE NOT PROTESTABLE.

5. Pitchers will be given three (3) warm-up pitches at the start of each inning with the exception of the first inning where they will be given eight (8).

#### D. BASERUNNING

1. Bodily collisions between members of opposing teams are to be avoided at all times. Failure to avoid a collision will result in the baserunner being declared out, the play called dead and the remaining baserunners not further advancing. If the collision was clearly caused by the defensive player, the runner will be declared safe, the play ruled dead, and runners not further advancing.

#### E. INTRA-MURAL CODE OF CONDUCT:

1. All participants, coaches, and spectators involved in the intra-mural program are expected to exhibit sportsmanlike conduct at all times during any intra-mural contest.
2. Unsportsmanlike conduct is defined to include abusive language, vast unnecessary roughness during play, and ANY physical attack on an official, opponent, spectator, or teammate.

- F. AS A REMINDER, THE SPIRIT OF THE JPL SOFTBALL PROGRAM IS ONE OF FUN AND ENJOYMENT ABOVE ALL ELSE. DO NOT ALLOW THE COMPETITIVE ENVIRONMENT TO CLOUD OUR MINDS FOR THE FUN OF THE GAME.

IMPORTANT NOTE!

LEAGUE FEES \$275.00!

REMAINING \$105.00!

DUE TO ERC BY 14 JULY 89!

IF DUE DATE IS A PROBLEM!

CALL SWIFT AT 3-0536!

(BEFORE 14 JULY 89!)

W/S	Day	Home	Visitor	Field	Time
7/10	Tuesday	Rough TBD	Six Packers	Loma Alta	5:30
	* Tuesday	First Round Playoff Game 1		Loma Alta	7:30
	Wednesday	Hammercats	Party Machine	Loma Alta	5:30
	** Wednesday	First Round Playoff Game 2		Loma Alta	7:30
	Wednesday	Last Gasp	Left Overs	Farnsworth	5:30
	Wednesday	Red Shift	Infrared Sox	Farnsworth	7:30
7/17	Tuesday	Mariners	Six Packers	Loma Alta	5:30
	Tuesday	Red Shift	Rough TBD	Loma Alta	7:30
	Wednesday	7	Infrared Sox	Loma Alta	5:30
	Wednesday	Last Gasp	5	Loma Alta	7:30
	Wednesday	Hammercats	6	Farnsworth	5:30
	Wednesday	Left Overs	Party Machine	Farnsworth	7:30
7/24	Tuesday	Party Machine	6	Loma Alta	5:30
	Tuesday	Hammercats	Last Gasp	Loma Alta	7:30
	Wednesday	5	Left Overs	Loma Alta	5:30
	Wednesday	Infrared Sox	Rough TBD	Loma Alta	7:30
	Wednesday	Red Shift	Mariners	Farnsworth	5:30
	Wednesday	Six Packers	7	Farnsworth	7:30
7/31	Tuesday	Infrared Sox	Mariners	Loma Alta	5:30
	Tuesday	7	Rough TBD	Loma Alta	7:30
	Wednesday	Six Packers	Red Shift	Loma Alta	5:30
	Wednesday	Party Machine	Last Gasp	Loma Alta	7:30
	Wednesday	Left Overs	6	Farnsworth	5:30
	Wednesday	5	Hammercats	Farnsworth	7:30
8/7	Tuesday	5	Party Machine	Loma Alta	5:30
	Tuesday	Left Overs	Hammercats	Loma Alta	7:30
	Wednesday	6	Last Gasp	Loma Alta	5:30
	Wednesday	7	Red Shift	Loma Alta	7:30
	Wednesday	Six Packers	Infrared Sox	Farnsworth	5:30
	Wednesday	Rough TBD	Mariners	Farnsworth	7:30
8/14	Monday	6	5	Loma Alta	5:30
	Monday	Mariners	7	Loma Alta	7:30
	Tuesday	Six Packers	Party Machine	Loma Alta	5:30

\* Maulers (home) vs Devastators. Winner is team 5.  
 \*\* Non winner of first playoff game vs Doomsday Machine  
 (home team determined by coin flip at gametime)  
 Winner is team 6 and Non winner is team 7.

# JPL B-LEAGUE SOFTBALL

## B Major League Scores for Week Ending 6/30/89

Party Machine	18	Doomsday Machine	16
Last Gasp	8	Six Packers	9
Infrared Sox	15	Maulers	21
Rough TBD	12	Red Shift	3
Hammercats	6	Mariners	12
Left Overs	19	Devastators	5

## STANDINGS

Team	Wins	Losses	Pct.	Games Back
Left Overs	10	1	0.909	0.0
Party Machine	7	3	0.700	2.5
Hammercats	7	4	0.636	3.0
Last Gasp	7	4	0.636	3.0
Devastators	6	5	0.545	4.0
Doomsday Machine	6	5	0.545	4.0
Maulers	6	5	0.545	4.0
Mariners	4	7	0.364	6.0
Six Packers	3	7	0.300	6.5
Infrared Sox	3	8	0.273	7.0
Red Shift	3	8	0.273	7.0
Rough TBD	2	9	0.182	8.0

No Games for Week of 7/3/89

Games for Week of 7/10/89

Tuesday 7/11/89

Rough TBD vs. Six Packers - Loma Alta Field 5:30 PM

Maulers vs. Doomsday Machine - Loma Alta Field 7:30 PM

Wednesday 7/12/89

Hammercats vs. Party Machine - Loma Alta Field 5:30 PM

Devastators vs. Loser of 7/11 late game - Loma Alta Field 7:30 PM

Last Gasp vs. Left Overs - Farnsworth Field 5:30 PM

Red Shift vs. Infrared Sox - Farnsworth Field 7:30 PM