



April 10, 1989

TO: 'C' League Team Managers
FROM: Sam Dolinar (238-420, 4-7403) and Ray Morris (230-201SM, 3-0851)
SUBJECT: 'C' League Schedule, April 17 to June 29

The schedule for the first half of the 'C' League season is attached. The season begins this coming **Monday, April 17**, and it will continue through Thursday, August 31. A schedule for the second half of the season will be issued later.

This year 'C' League will be using three fields at the Rose Bowl 'Area H', denoted by 'H1', 'H4', and 'H6'. The attached map shows the location of these fields.

This year's schedule includes one bye per week (not counting holiday byes), because the league has an odd number of teams. However, there is one extra game per week available on a first-come, first-served basis. If you want to play an extra game or a makeup game, call Sam Dolinar at 4-7403 to reserve field 'H5' on *any Wednesday*. Other leagues may also reserve this field, so it is important for you to get your reservation early if you want to play an extra game.

All games are scheduled to **start at 5:30 pm**. This means that your team should **arrive earlier than 5:30** to warm up. You should have at least 10 players (including at least 3 women) ready to start playing at 5:30.

Both managers should bring copies of the field permit and the 'C' League rules to every game. The rules are the same as last year's rules and are attached to this memo. You should have already received a copy of the Rose Bowl Area 'H' permit at the meeting of all managers on March 1.

The final attachment to this memo is a list of managers and alternate managers for all the teams in the league. This list is not completely up-to-date, and a revised list will be issued shortly. Please call Sam or Ray if the information for your team is incorrect.

1989 'C' League Softball Schedule

<u>Week of</u>	<u>Field</u>	<u>Mon</u>	<u>Tues</u>	<u>Wed</u>	<u>Thurs</u>	<u>Bye(s)</u>	<u>Teams</u>
April 17	H1	1-15	6-4	9-3	18-14	16	1 Alien Stompers
	H4	5-20	x-x	10-7	11-23		2 Cosmic Debris
	H6	21-8	22-2	19-12	13-17		3 Crawdads
April 24	H1	17-20	12-4	2-7	8-23	10	4 Deep Space Cadets
	H4	21-18	x-x	19-9	13-1		5 Drongos
	H6	14-11	22-16	3-6	15-5		6 Duh Wild Wabbits
May 1	H1	16-11	18-10	1-6	9-5	17	7 Free Spirits
	H4	3-8	x-x	14-12	15-2		8 Goat Scouts
	H6	19-20	13-4	21-7	22-23		9 Gravity Fielders
May 8	H1	23-10	7-11	4-5	20-6	18	10 Greez-Balls
	H4	17-19	x-x	2-21	8-22		11 Heavy Hitters
	H6	14-16	12-13	3-1	15-9		12 Hit and Run
May 15	H1	16-21	1-19	5-3	18-22	11	13 Jetsons
	H4	6-15	x-x	9-13	10-14		14 LA Radars
	H6	23-2	7-8	4-17	20-12		15 Maulers
May 22	H1	21-4	22-20	19-23	13-7	8	16 Mumzie's Masochists
	H4	16-5	x-x	1-10	18-6		17 Prime Time
	H6	3-17	9-11	14-2	15-12		18 Propulsion Army
							19 Roving Marauders
							20 Space Punks
							21 Thermal Sox
							22 Voodoo TOAD Fury
							23 Wild Turkeys

- Notes:
1. First listed team is home team and has equipment responsibility.
 2. Equipment is obtained from assigned equipment monitor (see below).
 3. **All games start at 5:30. Arrive before 5:30!**
 4. 'x-x' means field is not available to 'C' League.
 5. Field 'H5' is available every Wednesday for extra games and makeup games.
You must reserve it ahead of time if you plan to play.
 Call Sam Dolinar at 4-7403 to reserve this field.

<u>Teams</u>	<u>Equipment Monitor</u>	<u>Location</u>	<u>Phone</u>
1, 2, 8, 9, 12, 16, 17, 18	Bill Tyler	233-103D	4-7190
3, 5, 6*, 10, 11, 14, 15	Ed McNevin	303-220	4-2195
4, 7, 13, 19, 20, 21, 22, 23	Hal Ahlstrom	144-210	4-1847

* Team #6 gets equipment from Bill Tyler for game on May 30 only.

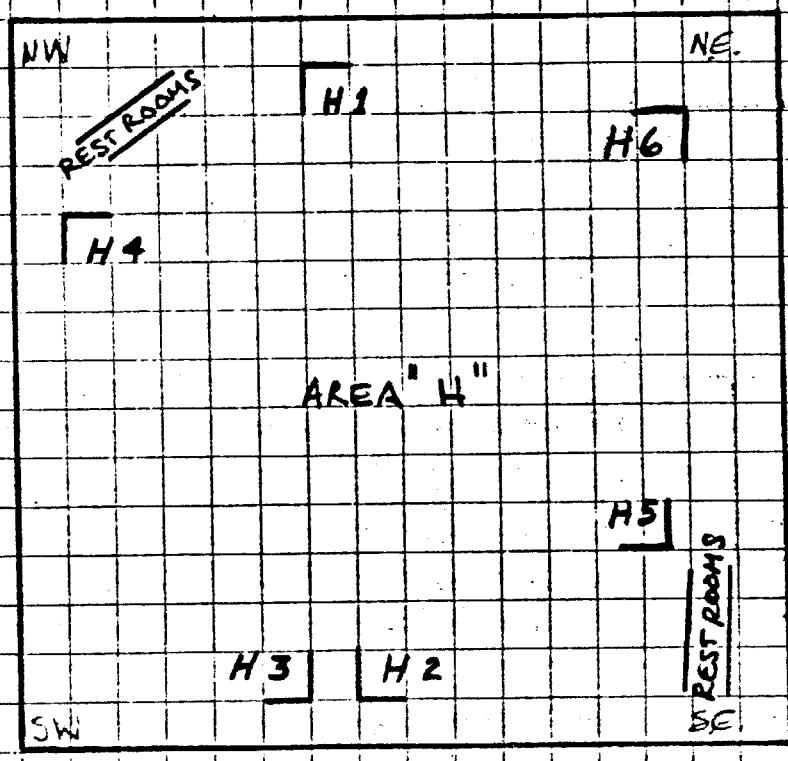
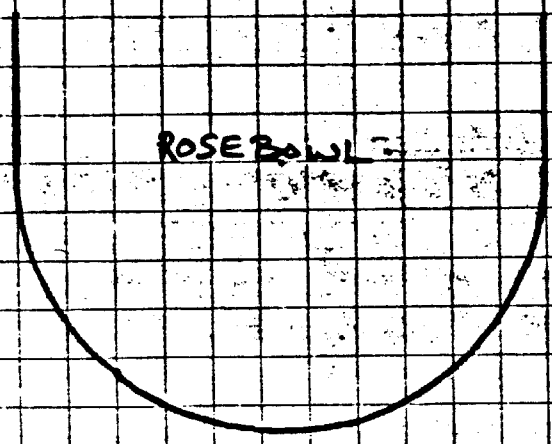
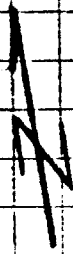
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May 29	H1	x-x	5-18	17-15	8-14	2,3,7	1 Alien Stompers
	H4	x-x	x-x	4-22	20-21	12,13	2 Cosmic Debris
	H6	x-x	6*-16	10-9	11-1	19,23	3 Crawdads
June 5	H1	14-5	17-23	15-11	3-10	6	4 Deep Space Cadets
	H4	12-7	x-x	8-20	2-4		5 Drongos
	H6	22-9	21-1	13-18	19-16		6 Duh Wild Wabbits
June 12	H1	22-12	21-17	13-8	19-2	9	7 Free Spirits
	H4	1-14	x-x	18-15	16-3		8 Goat Scouts
	H6	6-7	5-23	11-20	10-4		9 Gravity Fielders
June 19	H1	2-13	8-19	17-22	12-21	1	10 Greez-Balls
	H4	4-11	x-x	14-9	15-16		11 Heavy Hitters
	H6	3-18	20-10	23-6	7-5		12 Hit and Run
June 26	H1	10-15	20-2	11-3	6-14	5	13 Jetsons
	H4	4-8	x-x	23-12	7-17		14 LA Radars
	H6	16-13	18-19	1-22	9-21		15 Maulers
							16 Mumzie's Masochists
							17 Prime Time
							18 Propulsion Army
							19 Roving Marauders
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3, 5, 6*, 10, 11, 14, 15	Ed McNevin	303-220	4-2195
4, 7, 13, 19, 20, 21, 22, 23	Hal Ahlstrom	144-210	4-1847

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"C" LEAGUE RULES AND REGULATIONS

ALL LISTED RULES AND REGULATIONS CAN BE REVISED OR RESCINDED AS THE MANAGERS OF THE COMPETING TEAMS WISH, SO LONG AS THERE IS COMPLETE AGREEMENT BETWEEN THE PARTIES. SPECIFICALLY EXCLUDED ARE THE SANCTIONS AGAINST STEEL SPIKES AND UNNECESSARILY ROUGH PLAY. THESE CANNOT BE WAIVED. IT IS ALSO HOPED THAT RULE #1 IS NOT WAIVED IN ANY CASE.

1. HAVE FUN !!!

2. All rostered players appearing for a scheduled game must be assigned a spot in the batting order. No more than three (3) male players can bat in a row before a female must be inserted in the batting order. If a team cannot do this (i.e. there are fewer than 25% females in the order), then a "phantom" female must be added after every three male players. Each time a "phantom" female should come up to bat, the team will have to take an out.

3. Defensive alignments must include a minimum of three (3) female players who are assigned to positions other than catcher.

4. Teams unable to field the three required female players will be required to surrender one defensive position for each missing female up to a maximum of two positions.

5. No walks or strike outs. The 12 foot height limit of pitches will be observed. It is the pitcher's responsibility to throw "hittable" balls, and it is the batter's responsibility to swing at reasonable pitches. It is both manager's responsibility to see that no pitcher or batter unduly delays the game.

6. In all cases the general rules of slow pitch softball shall prevail, as amended by the JPL special rules, and ground rules should be determined by the respective team managers before the start of play. Umpires are assigned at the discretion of the respective team managers, and should include players familiar with general baseball and softball rules of play.

7. No standings will be kept or reported and no trophies or awards given.

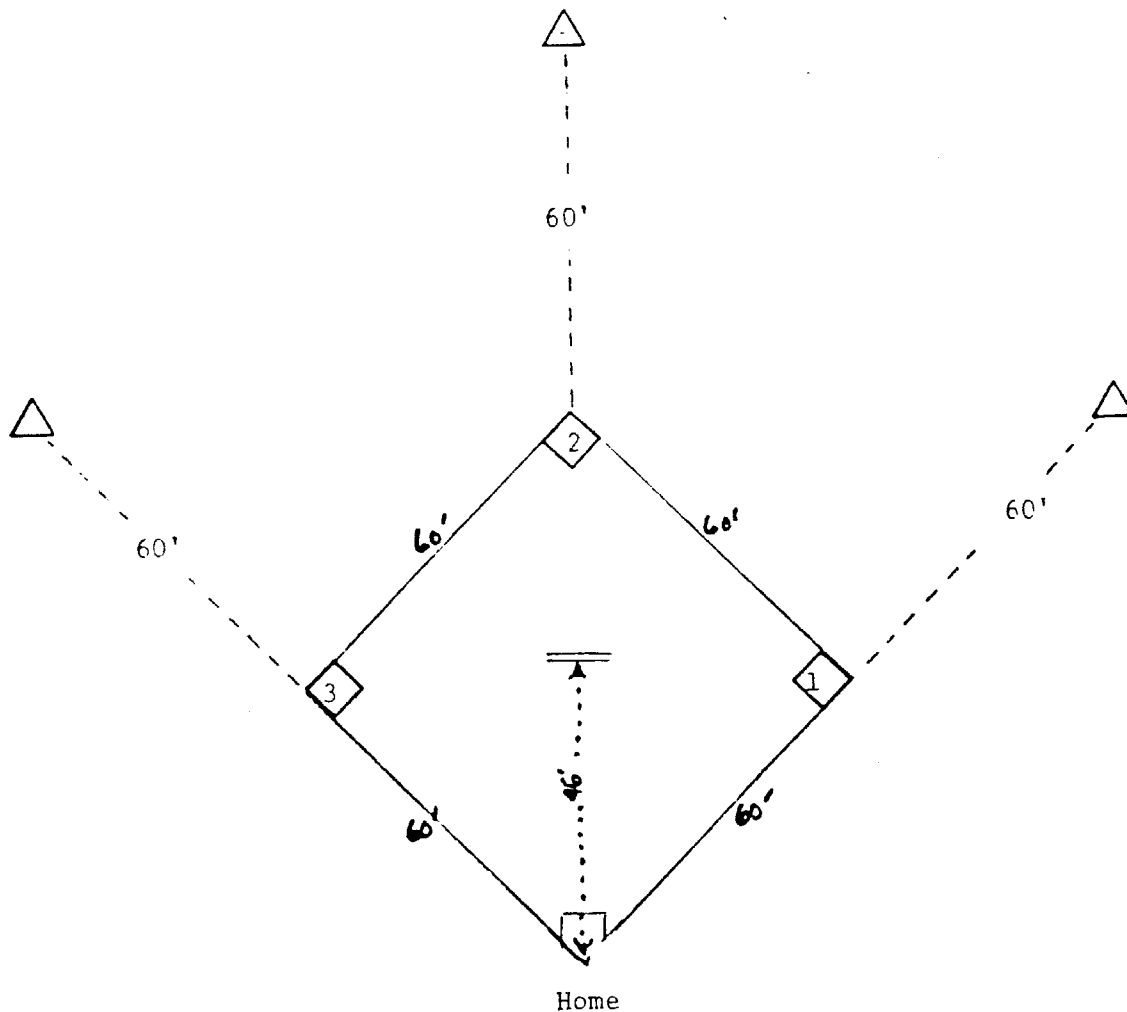
8. No metal spiked shoes are allowed on the field of play at any time, including during team warm-up. After sufficient warning is given, continued violations shall result in the removal of the offending player from the game. Subsequent violations during the course of a game shall result in forfeiture by the offending team.

9. Violent sliding or body contact, such as unnecessarily blocking access to a base, is severely discouraged. All violence is severely discouraged. Any form of intimidation, unnecessary abuse, profanity, or other vulgar behavior is severely discouraged. The sanctions as noted in rule #8 (above) shall apply in the case of repeated offenses.

10. The rules of good sportsmanship, fair play, and consideration for fellow JPL employees and their families shall prevail above all else, and shall serve as the operative rules where otherwise not defined.

11. There will be field markers (cones) in the outfield at a distance of 60 feet from the nearest base. When a team has 9 or 10 players on the field, at least 3 of them must stay behind these markers until the ball is hit by a batter. When a team is fielding 8 players, 2 fielders must be behind the markers until the ball is hit. The infielders may not position themselves closer than the baselines (an imaginary line drawn between the bases). (See diagram below).

12. Teams leading by more than nine (9) runs will be required to surrender one (1) out per inning while at bat until their lead is reduced to nine (9) runs or less.



'C' League Managers and Alternate Managers

	<u>Team Name</u>	<u>Manager</u>	<u>Mail Stop</u>	<u>Phone</u>	<u>Alternate Manager</u>	<u>Mail Stop</u>	<u>Phone</u>
1	Alien Stompers	Albert Yen	198-326	4-6247	George Chen	198-326	4-2843
2	Cosmic Debris	Bill Robison	156-246	4-6300	Burton Jaffe	156-246	4-4679
3	Crawdads	Gary Yagi	168-427	4-5693	Allan Runkle	168-427	4-6006
4	Deep Space Cadets	Hal Ahlstrom	144-210	4-1847	Susan Russell	144-200	4-1883
5	Drongos	Larry Preheim	301-440	4-5041	Lloyd Keith	125-120	4-1393
6	Duh Wild Wabbits	Dave Hays	300-329	4-1910			
7	Free Spirits	Shari Asplund	125-177	4-8143	Doug Clark	125-177	4-2529
8	Goat Scouts	Bonnie Theberge	156-142	4-0223	Bryan Bell	82-106	4-0877
9	Gravity Fielders	Jim Border	138-208	4-8338	Eloise Kennedy	198-231	4-5503
10	Greez-Balls	Bob Karpen	303-205	4-8556	Ed McNevin	303-220	4-2195
11	Heavy Hitters	Charles Black	303-403	4-4541	Rose Marie Kirby	303-403	4-5759
12	Hit and Run	Mike Ascencio	200-203	4-4170	Richard Ashe	249-105	4-5158
13	Jetsons	Mark Kennedy	301-476	4-8993	Marc Pomerantz	510-264	7-7114
14	LA Radars	Tony Freeman	300-235	4-1887	Jeffrey Klein	300-235D	4-3798
15	Maulers	Dave Wagner	301-345	4-1148	Howard Solomon	179-206	4-3048
16	Mumzie's Masochists	Jo Jean Kos	600-116	4-7537	Wilson Silsby	602-145	4-8738
17	Prime Time	Bill Kent	171-300	4-6967	G. L. McCarter	171-300	4-3592
18	Propulsion Army	Bill Tyler	233-103	4-7190	Jeff Weiss	233-103	4-3609
19	Roving Marauders	Ray Morris	230-201SM	3-0851	Randii Wessen	264-331	3-7829
20	Space Punks	Kathy Banwart	300-233	4-2111	Susan Kubeczko	233-208	4-8294
21	Thermal Sox	Brian Franklin	183-601	4-3362	Leon Maldonado	183-501	4-3705
22	Voodoo TOAD Fury	Charlie Kaczinski	158-200	4-3974	Kent Rennie	67-201	4-5627
23	Wild Turkeys	Sam Dolinar	238-420	4-7403	Mark Gatti	238-737	4-2123