

September 1, 1987

TO: 'C' League Managers
FROM: Sam Dolinar (238-420, 4-7403), Picnic Activities Committee
SUBJECT: 'C' League Picnic Activities, September 13, Brookside Park

At this year's picnic, we're going to have a lot of semi-organized activities. The enclosed flyer lists the activities currently planned; feel free to offer additional suggestions. Please pass out copies of the activities flyer to all your team members.

Pay special attention to the Marathon Softball Game activity. This is intended to be the culmination of the 'C' League softball season — our World Series, so to speak. In 'C' League spirit, the Marathon Softball Game won't be a tournament, à la 'A' League or 'B' League. Every team will play a few innings at a time — against opponents of your own choice (more or less). There will be an overall winner, but it won't necessarily be the best team. In particular, the scoring rules are slanted in favor of the teams that bring the most people. As the manager of your team, you should try to make sure that your team will at least be able to satisfy the minimum 'C' League requirements for total players and women.

In addition to the Marathon Softball Game for teams, there will also be Individual Softball Contests in which all individual players can test their skills (or lack thereof). Find out who can hit the longest home run, make the longest throw, pitch most accurately, and so forth. In these contests, men and women will compete separately.

When you've had your fill of softball activities, how about some other sports like Volleyball and Flag Football? Or try your hand at one of our Silly Games like the Egg Toss. And, for kids, we're planning to bring back the popular Piñata. We're open to additional suggestions in the Silly Games and Kids' Stuff category.

As your team's manager, please take the lead in promoting the picnic among your own team members. Try to get an estimated count of attendees and purchase tickets from ERC in blocks of, say, \$5 to \$10. Let's not overload the ERC staff with too many \$1 sales one ticket at a time. **And buy your tickets as early as possible** — preferably by the end of this week (September 4) — so the picnic committee can properly plan the budget. If you buy them this week, you won't have to trust yourself to remember to go to ERC the day you get back from the long Labor Day weekend (September 8) to beat the deadline for the \$1 price.

C-LEAGUE PICNIC

Who: C-Leaguers and Family

Where: Brookside Park

When: Sunday, Sept. 13

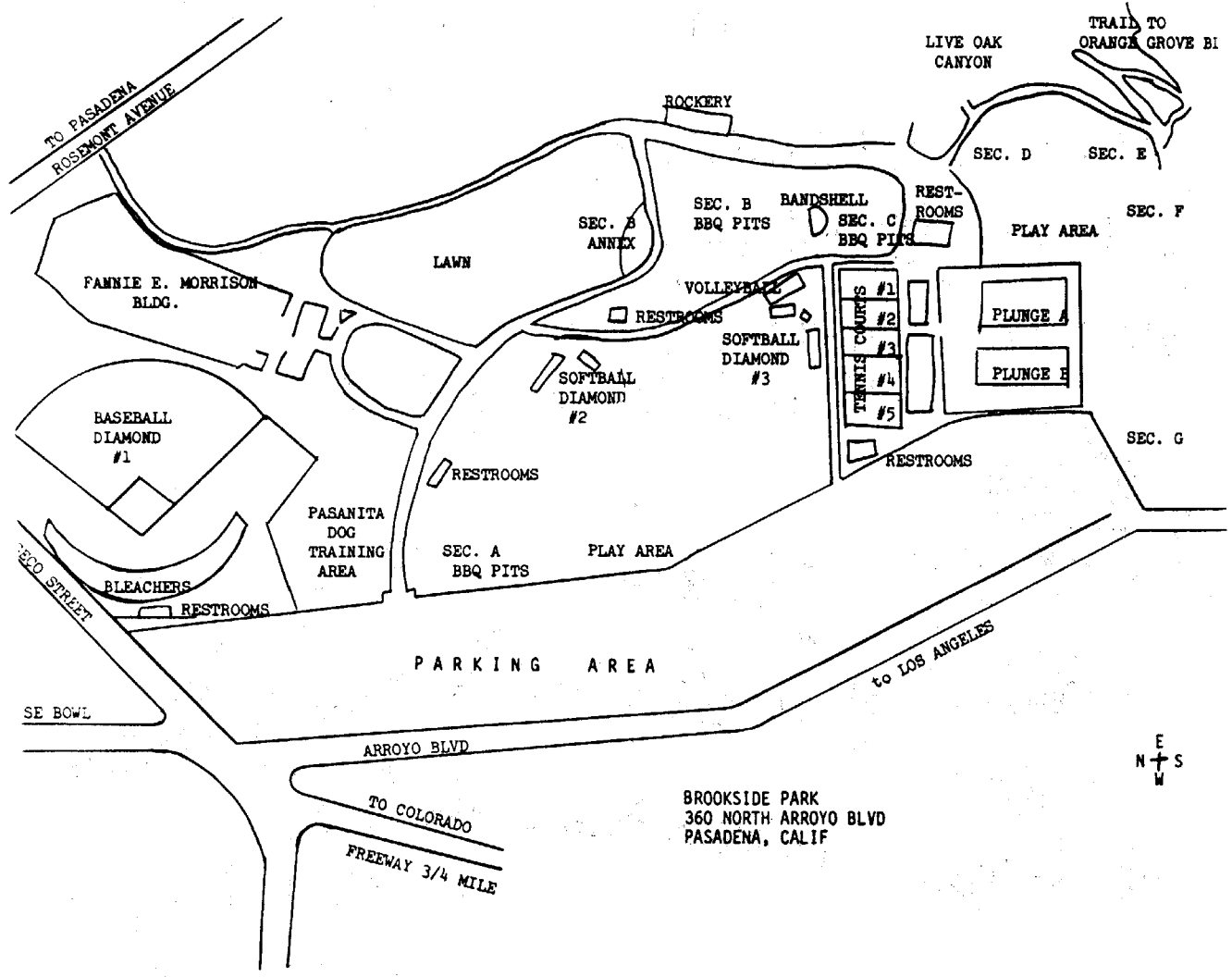
From 11:00am to 6:00pm



Food! Drink!
Marathon Softball Game!
Home Run Derby!
AND MUCH MORE

ALL OF THIS FOR ONLY \$ **1** 

PLEASE BUY YOUR TICKETS FROM
YOUR TEAM CAPTAIN OR AT THE ERC
BY SEPT. 8. (TICKETS ARE \$2.00 THEREAFTER)



BROOKSIDE PARK
 360 NORTH ARROYO BLVD
 PASADENA, CALIF



'C' League Picnic Activities

- **Marathon Softball Game**
 - You need a full team to play ('C' League minimum requirements)
 - Special scoring rules favor teams with big lineups — bring lots of people
- **Individual Softball Contests**
 - Find out who's the best
 - Hitting
 - Running
 - Fielding
 - Pitching
 - Throwing
 - Separate contests for men and women
- **Other Adult Sports**
 - Volleyball
 - Flag Football
- **Silly Games and Kids' Stuff**
 - Egg Toss
 - Piñata
 - and more

'C' League Picnic
Sunday, September 13
11:00 am to 6:00 pm
Brookside Park, Pasadena

All 'C' Leaguers and family members
are invited for a mere \$1.00 each
(\$2.00 after September 8)

Call Sam Dolinar at 4-7403
for more information.

Don't miss out — buy your tickets now !

Get tickets from your team's manager or at ERC for just \$1.00 through September 8.

Marathon Softball Game

6 hours → about 300 AB's + 500^{inning} field positions

try to give teams scheduled times - but not too rigid

Softball Contests male + female separate

Best Pitcher (90 strikes)

Longest Home Run (till end of roll / till 1st bounce)

Longest Throw

Fastest Throw 3rd to 1st (need special ball)

Fastest Runner down the Line

Fastest Runner around the Bases

Greatest Range by Infielder

Greatest Range by Outfielder

1. Outfielder Range Contest

Fielder must stand on ^{left field or right field} foul line ^(fielder's choice) until ball is hit. Batter hits fly ball into outfield. Fielder must catch ball ~~before~~ on the fly.

Range = Distance from ^{point} of catch to starting foul line

2. Infielder Range Contest

Fielder must ~~stand on~~ ^{keep one foot on} 3rd base or 2nd base ^(fielder's choice) until ball is hit. Batter ~~hits~~ ^{must hit} ground ball between 3rd base and 2nd base. Fielder must field ball and throw to 1st. Ball must be ~~be~~ caught by 1st baseman no later than 3.00 seconds after ball was hit by batter.

Range = Distance from starting base to ~~first~~ ^{ground} pickup point.

3. Longest Home Run Contest

Batter hits pitched ball as far as he/she can. Ball is not fielded until it rolls to a stop.

Home Run Distance = total distance from home plate to end of ro

Longest Throw Contest

Throw Distance = Distance ^{along foul line (projected by 1st base)} from home plate to 1st base

MARATHON SOFTBALL GAME

How the Game Works

1. Each team plays one or more rounds. In each round, each team plays one long "marathon inning" against one other team. In each marathon inning, a team stays at bat as long as necessary to go exactly once through its batting order – and it stays in the field as long as necessary for its opponent to go once through its opponent's batting order.
2. In the first round, teams may choose their own opponents. After the first round, matchups are based on cumulative scores: The teams with the top two scores play each other, then the teams with the 3rd and 4th highest scores, etc. Play continues as long as time permits. [Note: In an odd-team field (or when a team signs up after the first round is over), the "odd team out" will play its first match against one of the median-ranked teams from the rest of the first round.]
3. A team's net score for each round equals two times the number of runs it scores minus one times the number of runs it gives up, subject to a minimum net score of zero per round. A team's cumulative score for all rounds is the sum of its net scores per round.

Who's Eligible to Play

1. All people attending the picnic who are "affiliated" with a given 'C' League team may play for that team. The recommended age requirement is 12 years or older. No player may play for more than one team.
2. A team's batting order consists of all eligible players who wish to play, from a minimum of 8 players, up to maximum limits of 20 players and 14 men. [Notes: Any "phantom females" that may be required to break up strings of four or more consecutive men count toward the 20-player maximum. The maximum limits are waived if all batters in the batting order were listed on the team's official roster for the season – provided at least 30% of them are women and no phantom females are required.]

MARATHON SOFTBALL GAME

Rules of Play

1. All regular 'C' League rules will be applicable, except for the 10-run rule.
2. Everybody in each team's batting order will get a chance to play on defense (10 players at a time). Halfway through the opponent's batting order, all players who were sitting out will go into the field for the remainder of the inning (replacing an equal number who will sit out the remainder of the inning). [Note: If a team has more than 20 players in its batting order, this requirement does not apply to the excess over 20.]
3. There is a special rule covering the final play in an inning. All baserunners are live – even after the final batter is put out. **If there are any remaining baserunners, the only way to immediately end the inning is to play the ball to home plate (no tag necessary)**. Playing the ball to home plate immediately stops all action, and the inning is over. All runs scored on the final play count – as long as they cross the plate before the ball is played to home. [Note: On the final play (as on any other play), baserunners must tag up before advancing after a caught fly ball.]
4. A head umpire will be present to see that the game proceeds smoothly. All normal umpiring decisions will be made by the competing teams in the traditional 'C' League fashion – the head umpire will only arbitrate disputes. The head umpire may also take steps to speed up the game if a particular batter or pitcher is causing undue delays. Possible remedies include: calling a batter out after three non-swinging strikes, or replacing an incompetent pitcher (possibly with a pitcher from the batting team).