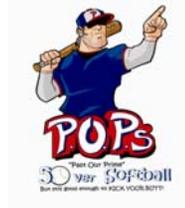


POPS Softball Newsletter



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POPS Softball Newsletter

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POPS Website Links

Letter From the Editor

I was talking with a POPS player recently who mentioned how often he sees other POPS players at random places. I do also. I see POPS people on virtually every day on my LIRR commute to and from Manhattan. My wife and I frequently go out to dinner, bowl, and generally socialize with many people that I've met through POPS. And I know many POPS players that have become good friends through POPS. When my kids see me talking to someone they don't know, they usually ask "Do you know him from softball?"

It got me thinking that POPS is not just a softball league - it is a community. You can get more from POPS than just a fun game of softball if you want to. So strike up a conversation with someone from the opposing team - who knows, he might end up being a close friend one day.

Let's enjoy the 2011 season - go out, get some exercise, compete, and above all, have some fun!

Thank you.

Andy Eisner, Director of Fun & Publicity, Editor-in-Chief
POPS Softball Newsletter



by...
**Keith "Commish"
Pastuch**



Welcome to another year of POPS softball - I can't believe we are starting our Bar Mitzvah year, or our 13th season. POPS has grown to 38 teams in two leagues. The 40 & Over league has 22 teams in 3 divisions, and the 50 & Over league has 16 teams in 2 divisions. We boast over 650 players enjoying their spring/summer just like little kids all over again. Quite a long way from the 4 teams, 50 something players we started with in the summer of 1998. And 2010 was our 2nd year of Fall Ball, in which we had 12 teams with over 150 players.

[POPS Homepage](#)

[Schedules](#)

[Standings](#)

We are now playing on some of the best fields on Long Island 5 nights a week. We have become the envy of most leagues and one of the reasons we have a waiting list each year. I want to take this time to thank so many of you who make this league run so smoothly each year. It all starts with the board, who meet all year to decide how to run this league more efficiently, the directors, who are the eyes and ears of this league making sure all the games run smoothly, to the managers, who help get the teams formed and then put the extra effort in to make sure all of you have leadership and direction, and to all of you... the players.

Looking forward to seeing all of you on the fields in 2011.

POPSOFTBALL.COM



The POPS website (www.popssoftball.com) is full of useful information on our league. You will find rules, schedules, standings, approved bat lists, rainout information, etc. Please visit the site often for the latest information.

The site is maintained by POPS director Juan Tocabens.

2 Leagues, 5 Divisions

POPS consists of 2 leagues - 40 & Over and 50 & Over. In order to ensure a competitive environment for all, each league is comprised of divisions - 3 divisions for the 40 & Over league, and 2 divisions for the 50 & Over league. The breakdown of these leagues and divisions, by team, is as follows -

40 & Over League

American Division

Christian	Davidoff	Heiman
S. Cohen	Ferrante	Intrabartola

National Division

Arm	H. Cohen	Toor
Bogatz	Pomerantz	Zatkowski
Botwinick	Realmutto	

Central Division

Calagma	Lashinsky	Schilero
Epstein	Longo	Trapani
Esposito	Rothwell	

50 & Over League

American Division		
Cappelli	Pastuch	Spataro
Malley	Reyes	Wexler
Miller	Sklar	

National Division		
Barnovsky	Dowd	Smith
Ciccione	Goldshied	Troiano
Coy	Leventhal	



Timing of Games

Due to our agreement with the ASA umpires, all games must be completed within **1 hour, 15 minutes** in order to not become subject to additional fees. Therefore, to maximize the time available for each game -

- Get to games early, warm up, and be ready to go.
- If possible, start the 1st game early.
- Move quickly between innings - know fielding positions, take only 2-3 warm-up pitches, etc.
- Second games should start immediately after the 1st game - but must be within 10 minutes.
- Be considerate to other teams - when the first game is over, immediately move out of the dugouts.
- Most fields have their lights shut off around **10:30pm - this cannot be changed.**

We



Rules Highlights

all know that POPS has certain rules that differ from traditional (young man's) baseball/softball. These special rules have been put in place for safety reasons - remember, the principle philosophies of POPS are to compete, have fun, and not get hurt.

The official [POPS Rule Book](#) is posted on the [POPS website](#).

The rules for 2011 are the same as for 2010 with these exceptions -

- Right Field Trees at OHS. As POPS has matured, so have the trees located in right field at Oceanside High School - so much so that they now interfere with well-hit balls. Beginning with the 2011 season, if a ball makes contact with any part of the right field trees and then falls onto the field of play -
 - The umpire must make the following call -
 - Home run. If the ball was over the fence when making contact with the trees, it is an automatic home run.
 - In play. If the ball was not over the fence when making contact with the trees, it is considered in play, and all runners may advance at their own risk.
 - Note: If a ball is caught after making contact with the trees, it is not an out - the ball will be ruled either a home run or in play (in which case all

- runners may advance as their own risk).
- Pinch Runner. A player may pinch run only one time in any inning. The pinch runner must be the last batted out who is physically capable of running. Note: We are counting on the integrity of the players and managers to ensure that only players who are injured use pinch runners - being a slow runner does not qualify someone to use a pinch runner.
 - Playing in more than one 40 & Over division. A player is entitled to play in more than one 40 & Over division. This is a trial for the 2011 season only. We will evaluate the effect this rule has on teams and the league, and then revisit it for the 2012 season.
 - Cones. Each team will be given a set of flat, orange, saucer-shaped cones to use as right and left field line makers, which will make it easier for umpires to call fair/foul balls hit down the lines.

A reminder of the forfeit and substitute player rules for the regular season -

- Forfeits. A team must have at least 8 players for each game, including as many fill-in players (i.e., registered POPS players who play for a team other than the opponent) as needed. A team that has 7 or fewer players/fill-in players for a game, forfeits that game, and will be penalized as follows - (i) they will play their first playoff game with two outs in the 1st and 3rd innings, and (ii) they will pay a \$50 team fine to POPSFTBALL.
- Penalties for using fill-in/borrowed players. A team that uses 1 fill-in player or borrows 1 player from the opposing team will begin the 2nd and 4th innings with 1 out. A team that uses 2 or more fill-in players or borrows 2 players from the opposing team (or borrows 3 players for a 50 & Over game) will begin the 2nd, 4th and 6th innings with 1 out.

Any questions on the rules should be directed to POPS Director of Rules, Keith Davidoff (keithdavidoff@aol.com).



Bats

The following is the rule for bats that are permitted to be used during POPS games. All of the ASA umpires that work our games have been informed of our permitted-bat rule, and all POPS managers have been asked to bring the rule to games.

POPS Bat Rule

The following bats are considered ILLEGAL (i.e., not permitted) - all other bats with an ASA stamp are permitted.

- "Double Wall" bats, OR
- Bats on the ASA Non-approved bat list - click this link to see the list: http://www.asasoftball.com/about/build_batlist_one_page.asp

Any questions on this should be directed to POPS director of rules, Keith Davidoff.



Commitment Line

The commitment line is just like marriage - once you cross that line there is no turning back! So, if a runner crosses the POPS commitment line and then crosses back over it, he is automatically and immediately out - no throw has to be made and he does not have to be tagged out.

Also note that if a runner is between the commitment line and home plate, and a fielder with the ball steps on home plate, the runner is immediately out and the rest of the play is live - other runners can advance and can be thrown out.



Who's on First?

Remember the song "Fifty Ways to Leave Your Lover"? Well, here's 23 ways to get to first base in a baseball game (courtesy of ESPN Magazine).

1. walk
2. intentional walk
3. hit by pitchdropped 3rd strike
4. failure to deliver pitch in 20 seconds
5. catcher interference
6. fielder interference
7. spectator interference
8. fan obstruction
9. fair ball hits ump
10. fair ball hits runner
11. fielder obstructs runner
12. pinch-runner
13. fielder's choice
14. force out at another base
15. preceding runner put-out allows batter to reach first
16. sac bunt fails to advance runner
17. sacrifice fly dropped
18. runner called out on appeal
19. error
20. four illegal pitches
21. single
22. game suspended with runner on first, that player is traded prior to the makeup; new player is allowed to take his place