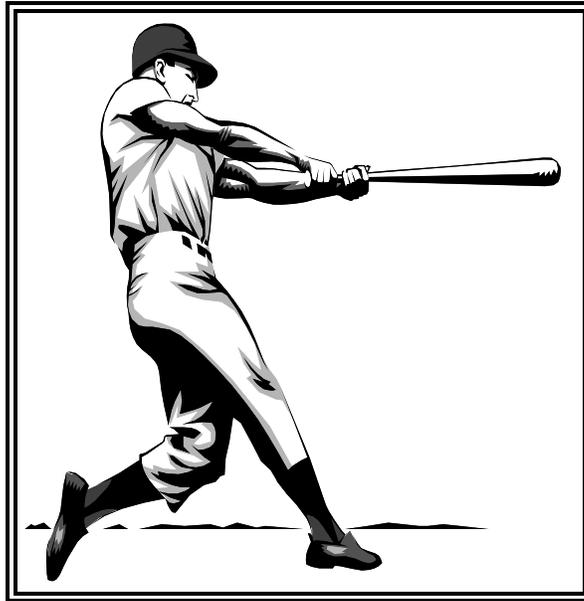


## **SENIORS' 22<sup>ND</sup> ANNUAL SLO-PITCH TOURNAMENT**



**WHEN:** July 9, 10, 11, 2010 *Friday night games only if necessary*

**DEADLINE:** **Friday, June 18, 2010, 4:00 PM (NO EXCEPTIONS)** Don't be late.

**DIVISION:** 50 Division, 55 Major, 55 Minor, 60 Division, 65 Division, 70 Division & Novice 55  
Must be 5 teams for a division. ***Tournament Director reserves the right to adjust divisions and or teams for more balanced competition/ Divisions.***

**TYPE:** Round Robin (pool play)

**RULES:** Huntington Beach City League Rules. Players **MUST** be 50 years of age during calendar year. Players may play in **ONE DIVISION ONLY**. For additional information, call Raymond Frankeny at 714-536-5230.

**COST:** Entry fee - \$225 + \$15 umpire fee at each game.

Check payable to: HUNTINGTON BEACH COUNCIL ON AGING  
c/o – Ray - Community Services  
2000 Main Street  
Huntington Beach, CA 92648

**ELIGIBILITY:** **ALL PLAYERS MUST HAVE PICTORIAL I.D. AT GAMES.**

**AWARDS:** 13 first place individual awards for each division  
T-shirt for each player who plays in the tournament (**you must fill in the shirt sizes on the roster before submitting your fees**).  
Plus other awards

HUNTINGTON BEACH COUNCIL ON AGING &  
 CITY OF HUNTINGTON BEACH  
 COMMUNITY SERVICES DEPARTMENT  
 2000 Main Street, Huntington Beach, California 92648



**SENIORS' 22<sup>ND</sup> ANNUAL SLO-PITCH TOURNAMENT**

NAME OF TEAM \_\_\_\_\_ DIVISION \_\_\_\_\_  
 TEAM MANAGER \_\_\_\_\_ PHONE (H) \_\_\_\_\_  
 ADDRESS \_\_\_\_\_ PHONE (W) \_\_\_\_\_  
 CITY \_\_\_\_\_ ZIP \_\_\_\_\_ PHONE (C) \_\_\_\_\_  
 E-MAIL ADDRESS: \_\_\_\_\_ FAX : \_\_\_\_\_  
 ASSISTANT TEAM MANAGER \_\_\_\_\_ PHONE (H) \_\_\_\_\_  
 E-MAIL ADDRESS: \_\_\_\_\_ PHONE (W) \_\_\_\_\_  
 PHONE (C) \_\_\_\_\_

Please check shirt sizes for each player (**must be completed to receive shirt**).  
 Players must play in tournament to receive a shirt.  
 If team manager is a player, he must be one of the players on this roster.  
**PLEASE TYPE OR PRINT: (ALL PLAYERS MUST SIGN ROSTER)**

Check Shirt Size

	NAME	SIGNATURE	BIRTHDATE	M	L	XL	XXL	XXXL
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								
14.								
15.								

ENTRY FEE: CHECK PAYABLE TO THE **HUNTINGTON BEACH COUNCIL ON AGING** \$225.00 \_\_\_\_\_

**FOR OFFICE USE ONLY:**

Date \_\_\_/\_\_\_/\_\_\_ Initial \_\_\_\_\_ Receipt # \_\_\_\_\_ Check # \_\_\_\_\_ Roster # \_\_\_\_\_

# **HUNTINGTON BEACH SENIOR SLO-PITCH TOURNAMENT**

**JULY 9, 10, 11, 2010**

## **RULES**



1. Forfeit time is 5 minutes after game time.
2. Games will be 7 innings **OR** 1 hour and 5 minutes.
  - a. No inning may start after 1 hour 5 minutes from game time.
  - b. An inning in progress will be completed.
3. All titanium, double or triple wall bats, two-piece construction bats are illegal in all Huntington Beach Tournaments. No bat may exceed 1.20 performance level. Batter will be called out. No EST/PST Worth or Easton Connection. **See attached banned-bat list.**
4. The three-strike rule will be used.
5. 15 run mercy rule after 5 innings.
6. Team may score maximum of five (5) runs per inning but cannot exceed 15 runs in the unlimited or last inning.
7. Sliding is not allowed. A player who slides will be called "OUT." 50-year-old Division/ Division 1 may slide with consent of both managers.
8. Players (base runners) may overrun any base, provided there is no motion to advance to the following base. A runner returning to a base may also overrun the base if necessary. If a runner overruns second or third base, runner must retag the base before advancing to next base.
9. A defensive player cannot, intentionally or unintentionally, block a base from a runner.
10. Base runner is "OUT" if ball is jarred loose by bumping or physical contact.
11. Base runner is "OUT" if runner is tagged with the ball and the ball is dropped.
12. Players scoring a run must have foot down on or down beyond the scoring line before the defensive players touch home plate (absolutely no tag play).
13. If base runner touches home plate, the extension mat or runs through the batter's box when scoring a run, the runner is "OUT." However, the catcher on a force play must only play home plate.
14. Once offensive player advancing toward home plate passes the twenty foot line, player cannot retreat to third base but must continue to home with the possibility of being forced out at the plate.

15. Courtesy Runner – Unlimited courtesy runners are allowed and may be inserted at any time. A courtesy runner may only run once per inning. When a courtesy runner is on base and it is his turn to bat, he is out as a runner and takes his turn as a batter. A courtesy runner cannot replace a previous courtesy runner.
16. Lineups - Managers of both teams should exchange lineups and the umpire must also be given a lineup prior to the start of the game.
17. Home team determined by coin flip for each game.
18. Base runners may not leave base until ball crosses home plate.
19. Age minimum will be 50 years during the calendar year.
20. Players may play on one team only during the tournament.
21. Division I (one) will have 2 home run rule (balls hit over the fence) with 1 up rule. Example: A team with 2 home runs cannot hit another until opponent hits 2; cannot be more than 1 home run ahead after 2. Any home runs over limit are outs.
22. The six foot pitcher's box will be used for the tournament.
23. International Tie Breaker will be in effect. Courtesy runner may be used.

## **SPORTSMANSHIP**

The umpire is in complete charge of the game. Any undue conduct by players or manager shall necessitate ejection from game and participation. Any player or coach ejected from a game will automatically be suspended for the following game. He will also have to leave the game area. League officials may review the case and issue harsher disciplinary action.

Managers will be responsible for the conduct of their players and will:

1. Do everything possible to assist the umpire in keeping the game conducted in an orderly manner.
2. Be responsible for reviewing league rules and regulations with all team players.

**HUNTINGTON BEACH**  
**Banned Bats as of June 15, 2010**

<b>Manufacturer</b>	<b>Bat</b>	<b>Reasons</b>
Adidas	Phenom	Multiple Layer
Advanced Sports Technology (AST)	AST Max Force	Multiple Wall
Akadema	X10, Xtension Catapult (all versions)	Multiple Wall
Albin Athletics	Incinerator (all versions), ASP07	Multiple Wall/ Multiple Layers
Anderson	Next Generation, Rockettech FP, Rockettech, *Rockettech Reloaded, Techwrap, Tech Zilla, *Techzilla Reborn, Rockettech Composite Killer, TechZilla Composite Killer, Matrix, FastTech, Nanotek, Matrix,	Multiple wrap / Multiple wall/ * Non-ASA Approved
Bombat	TD2	Multiple wall
Boombah	*Cannon	Multiple wall/* Non-ASA Approved
Brett Brothers	Thunder (all version) Bamboo/ Maple Wood	Multiple wall/ multiple piece
Combat – CE Composites	C4 (Slowpitch and Fastpitch versions), *B1 DaBomb (all versions), SX-3, Censored, *Uncensored, B198, *Virus (all versions), Throttle, Anti-Virus, *Anaconda, *Lady Virus, Gear - (all versions - incl. Afflicted/ Senior), Lisa Fernandez,	Multiple Wall/ Multiple Layers/ * Non-ASA Approved
DeBeer	Shockwave, Clincher EST	Multiple wall, Multiple Shell
Decker	Enigma	Multiple Wall/ layered
DeMarini/ Wilson	B52, 375-MX, *Dark, Demolition, Distance Lite / AX/ Doublewall, Doublewall Classic, Doublewall Fastpitch FLI & DXDBB & DXDBH, F2 (all versions), Fat Boy, Rayzr AX (All models), Ultimate Distance, Venum, Vexxum, DXFF2, EVO (all versions), F375, DXMFP Medusa, DXWHI White-Steel, Ray Dimarini Distance,*Juice, Onyx, F3 (All versions), Juggernaut (all versions), Phenix, Raw Steel, Cat Osterman DXCAT, *DXEVO, CF3, *Geezer, Voodoo, Vendetta, F4 (All versions), RD-28, J2 (all versions), THE ONE (DXONE), Flame, DXLCA-9 LC5, Creature, CF4.	Multiple wall, Multiple layers, Multiple piece/ *Non-ASA Approved
Dudley	Fusion, Fusion 2	Multiple piece
Easton	Connexion (All models), Rebel (pre-2000) Black with gold lettering, Synergy (All models including Plus, Flex, Reveal, Clarity, SRV4 and CNT), Ti-Core, Tri-Shell, Z-Core Titanium, Stealth (all versions), *Synthesis, Brett Helmer, Quantum, SV12,	Multiple piece/ Exceeds 1.20 BPF/ Multiple layer/ Multiple shell/ Titanium/ * Non-ASA Approved
Equalizer	Equalizer 2	Multiple wall
Grover	Platinum (All models)	Multiple wall
Hale Sports	HaleStorm	Multiple wall
Kelley	Wraptech,, Mach Ten (Diamond Flex), N Fuego	Multiple wrap
Louisville / TPS	A.I. {Air Inertia} (All models), Air Attack (All models) Air C-555 (includes Platinum), Air Response, Air Epitome, Air Gold (Lisa Fernandez), Double Action / Threat / or Gold, Gen 1X (All models), *Genesis (All models), Inertia, Momentum, Outlaw, Rich Plante, Springsteel, XXL, Response Lisa Fernandez, XXL CU31, *SB34 Genesis, *SB 105 Catalyst, *FPC205 Catalyst, SB206 Catalyst, *FPC305 Catalyst, *SB305 Warrior XXL-Balanced, *SB405 Warrior XXL-End Loaded, TPX Armor, SB705 Warrior XXL, XXL-Fast Pitch, Air Warrior (all Models), Warrior SB305 Powerdome, FP72C Catalyst2, SB306 Dynasty, Nexus (all versions), SB73V Voltage, SB74X Dynasty XXL, FP73M C1C Fastpitch, FP74M C1C Fastpitch, SB75P Dynasty, *SB72N Nexus & TPS, Nexus (all versions), Zephyr, FP83C Catalyst, EXO –All versions, Voltage, Voltage II, Maverick, Mendoza Composite, *SB404, Responsive Composite, *SB304, SB29 Double Threat, Triton (all versions), H2 XXL Hybrid, Omaha	Multiple chamber/ Multiple wall/ Titanium/ Multiple layer / Exceeds 1.20 BPF/ * Non-ASA Approved
Mattingly Baseball	Beast (All versions),	Multi wall
Miken	Infinity, Intensite, M-Pulse, Velocite (includes all Ultra model), Viper, Edge, Freak/Freak 98/*Freak Plus, Ultra Balanced/ *Maxload, *Ultra II (All versions - inc. Advanced), Maniac (all versions), OKC, Camo 484, *MSTC T22C6 Titanium/Composite, NRG-all versions, Halo/ Halo Light, Decoy, Recoil (All versions), MXB, Psycho, Icon (all versions), Nemesis (all versions), Vicious, Rain, Epic, Long Haul Bomber, Chaos, MV1, MV3 (all versions),	Multi layer/shell/ Multiple piece/ Exceeds 1.20 BPF/ * Non-ASA Approved/ Titanium
Mizuno	Techfire (all models includes Rage, Classic, Crush, Crush –2, Crush G3, Envy & Fury), Blur	Multiple wall/ Multiple layer / *

	(includes *Advanced Series), Wrath (all versions including Wrath II), *Fenzy (all versions), Craze	Non-ASA Approved
Nike	Air Max Thruster 45, Surge, MX5, Surge, Aero Athena Composite, Aero Athena Multi-wall, Aero Fuse ( all versions)	Multiple chamber/ Multiple wall
Nokona	*Tomahawk, Renegade	Multiple layer/ * Non-ASA Approved
One Cryo	Equalizer 2	Multiple Wall
Rawlings	Dual C, Silverback (includes ACL and Inertech), Liquidmetal, Liquidmetal 2, *Plasma (all versions including Fusion), Rush (all versions)	Multiple wall/ Multiple Layer/ Multiple Piece/ * Non-ASA Approved
Reebok	Dictator – All versions, Melee, Vector	Multiple Layer
RC Sports	RC Stroker	Multiple Wall
Rip-It	Rip-It Elite, *Rip it Senior, Reaper, Force (all versions), Foxy	Multiple Wall/ * Non-ASA Approved
Schutt Sports	*Schutt Bat +, Schutt Bat, Bandit, Multiwall Composite, Bustos, Fernandez (all versions)	Multiple Layers/ Multiple Wall/ * Non-ASA Approved
Steele's	XLT (Alien & 7178 models), XXX, Laserflex 2-wall	Multiple wall/ Exceeds 1.20 BPF
TNT	Power	Multiple Wall
Toledo	Katana (All versions)	Multiple Wall
Toloso	Maximus, Primo	Titanium
West Virginia Bats	625 Softball	Multiple piece
Worth	3DX (all 3DXmodels including Dimension,) Lighthouse (blue), Powercell (Return Chamber models), PowerLink, *PST(all models including Max & Vanadium), Quad Shell (all models), *SBWK, Supercell EST (All models), Poly-Tech EST, *Wicked (all models) including XWICKX, WWSC, MG46 and Whiplash, GX4 Dimension, *Max 120, Clincher EST, *WIC 120, *Mayhem (all models including reload), Asylum –all versions, PST (all models), EST (all models), Prodigy, Insanity, AMP (all versions), Mutant (all versions), Revolver, *Launch, Blade-EST Version, *XGold, *XRed, Lithium (all versions - including Edge), Titan (all versions) *Resmondo (all versions), Toxic, Quad Metal Matrix,	Multiple Layers/ Multiple piece/ Multiple chamber/ Multiple wall/ Multiple shell/ *Non-ASA Approved

Please note that any bat that is labeled with multiple shells, walls, compartments, sleeves, trampolined, matrixed, transfer molding, layers, chambers are not permitted within the City of Huntington Beach leagues. Any bat that is not a single piece construction is also not permitted in the City of Huntington Beach. If you are not sure, please check with the league director or the umpire before using/ unwrapping the bat. **Any other bat not listed on the ASA Approved bat list is not permitted within the City of Huntington Beach.**

**This list is not a complete or exclusive list. There may be bats that are not on this list that will not be permitted for use in the City of Huntington Beach. Please check prior to usage.**