Gentlemen,

Thank you attending this morning's breakfast meeting. Here are the minutes from this morning's meeting.

In attendance: J. Harrington, R. Litchfield, T. Spataro, A. Gerberg, T. Bennett, D. Peck, J. Pilli, M. Clancy, J. Criss, W. Aaron.

- Batting to the Screen Rules change...
 - a. If a ball is batted into the screen the first time, it shall be considered a dead ball.
 - b. If a batter, during the same time at bat, hits the screen a second time it shall be considered a strike.
 - c. If a batter, during the same time at bat, hits the screen a third time it shall be considered an out.
- 2. Everyone was informed that the BoD also got a copy of the Batting Screen Rules yesterday and additional comments could be forth coming. Brian McCarthy also provided excerpts from USA/ASA on the use of pitching screens. I'll review to see if there is any need to change what we produced so as not to be in conflict with USA/ASA.
 - a. Here are some of the proposed changes from BoD members.
 - i. Screen should be placed 4 ft from pitchers' rubber to allow for an unobstructed "stride" off the rubber.
 - ii. As long as approximately half of the pitcher's body is protected behind the screen the use is legal.
- 3. The teams will experiment with the placement of the screen during practice and the season to help define a policy for screen placement when a pitching mound is in play.

- 4. Propose that we partition the board for having two screens per field. This would allow both teams warming up to use the same screen for both practice and game play.
- 5. Each team will remain at a roster count of 15 players. We will make use of a player pool for roster shortages.
- 6. Roster shortages should be managed with the idea of Brotherhood and playing the games, a tradition we have employed for some time. If a team has a roster shortage that could lead to a team having to forfeit, other teams can & should loan out players to help.

Regards,

Walt

Wilmington Senior Softball Association

"You don't stop playing because you grow old. You grow old because you stop playing."