Sun and Fun Senior Softball, Inc.

All-Star Game Guideline

The date for the game is the second week of February with the 3rd weekend in February the rain date.

Game Schedule Team Selection:

Sun Team: Divisions 1,3,5,7Fun Team: Divisions 2,4,6,8

Divisions Having Uneven Teams, i.e., 5, 7, 9

Sun Team: 1, 3Fun Team: 2, 4

An odd team, i.e., 5, 7, and 9 players selected, will be split between Sun and Fun teams.

Manager selection of all divisions:

- Managers are selected when the standings for each division are finalized at the end of the 3rd week in January:
- 1st place team manages the Sun Team
- The 2nd place team manages the Fun Team

Games:

- All games are limited to 1hr and 10 minutes with no inning starting beyond that point.
- Games tied at the end of the specified time will be considered tied, with no tiebreaker.
- The hosting community has discretion on the divisional play, starting and ending time, etc.
- The Sun team is home, the Fun team are the visitors
- Each batter starts with a one and one count.

Player Selection Process:

- Players are selected by their community for each participating division.
- The number of teams in each division will determine the number of players.
- The divisional representative will determine that number and where odd number team players will play or be split.
- The manager of each team will send the names of each player, age, number, positions played, and hometown to the Sun or Fun team manager depending on the standing listed above, and to the hosting community.

Note: Every player selected to play in each division "must" bat and should play defensively if possible.

This guideline can be used by hosting communities and has been the format used by many hosting communities.

To make this successful for the hosting community and the league all the participating communities, managers, and players need to follow this guideline or those put forth by the hosting community for this game to be a meaningful success.

Revised, August 12, 2025

Jim Milligan - Secretary-Treasurer