

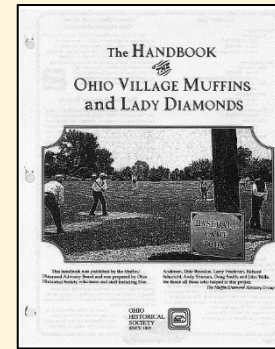


# Handbook of the Ohio Village Muffins & Lady Diamonds

## Vintage Base Ball Program

This handbook was created under the direction of the 2016 Muffins/Diamonds Advisory Board and was prepared by Aaron Seddon in conjunction with members of the board and Muffin volunteers.

This handbook serves as an updated version of the previous *Handbook of the Ohio Village Muffins and Lady Diamonds* published by the 1999 Muffins/Diamonds Advisory Board and prepared by Ohio Historical Society volunteers and staff, including Don Andersen, Dale Brandon, Larry Friedman, Richard Schuricht, Andy Shuman, Doug Smith, and John Wells.



**Cover of the 1999  
Handbook**

The 2016 Advisory Board was comprised of Jim Kinnach, Team Manager; Dale Brandon; Jackie Forquer, Diamonds Team Manager; Curt Green; John Francis; Tom Della Flora; Frank Thompson; Mike Purcell; Joel Moore; Aaron Seddon; Jennifer Bell; Susan Brouillette, OHC liaison to the Muffins/Diamonds; and consultant Jim Tootle.

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### **The Advisory Board**

In November of 1996 the first Muffins/Diamonds Advisory Board was formed. Its purpose is to provide volunteer leadership within the program. Meetings of the board are generally held once a month or as needed. The team manager usually oversees the meetings. Appropriate initiatives or changes within the program are decided upon by the Advisory Board. Members of the board are elected for two year terms, and members may run for reelection. Any OHC volunteer who has been in the Muffins/Diamonds program for one playing season may run for the Advisory Board. As of 1997 it was decided that the Diamonds must always be represented with at least one elected member of the Advisory Board.

The current Advisory Board includes:

- |                   |                                   |
|-------------------|-----------------------------------|
| • Jim Kinnach     | • Frank Thompson                  |
| • Dale Brandon    | • Mike Purcell                    |
| • Jackie Forquer  | • Aaron Seddon                    |
| • Curt Green      | • Jennifer Bell                   |
| • Joel Moore      | • Susan Brouillette (OHC liaison) |
| • Tom Della Flora | • Jim Tootle (Consultant)         |

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**Revised: May 2017**



## Table of Contents

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<a href="#">About the Muffins/Lady Diamonds Program</a> .....	3
<a href="#">About the Ohio History Connection</a> .....	4
<a href="#">History of the Ohio Village Muffins</a> .....	5
<a href="#">History of the Ohio Village Lady Diamonds</a> .....	12
<a href="#">History of the Ohio Cup</a> .....	14
<a href="#">The Muffin Uniform</a> .....	16
<a href="#">Obtaining Uniform Parts</a> .....	18
<a href="#">Vendors</a> .....	21
Vintage Base Ball Rules & Customs	
<a href="#">1860 Rules</a> .....	22
<a href="#">The Muffin Way</a> .....	31
<a href="#">Muffins/Diamonds Customs</a> .....	38
<a href="#">Baseball: Then (1860) and Now (1898)</a> .....	40
<a href="#">Muffin Program Policies</a> .....	43
<a href="#">Logging Volunteer Hours</a> .....	46
<a href="#">Bibliography</a> .....	47
<a href="#">Resources</a> .....	48
<a href="#">Game Day Checklist</a> .....	49
<a href="#">Contact Information</a> .....	50





## About the Muffins/Diamonds Program



**Muffins pose in front of Andrew Jackson's home, The Hermitage, in Nashville, TN, 2015**

The Ohio History Connection's Muffins/Diamonds program is an integral part of the organization's Visitors Experience Department. As museum volunteers, participants in the vintage base ball program extend the Ohio History Connection's mission to spark discovery of Ohio's stories and embrace the present, share the past, and transform the future. The demonstration and interpretation of nineteenth-century base ball, along with its related social and recreational histories, is a significant contribution to this mission.

Historical authenticity is an important objective of the program in order to accurately portray the game as it was played in the 1860s. The competitive nature of the games are of secondary importance.

As members of the Vintage Base Ball Association ([www.vbba.org](http://www.vbba.org)), the Muffins/Diamonds are also dedicated to the growth of the game.



## About the Ohio History Connection

Muffins and Diamonds home games are played in the Ohio Village, located at the Ohio History Center, the flagship site of the Ohio History Connection.

For more information on the Ohio History Connection and the Ohio History Center—including its schedule of programs and events, a list of sites and museums, and information on other volunteer opportunities—please call (800) 686-6124 or visit [www.ohiohistory.org](http://www.ohiohistory.org).



Ohio History Center, Columbus, OH

## History of the Ohio Village Muffins

The Ohio Village Muffins were formed in 1981 and began playing matches in that year. The founder was Amos Loveday, at the time the chief curator of the Education Division for the Ohio History Center.

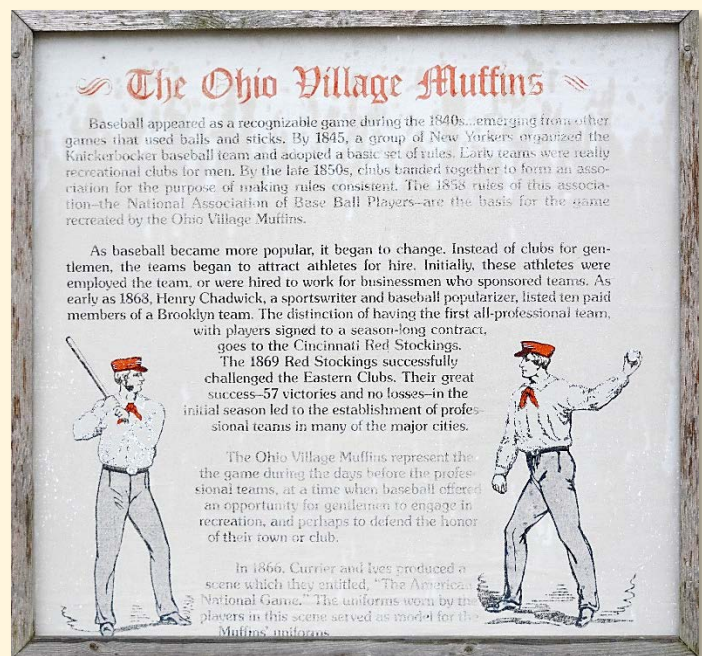
Originally, most Muffins were museum staff. The first team manager was Vicky Tabor. She and others researched the early game, and from this effort came the uniforms, rules, and the type of presentation the Muffins display. Vicky is a native of Findlay and this helped her to secure an early sponsor for the muffins—Marathon Oil.

In the early years, finding opponents was a challenge as no other clubs existed in Ohio, and only one other group was playing this game in the country. Thus, games were scheduled with whomever cared to play. The Muffins played mostly in Ohio Village against softball teams representing, among other things, churches and bars. Historical accuracy was stressed, but was often dependent on the nature of the opponent (as when the Muffins took on the cast of the outdoor drama Tecumseh who played in their Native American stage costumes).

In 1984, Tom Wildman was the interpreter in the schoolhouse and the Muffin Team Manager. He further researched the early game, and under his leadership the rules the Muffins played by for many years were put in place. During this season, the team played at the Riverfront Stadium before a Cincinnati Reds game. The Muffins also began to attract national publicity, with articles about the team and the sport of vintage base ball appearing in *Sports Illustrated*, while representatives of the team appeared on *Good Morning America*.

While some staff members continued to play in the mid-80s, more volunteers joined the club. The schedule increased, and the Muffins began to play more matches on the road. These were mainly at Ohio History Connection sites or places with a historic theme.

Brian Burley was a definite driving force of the Ohio Village Muffins for a number of years during this developmental period. A museum volunteer, Brian served as a Team Manager. Under his leadership an experienced group of players developed who would play with the club for several years. Throughout the 80s the team's playing schedule continued to increase. The ball the



**A sign informing visitors to Ohio Village about the history of baseball and the Muffins. The sign stood outside the American House Hotel for many years, but was taken down after the 2015 season**

Muffins used was the “Incrediball,” a safety ball about the size of a tennis ball with raised red seams; this would be the only Muffins match ball until 1992.

**NOSTALGIA**

## PLAYING BASEBALL THE OLD-FASHIONED WAY

BY JOEL SCHWARZ ■

We all have our own special baseball memories: a personal highlight film of events both significant and trivial that flash through our minds with just a little prompting. On my reel Joe DiMaggio and Mickey Mantle sign a scuffed ball for a 10-year-old at a 1951 spring exhibition game. Sandy Koufax conducts Whitney Ford 2-1 in the final game of the 1963 World Series. Clyde Wright of the California Angels throws a no-hitter against the Oakland A's in July 1970, and I go home with a foul-ball souvenir, and then there's the unique triple play I witnessed late last summer. Nothing quite like it has been seen for at least a century.

The horse-and-buggy era has been brought back to life by the Ohio Historical Society.



It was over in an instant. Dave Lieb to Tom Wildman to Brian Barley. They are, respectively, the shortstop, catcher and third baseman of the Ohio Village Muffins, a baseball team that plays the game by rules originally drawn up in the 1840s and '50s.

The Muffins were assembled by the Ohio Historical Society's Ohio Village, a mid-19th-century re-creation of a small town set in the heart of Columbus. According to Anne Loresday, the Historical Society's chief curator, the team was founded in 1981 to show baseball's role as a popular social and recreational pastime of the 19th century.

The Muffins took the field only after painstaking research was conducted to be sure the game they were playing was authentic. At the time, they were the

only team in the country playing the grand old game according to its grand old rules, though in recent years other historical groups in New York have organized a few other teams.

The Muffins' games are governed by a slim booklet containing just 33 rules, which are based on those used by some New York teams of the mid-1800s. They can be slightly confusing to opponents and fans schooled in present-day baseball.

Take that triple play, the first one the Muffins ever executed. By today's rules the Muffins would have been fortunate to get a double play and might have had to settle for a single out at home plate.

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**NOSTALGIA**



ing, headed for third. Base runners, according to these rules, must advance to the next base if they leave the one they occupy by more than a stride. Wildman's throw to Barley at third arrived a split second ahead of the runner to complete the triple play. No tag was necessary. A runner is out at any base and in any situation if a fielder catches the ball and touches the base before the runner gets there.

But don't simply dismiss the triple play as an anachronistic fluke. Consider that the Muffins play fast-handed with a ball that often takes erratic and incomprehensible bounces.

There are several other significant differences in how the Muffins play the game. Base runners may not lead off a base, slide or steal. Batters are not permitted to bunt. Foul tips caught by the catcher on the fly or on one bounce are outs. A ball that first strikes fair territory and then goes foul is a fair ball, any ball that starts off foul and rolls fair is still a foul ball. Defensively, the first, second and third basemen must be positioned within three feet of their bases. The shortstop is a floater who can play anywhere.

The action still starts with the pitched ball but, again, the differences are significant. In Muffin ball, the pitcher tosses underhand from 45 feet away without

benefit of a mound. According to the old rules, the pitcher must throw the ball in the general area that the batter dictates, and it only takes three bolls to draw a walk.

Before a Muffins game begins, the umpire warns the teams that no wearing or unruly conduct will be tolerated on the field. Baseball in the 1850s was a gentleman's game, and the Muffins strive to keep it that way. Violators must pay a 25-cent fine on the spot for any transgressions. The Muffins have turned down requests from several women to join the team because ladies were not permitted to play in the mid-19th century. However, the Muffins are not entirely

ly chauvinistic and have competed against teams that have women.

A day at the park also reveals how much the game's nomenclature, equipment and uniforms have changed over the years. In the vernacular of the times, runs are aces, the batter is the striker, the pitcher is the thrower, a bad pitch is a wide and fans are called cranks. Even the team name originated in the mid-1800s. A player who couldn't hold on to the ball was called a muffin.

All the game's participants are outfitted in period garb. The umpire is dressed the way a businessman of the time would have been, complete with black top hat, vest, dark frock coat and a silver-knobbed walking stick. The Muffin uniforms are modeled after those depicted in an 1866 Currier & Ives print, *American National Game of Base Ball*. Players wear gray trousers and long-sleeved white cotton shirts that have a buttoned plaid in front. The plaid is decorated with a large scarlet M of Gothic design. Players also wear scarlet cravats and red caps that are banded by three narrow white stripes. The whole ensemble looks very convincing—except for the footwear, which tends toward modern running shoes.

The Muffins' greatest problem concerns the proper equipment. The earliest bats were ax or shovel handles or perhaps wagon tongues. The Muffins had difficulty hitting with these makeshift bats until they had them tapered slightly on a lathe.

Even more troublesome was duplicating authentic balls. The original 1850s design was a rag ball with a rubber core and a leather covering. Replicas of the rag balls first used by the Muffins were battered out of shape after a few innings. For the past couple of seasons the team has used an Incrediball, a foam ball with a stitched cloth cover that is manufactured by a company in California. This model is an improvement, but it still tends to soften after being hit, so the Muffins are working on a more durable, leather-covered version.

“The hardest part of this game is playing the ball,” says Muffin first baseman Jerry Parsons. “The ball comes at



The Muffins seem to have stepped out of a Currier & Ives print—except for the shoes.

An April 27, 1987 *Sports Illustrated* feature on the Muffins  
(Click on each image to access the page online)

It was decided in 1990 that a part-time position would be created for a Muffins Team Manager. This would be the first time that a staff member's sole area of responsibility would be overseeing the Muffins. Other employees who had filled this role in the past did so along with interpreting at a building in the Village. The first part-time team manager was Jim Wilson.

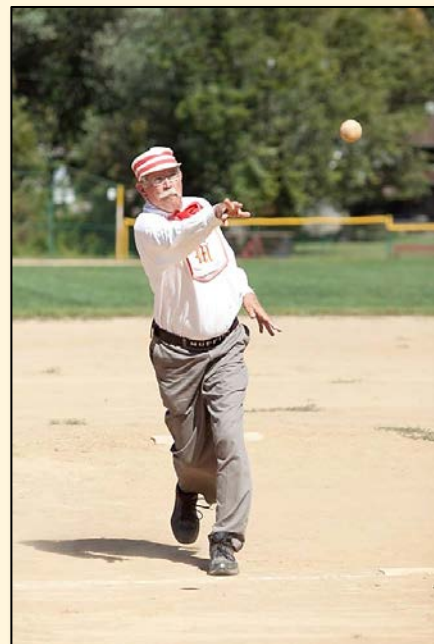
The spring of 1991 brought major changes for the Muffins. There was concern that the “education above all” idea upon which the Muffins were formed was being left behind as the club grew in size. There was seen to be a need to again emphasize interpretation. During this period, Nick Herold joined as Muffins Team Manager. A new recruitment was conducted for volunteers, and this produced a significant number of new Muffins. Training seminars were held before the playing season, and new prospective players were required to go through a “tryout” of playing skills in order to join the club. The new volunteers quickly took to heart third person interpreting (or talking with spectators during a match). A first Muffin trip to Cooperstown took place and matches were played there.





It was during this period that number of players left the program. Veteran Muffins who remained were Don “Big Bat” Andersen and Craig “Aces” Andersen, who began their involvement in 1987 in 1988, respectively. They are the longest serving of all current Muffins. The program was fortunate indeed that the Muffin class of 1991 included many special volunteers. Some of this class of ‘91 are no longer with the program, while Dale “Dew Drop” Brandon, Mike “Choo Choo” Nightwine, “Gentleman” Jim Tootle, and Charles “Lefty” Trudeau remain affiliated with the Muffins.

By 1991, the game had begun to grow. After 10 years of the Muffins carrying the games to the far reaches of Ohio and sometimes beyond, new historic baseball clubs were forming. The program had always encouraged new clubs to form and provided information toward this end. In 1991 the Muffins themselves split into two distinct squads. Each squad played its own schedule of matches, with the “Strikers” captained by



**Don Andersen, who began with the Muffins in 1987, here pitches in a 2014 match**

Don Anderson and

the “Hurlers” captained by “Hollerin’ Hal” Holland. For the first time the Muffin schedule included home and home matches with other vintage clubs. These clubs begin to play in some form during the first two years of the 1990s and they included the Carriage Hill Farm Clodbusters, the Kent Base Ball Club (Grand Rapids, MI), the Kentucky Pioneers (Frankfort, KY), and the Sharon Woods Shamrocks.

Nick Herold remained Muffins Team Manager through 1992. Although he was a Muffin player before moving into management, upon becoming Team Manager he portrayed Colonel Gotlieb Herold at matches. “The Colonel” roamed among spectators, making wagers and offering witty remarks. It was Nick who began the Ohio Cup in 1992.

1992 also brought the first issue of *The Muffin Tin*, edited by John Wells. Its purpose was to instruct and report. In its first few years most Muffin matches were given a brief write up, and information about the 1860s or early baseball was also included. Over the course of its



**A 10 September 1992 front page story on the Muffins from *The Wall Street Journal***



When Nick Herold left in the spring of 1993, John Wells became Muffins Team Manager, and he held the title for two years. Wells increased the number of matches played for both Muffins teams, which in 1993 was about 25 matches for each team. The teams also began playing more matches outside of Ohio, with trips to Keokuk, IA to play a match and witness a reenactment of the battle of Pea Ridge. The Muffins also stopped at the “Field of Dreams” on the way to Winona, MN in the fall and a trip to Virginia was made to play at the Virginia Military Institute. Borden, Inc. sponsored the club during the 1993 season and a “Cracker Jack Player of the Year” was selected for both squads. Chip “Deerfoot” Moore was selected for the Hurlers and Rudy “Fearless” Frias for the Strikers.

For the 1994 campaign the club was split into three distinct squads labeled the “O,” “H,” and “S” squads. Each squad had its own two captains and an active schedule of matches. Often the club with play three, four, or five matches in one weekend. In April, the Muffins had the privilege of playing against the Forest Citys before the Cleveland Indians’ first game at Jacob's Field. The club again made significant road trips to out-of-state locations including Danville, KY and Allendale, NJ.

1994 was also the first of two seasons for the Junior Muffins, a vintage base ball club for adolescent boys. The reasons to start the club were numerous: to show it how young people in the 1860s played baseball, to attract more children and families to Ohio Village, to provide another village attraction, and to serve as a feeder system for the Muffins. The leader of this program was Rudy Frias. While matches and demonstrations did take place, unfortunately the club did not attract enough volunteers for the 1995 season.

PERSPECTIVE

## Tally Me, Sir!

No one splits, cusses or wets a glove when playing pre-Civil War ball • by John Grossman

It is a tall ball before game time and the field is laid out with the heads of brass. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

Here, within the hazy confines of indoor Kluge Village in Columbus, the ball has been switched back to its Civil War era—not out onto the wooden sidewalks and in the open-air schoolhouse, but back to the village's grassy fields. Here the game will be played in the style of the 1840s, long before the advent of the 120-pound center-fielder and the 10-foot-high mound. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

Many of the village's fields were originally used for baseball, and the game was played on both sides and with both hands. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

thrower or one runner. A runner cannot double on a ball pitched in the air, but is allowed a free throw. The ball is thrown from a pitcher's mound.

The third inning marked the base of the game. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

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### The Hurler, Not Reluctant on a Starting Lineup, among players

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the third, which was somewhat of a surprise in the first inning. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

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Carl Griffith (RHS), for instance, Hurler, who started his first 20-inning game in the first inning. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

I had Hurler throw the ball the day after the game, and he was a player on the team. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

On a typical night in place of the pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached. The pitcher's mound is a 10-foot-high hoop stuck out from a nearby grassy area. The bases are marked with wooden pegs with 150-grain muslin attached.

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**Another *Sports Illustrated* feature on vintage base ball, featuring the Muffins, from June 27, 1994 (Click on image to access story)**



National City Bank served as the Muffins sponsor in 1995. To commemorate the bank's 150th anniversary, a team of bank employees called the 45'ers was formed to play the Muffins at various locations around Ohio and in the Ohio Village. The three Muffin squads played 15 matches with these 45'ers. The Muffins again had an active schedule throughout the summer, although due to

commitments in his business John Wells stepped down as

Muffin/Diamond team manager in June. Wells was succeeded by Doug Smith. Doug had been a Muffin volunteer since 1992 and began as a part-time museum staff member in June 1995. The club continue to travel beyond Ohio in the '95 season as matches were played in Rochester, MN and at three Rivers Stadium following a Pittsburgh Pirate game. The most significant road trip of 1995 was a visit to Denver for the Colorado Vintage Baseball Association's "Best of the West" Festival.

Although Muffins had attended volunteer training sessions prior to the playing season for a number of years, 1996 inaugurated the first "seminars" for program members to make volunteers more familiar with the game they present and with the 1860s. A highlight of the 1996 season was playing at the Base Ball Day Celebration in Hoboken, NJ. On the 150th anniversary of the first "official" game in baseball history, and Muffins played a team from Old Bethpage Village on Long Island. Volunteers also visited Cooperstown, NY. Here two matches were played: a townball match was played with the local Leatherstockings and the Muffins played a club match at Doubleday Field. Another long trip was taken to Decatur, IL to play the Rock Springs Ground Squirrels. On the way home, the group stopped at Deep River Park in Hobart, IN to play their friends the Deep River Grinders. These two clubs have been visiting one another since 1991.



**A Muffins postcard from the late 80s**



**Playing for the Muffins can be a generational affair**



Highlights of the 1997 season included the Muffins first win in four tries at the Ohio State House playing against legislator aides. A group of volunteers also took part in a match at the SABR convention in Louisville, KY. Most out-of-state matches took place in Michigan with the Muffins playing each of that state's clubs. A yearly trip to Greenfield Village took place to play the Lah-De-Dahs. A group also played in St. Joseph (Cranberry Boggers) after once again playing the Grinders. Lastly, a squad of players and spectators visited Manistee where the host Salt Cities were played twice and the Kents and Ludington Mariners once each.

The 1998 season produced one of the programs best years. A bus trip was made to the Chicago area to play the Chicago Salmon and Deep River Grinders. A group of players and other interpreters also took part in the Historic Base Ball Association Festival at Old Bethpage Restoration on Long Island. Meanwhile the program had its best recruiting class in number and quality since 1991. It was also the year that a new, friendly, rival club was formed in town, the Columbus Capitals. Many Muffins also played with the Capitals in 1998.

Since the 90s the Muffin program, and the game of vintage baseball, have continued to grow and prosper. The increasing popularity of the game has brought greater attention to the Muffins program and presented a number of remarkable opportunities. In 2001, the team hitched up their wagons to play a series of games at Pamplin Historical Park in Virginia against the Columbus Capitals and the Central Virginia All-Stars, a trip which included a two-inning demonstration on the field of the AAA team in Richmond.

In 2002, the Muffins were given the opportunity to play a game at Cooper Stadium prior to a Columbus Clippers game. This year also saw the Muffins taking a trip to Greenfield Village, MI to play the Lah-De-Dahs, a return trip to Pamplin in Virginia, and a trip to Atwood and Decatur, IL. The following year the team made another trip to Pamplin and participated in the First World Series of Historical Base Ball at Greenfield Village.

A series of prominent road trips followed in the years following: in 2004 the Muffins traveled to Keokuk, IA, Decatur, IL, and Hobart, IN to play long-time friends the Deep River Grinders. The Muffins were also in attendance at the 1st Annual National Silver Ball Tournament in Mumford, NY.

2006 was a very busy year for the team. Most notably, the Muffins and Diamonds hosted the annual VBBA convention in April. After this important event, the team played in a tournament in St. Louis, the six-team Queen City Base Ball Festival in Cincinnati, another tournament in Indianapolis, and even manned a booth at the MLB All-Star game Fan Fest in Pittsburgh.

The following year the Muffins played a Civil War Confederate prison game in Salisbury, NC and a Civil War encampment game at the Zoar historical site in Ohio. In 2008, the team played in the Washington DC Classic Vintage Base Ball Festival, the 12th Akron Cup tournament, and a return to the Queen City Base Ball Festival.

When Huntington Park, the new home of the Columbus Clippers, opened in 2009, the Muffins marched along with the team in the opening day parade and in July played on the



field for a Nationwide Children's Hospital event. In August, the team then went on a barnstorming tour in Indiana.

Many Muffin highlights followed, include another march in the Clippers opening day parade (2011), a trip to Pennsylvania to play games at Gettysburg and Somerset (2012), a Midwest barnstorming tour with stops in Rochester, MI, the Field of Dreams movie site in Dyersville, IA, a game against the Rockford Peaches in Rockford, IL, and a visit to the Grinders in Hobart, IN.

In 2014, the Muffins played a game on Blennerhasset Island outside of Parkersburg, WV, and portrayed one of two historic teams for a 150th anniversary celebration on Johnson's Island of a game between two Confederate prison teams. The following year, the Muffins had the opportunity to play at The Hermitage, President Andrew Jackson's former home, in Nashville, TN.

With dedicated contributions from program volunteers and Ohio History Connection staff, the Muffin story will continue for many years to come.



**The Muffins/Diamonds program has inspired many base ball enthusiasts to form teams of their own, expanding the sport of vintage baseball around the country and establishing a community with a shared interest in the game and the history of this country. This vibrant community is on display in the above image from the 2015 Ironclad Vintage Base Ball Festival in Chelsea, MI**

## History of the Ohio Village Lady Diamonds

On November 23, 1993 an organizational meeting was held to form a ladies base ball team. At the meeting many names were suggested for the club, among them: Lady Birds, Daisies, College Ladies, Cardinals, and Diamonds. Historical accounts show that ladies in the mid-19<sup>th</sup> century enjoyed watching base ball, but playing the game was frowned upon by society. In order to play and get some exercise, ladies were known to go into the back fields and play their own games of base ball. These ladies became known as “Diamonds in the Rough,” and thus Diamonds was chosen as the team name. Two volunteers were then selected to head up the team, Dianna Frias and Pam Koons. The uniforms were made by Dorothy Brandon and were dark blue with black trim.

The newly-named Diamonds received publicity as the first team to re-create early women’s base ball. The Diamonds first officially took the field as part of a co-ed match at Kenyon College on Sunday May 1, 1994. The first Diamond match in Ohio Village was played against a group known as the Ohio Village Daisy Cutters. *The Muffin Tin* of May 31, 1994 records that the Diamonds won the game 3-1.



**Lady Diamond Jackie Forquer  
prepares for a turn at bat**

Finding opponents to play was a major problem for those early Diamond clubs. Many times, simple demonstrations were scheduled in place of actual matches. In 1996, the Diamonds abandoned their early uniforms for the simple dresses of the 1860 time period, which better represented the ladies playing in the back fields from which their name derived. More importantly, that year another ladies club had been formed in Sycamore, Ohio called the Crickets, later re-named the Katydids. The following year a third club formed at Carriage Hill Farms called the Lady Clodbusters.



**Game action from the 2015 Ohio Cup  
between the Lady Diamonds and the  
Merries from Chelsea, MI**

The breakout year for the Diamonds came in 1998 with an increasing number of new volunteers joining returning veteran players. Also the number of ladies clubs in Ohio grew to four with the addition of the Akron Lady Locks. The teams became good friends and often joined together to form an Ohio team as they traveled around the country playing in tournaments. Besides Ohio, the Diamonds have played in Pennsylvania, New York, Michigan, and Minnesota. Unfortunately, by 2008 both the Katydids and the Lady Locks had dissolved, leaving only the Lady Clodbusters and Diamonds in the state, though 2015 saw the emergence of the Merries Ladies Vintage Base Ball Club of Chelsea, Michigan. Today, the Diamonds gain



extra games by playing exhibitions against local teams at festivals around Ohio.



**The Diamonds playing a local club, the Galion Gems, in Galion, OH on June 21, 2015**

The pioneering spirit and grit of those first Lady Diamonds has brought about the current success of the club and helped spread the history of the great game of base ball.



***Hip, hip, huzzah!***

## History of the Ohio Cup

The Ohio Cup is the largest gathering of vintage base ball clubs in the world. It was also the first tournament or festival in vintage base ball. The Cup is held annually on Labor Day weekend.



Created by museum staff and Team Manager Nick Herold, the Ohio Cup was first held in May of 1992. The format was a two day tournament with clubs playing full nine inning matches, and a trophy was awarded to the winning club. That first year both Muffin squads took part (Hurlers and Strikers) as well as the Great Black Swamp Frogs, Kent Base Ball Club, Kentucky Pioneers, and the Sharon Woods Shamrocks. The winning club was the Ohio Village Hurlers.

In 1993 the event was moved to Labor Day weekend. Once again it was a tournament with winners advancing through brackets. Matches were held on Friday night, Saturday, and Sunday on Muffin Meadow and at a 17th Ave. field. The Kentucky Pioneers were the winning club.

The third Ohio Cup in 1994 brought major changes. Team manager John Wells changed the event to a non-competitive display of vintage base ball clubs. Clubs now played only 50 minute matches, with matches starting each hour in the Ohio Village only. No winner was declared. These changes were reflected in the new name: the Ohio Cup Vintage Base Ball Festival. This also showed that a new catch phrase, vintage base ball, was being used to describe this game. "The Cup" changes allowed many clubs to take part. Most clubs played three games each day, with play beginning at 9 A.M. and lasting until about 6 P.M. Nine men's clubs took part and the first vintage ladies team—the Ohio Village Lady Diamonds—played a game.





The field continued to grow as 11 clubs attended in 1995 and 14 in 1996. Matches were held on 17th Ave. fields as well as on Muffin Meadow. The first Saturday night soiree took place in 1996. This combination of a pot luck picnic and period dancing, with dance caller and string musicians, proved very popular. The 1997 Cup hosted 16 clubs from six states, while the seventh Cup in 1998 expanded even further to accommodate 18 clubs, including 15 men's clubs and three ladies teams (the Diamonds, Lady Clodbusters, and Akron Lady Locks).

Since then, the Ohio Cup has continued to grow and develop, expanding to include over 30 participating clubs from Pennsylvania, Illinois, Michigan, Kansas, New York, Indiana, Minnesota, Missouri, and Ohio.

In 2013, the Cup kicked off with an all-club match on the Friday evening before the traditional onset of the festival weekend. The two teams squaring off in this exhibition were comprised of players from various participating clubs, offering a unique opportunity for more interaction and exchange between participants, as well as displaying to the crowd the diversity and vitality of the vintage game. This all-club match proved so successful that it has now become a featured component of the Cup weekend.



**A post-game photo from the all-club match of 2014**

Another important development took place in 2015 when the Ohio History Connection transformed the Cup into the Ohio Cup Family Festival, a celebration of the end of summer, with special activities for children throughout the weekend and featuring (of course) exhibitions of vintage base ball.



## The Muffin Uniform

Spectators will often ask questions about the style and origin of our distinctive uniforms.

The inspiration for the Muffin “look” is the famous Currier and Ives lithograph “The American National Game of Base Ball” sold commercially in 1866, pictured below (notice the lack of gloves and underhand pitching in the image).



THE AMERICAN NATIONAL GAME OF BASE BALL.

GRAND MATCH FOR THE CHAMPIONSHIP AT THE ELIZAN FIELDS, HOBOKEN, N. J.



This image is said to represent the very first game of baseball played under the “New York rules” between the New York Knickerbockers, the club credited with establishing these New York rules that evolved into the rules of modern baseball, and a “New York Nine” club on 19 June 1846. It’s been disputed whether that game is actually depicted here; regardless, the image served as a guide for the Muffin uniform.

Beyond prescribing a set of rules that would eventually make baseball the national game, the New York Knickerbockers are also credited with wearing

the first team uniforms in 1849: blue woolen pantaloons, white flannel shirts, and straw hats (“Dressed to the Nines”). Other teams would have worn uniforms designed to resemble those of firemen, since many early ballists were volunteer firemen in the days before firefighting was an occupation (including Knickerbocker Alexander Joy Cartwright, who volunteered with Knickerbocker Engine Company No. 12, hence the team name). As Warren Goldstein notes in *Playing for Keeps: A History of Early Baseball*, “When baseball clubs gathered on the ballfield for a match, their players wore uniforms based on those of the firemen. Their belts were all but identical; the most visible resemblances between the two were their distinctive shirt fronts. Both wore rectangular or shield-shaped double-breasted panels, on which were carried the insignia of the club or company.”<sup>1</sup> Early ball players would, thus, wear uniforms that connected with their “manly” service as firemen, which was important in the early days of the game when players were looking to justify their participation in sport—the rhetoric of the manliness of the game was palpable among early ballists.



**19<sup>th</sup>-century firemen. Notice the company name on the belts and shields.**

Later teams also drew on their occupations as ship builders or craftsmen when designing their uniforms. This sartorial history is now reflected in the wide array of vintage base ball uniforms of teams around the country.



**A belt that may have been part of the uniform of the Brooklyn Excelsior Base Ball Club, circa 1850s-60s**

For more history about the evolution of baseball uniforms, please visit the National Baseball Hall of Fame’s online exhibit “[Dressed to the Nines.](#)”

You might also read Chapter 9, “Period Uniforms,” in James R. Tootle’s *Vintage Base Ball: Recapturing the National Pastime*.



<sup>1</sup> Warren Goldstein, *Playing for Keeps: A History of Early Baseball* (Ithaca, NY: Cornell University Press, 1989), 30.

## Obtaining Uniform Parts

In keeping with the Ohio History Connection (OHC) guidelines for volunteers in period dress, which can be accessed [here](#), the Advisory Board has adopted the following guidelines for participants in the Muffins vintage base ball program. Authentic looking uniforms are a key factor in the popularity and appeal of vintage base ball. Therefore, as representatives of the Ohio History Connection, players are asked to observe the following points in regard to uniforms that have been long-established hallmarks of the Muffin program.

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### Shirt and Shield

Shirts are white cotton with a button-on shield. The shield with the embroidered club “M” monogram is authentic to the period and should always be worn with the shirt. Photos from the 1860s indicate that the sleeves of uniform shirts were not rolled up. Therefore, Muffins always keep their sleeves rolled down and their cuffs buttoned. The shirts are made by Kathy Luhn in Cincinnati. She usually puts them out in less than three weeks. The shirt and shield is \$65 and made to last. There are shirts to try on and loaner shirt you that can wear until yours comes in that can be used to determine the size to order.

### Hat

Hats are white with red stripes and should be reasonably clean and in good repair. It is not in keeping with the norms of the 1860s for a player to take the field without a hat. The practice of some modern players wearing a faded and soiled hat is a fad that is not authentic to the 1860s. Muffin hats are also available through Kathy Luhn for \$30. It is best to measure the inside of baseball cap that fits like you want. Just send the measurement in inches.

Please send all sizes for the shirt, hat, and belt to Jackie Forquer at [jforquer110@frontier.com](mailto:jforquer110@frontier.com) and the orders will be placed for you.

You will need to send \$95 for the shirt and hat (or the individual cost for one) to:

Kathy Luhn  
1106 Tassie Lane  
Cincinnati, OH 45231

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### Belt

Belts are always worn with the uniform. The standard leather belt with the word “MUFFINS” across the front is authentic to the 1860s era when players typically wore their club name on their belts (rather than on the shirt front as became the custom in later years). Belts are ordered through the Muffin program at OHC. The belts are \$30 and made at Roscoe Village by Dennis Knight. When you receive the belt you will see the word MUFFINS stamped into it. You will need to



use model paint to outline the letters in red and then fill each one in with white. The lettering may need to be touched up throughout the season.

You will need to write a \$30 check payable to Ohio History Connection, mark “Muffin Belt” on the memo line, and send it to:

Ohio History Connection  
Susan Brouillette  
800 E. 17th Ave.  
Columbus, OH 43211

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### **Tie**

Ties are shown in many illustrations of base ball clubs in the 1860s. Since the Muffin uniform includes a red tie, everyone should have a tie and wear it at each game. The tie is provided by the Muffins program. If you need one please contact Jim Kimnach.

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### **Pants**

The required pants for the Muffin uniform are Red Kap cotton twill work pants in Graphite Grey (model PC20GG).

Pants can be obtained at Goodman Uniform and More, 1390 W. Broad St, Columbus, OH. They have a limited number in supply, but they will take your measurement and special order a pair. You can contact Goodman at (614) 351-9800.

You can also order your pants directly from Red Kap via their website ([www.redkap.com/Products/Details/358094?product=Wrinkle-Resistant-Cotton-Work-Pant](http://www.redkap.com/Products/Details/358094?product=Wrinkle-Resistant-Cotton-Work-Pant)).

Any modern logos and brand names should be removed. Uniform pants are ironed flat across the front of the legs (no crease down the center as would be the case with modern trousers).

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### **Socks**

Socks should be plain black, any brand.

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### **Shoes**

Early ballists would have likely worn athletic shoes with a heel and flat sole. Because this poses a safety concern for vintage players, it is strongly recommended that you wear baseball cleats. (This isn't entirely anachronistic, however, since, according to “Dressed to the Nines,” by the late 1860s

some players wore removable spikes similar to those on modern golf shoes, and by the 1870s tri-cornered metal spike plates under the toe and heel were introduced).

Your spikes should be rubber or plastic—no metal spikes are allowed! And to preserve the “vintage” look as much as possible, your cleats should be *all black*—no white or other accent colors, no company logos, etc. You can color over any logos or accents with black marker or paint (which will likely need to be touched up throughout the season).

One option is to purchase umpire cleats, which are already completely black. See the “Vendors” section for a list of suppliers.

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### General Reminders:

1. Each Muffin should maintain his uniform so that it is clean and in good repair.
2. Each Muffin should come through the gate at Ohio Village or any other site where a Muffin match is to be played **completely dressed in full uniform** and should remain completely dressed until he exits the museum grounds after the game and is no longer in public view.
3. Players should not allow the public to see them changing in or out of their uniforms or dressed partially in period clothing and partially in modern clothing. All changing should be done at home, in an appropriate changing room, or discreetly at the player’s vehicle in the parking lot (out of spectator view). For example, it would be inappropriate to arrive at the team bench wearing modern shoes and then change into base ball shoes while in public view. It would be inappropriate to engage in pre-match warm up exercises in a T-shirt or shorts. It would be inappropriate to remove one’s uniform shirt and tie in the vicinity of the team bench immediately after the game while spectators are still in the vicinity.
4. In striving to improve the historical accuracy of the Muffins program, research in period uniforms is ongoing. This has led to changes in the uniform over the years. The items listed above are the only items that constitute a Muffin uniform. All other accessories like braces (suspenders), souvenir buttons, etc. are not to be worn while representing the Muffins program.

**It is player’s responsibility to secure all proper uniform parts and maintain them throughout the season. Any player not meeting the uniform criteria may be excluded from play.**

## Vendors

There are a number of resources available for purchasing vintage base ball equipment and period appropriate accessories. Below is a list of select vendors.

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### Bats and Balls

The supplier of balls for the program and bats for many of the players is Phoenix Bats ([www.phoenixbats.com/Vintage-Bats](http://www.phoenixbats.com/Vintage-Bats)). Phoenix Bats is a company founded by veteran Muffin Charley “Lefty” Trudeau and is located in Plain City, OH.

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### Shoes

Shoes can be purchased from multiple suppliers.

If you’re looking to purchase umpire cleats, which are already completely black, you can find them online at Purchase Officials ([www.purchaseofficials.com](http://www.purchaseofficials.com)) and Fleming’s Referee and Sport online at [www.refandsport.com](http://www.refandsport.com) or in person at 2560 Billingsley Road Columbus, OH.

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A more complete list of vendors can be found on the VBBA website ([www.vbba.org/resources/vendors/](http://www.vbba.org/resources/vendors/))

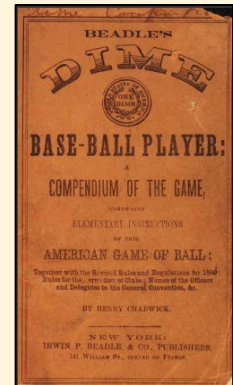




## 1860 Rules

The rules the Muffins/Diamonds play by, along with many other vintage teams, are based on those adopted by the National Association of Base Ball Players and published in the 1860 issue of *Beadle's Dime Base-Ball Player*, a complete copy of which can be accessed by clicking on the image of the cover to the right.

The relevant rules are reproduced below.



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### RULES AND REGULATIONS OF THE GAME OF BASE BALL, ADOPTED BY THE NATIONAL ASSOCIATION OF BASE BALL PLAYERS, Held in New York, March 14, 1860.

SEC. 1. The ball must weigh not less than five and three-fourths, nor more than six ounces avoirdupois. It must measure not less than nine and three-fourths, nor more than ten inches in circumference. It must be composed of india-rubber and yarn, and covered with leather, and, in all match games, shall be furnished by the challenging club, and become the property of the winning club, as a trophy of victory.

SEC. 2. The bat must be round, and must not exceed two and a half inches in diameter in the thickest part. It must be made of wood, and may be of any length to suit the striker.

SEC. 3. The bases must be four in number, placed at equal distances from each other, and securely fastened upon the four corners of a square, whose sides are respectively thirty yards. They must be so constructed as to be distinctly seen by the umpire, and must cover a space equal to one square foot of surface. The first, second, and third bases shall be canvas bags, painted white, and filled with sand or sawdust; the home base and pitcher's point to be each marked by a flat circular iron plate, painted or enameled white.

SEC. 4. The base from which the ball is struck shall be designated the Home Base, and must be directly opposite to the second base, the first base must always be that upon the right-hand, and the third base that upon the left-hand side of the striker, when occupying his position at the Home Base.

SEC. 5. The pitcher's position shall be designated by a line four yards in length, drawn at right angles to a line from home to the second base, having its center upon that line, at a fixed iron plate, placed at a point fifteen yards distant from the home base. The pitcher must deliver the ball as near as possible over the home base, and for the striker.

*Note: It will be seen that the rule requires the ball to be pitched as near as possible over the home base, and for the striker the pitcher, therefore, has no right to pitch the ball to the catcher especially, as is often done when a player is on the first base, and umpires should see that the rule is enforced.*

SEC. 6. The ball must be pitched, not jerked nor thrown to the bat; and whenever the pitcher draws back his hand, or moves with the apparent purpose or pretension to deliver the ball, he shall so deliver it; and he must have neither foot in advance of the line at the time of delivering the ball; and if he fails in either of these particulars, then it shall be declared a baulk.

SEC. 7. When a baulk is made by the pitcher, every player running the bases is entitled to one base, without being put out. Note: According to Section 6, the pitcher makes a baulk when he either jerks a ball to the bat, has either foot in advance of the line of his position, or moves his hand or arm with the apparent purpose of pitching, without actually delivering the ball.

SEC. 8. If the ball, from a stroke of the bat, is caught behind the range of home and the first base, or home and the third base, without having touched the ground, or first touches the ground behind those bases, it shall be termed foul, and must be so declared by the umpire, unasked. If the ball first touches the ground, or is caught without having touched the ground, either upon, or in front of the range of those bases, it shall be considered fair.

*Note: Nothing is mentioned in section 8 in reference to any ball that is caught, either on the fly or first bound, after touching the side of a building, a fence, or a tree. In such cases a special rule is requisite before beginning a match.*

SEC. 9. A player making the home base, shall be entitled to score one run.

SEC. 10. If three balls are struck at, and missed, and the last one is not caught, either flying or upon the first bound, it shall be considered fair, and the striker must attempt to make his run.

SEC. 11. The striker is out if a foul ball is caught, either before touching the ground, or upon the first bound.

SEC. 12. Or, if three balls are struck at and missed, and the last is caught, either before touching the ground, or upon the first bound;

SEC. 13. Or, if a fair ball is struck, and the ball is caught either without having touched the ground, or upon the first bound;

SEC. 14. Or, if a fair ball is struck, and the ball is held by an adversary on the first base, before the striker touches that base.

SEC. 15. Any player running the bases is out, if at any time he is touched by the ball while in play in the hands of an adversary, without some part of his person being on a base.

SEC. 16. No ace nor base can be made upon a foul ball, nor when a fair ball has been caught without having touched the ground; and the ball shall, in the former instance, be considered dead, and not in play until it shall first have been settled in the hands of the pitcher; in either case the players running bases shall return to them, and may be put out in so returning in the same manner as the striker when running to the first base.

SEC. 17. The striker must stand on a line drawn through the center of the home base, not exceeding in length three feet from either side thereof, and parallel with the line occupied by the pitcher. He shall be considered the striker until he has made the first base. Players must strike in regular rotation, and after the first innings is played, the turn commences with the player who stands on the list next to the one who lost the third hand.

*Note: The line referred to, in the above rule, is one parallel to a line extending from the first to the third base. The striker should keep one foot on this line; as, if he stands back of the base, a ball striking the ground perpendicularly from his bat, will be considered a fair ball-if the umpire strictly enforces the rule-though it actually strikes the ground behind the home base. If this rule be not strictly enforced, many a ball that ought to be a fair one will be declared foul.*

SEC. 18. Players must make their bases in the order of striking; and when a fair ball is struck, and not caught flying (or on the first bound), the first base must be vacated, as also the second and third bases, if they are occupied at the same time. Players may be put out on any base, under these circumstances, in the same manner as the striker when running to the first base.

SEC. 19. Players running the bases must, so far as possible, keep upon the direct line between the bases; and, should any player run three feet out of this line, for the purpose of avoiding the ball in the hands of an adversary, he shall be declared out.

SEC. 20. Any player, who shall intentionally prevent an adversary from catching or fielding the ball, shall be declared out.

SEC. 21. If the player is prevented from making a base, by the intentional obstruction of an adversary, he shall be entitled to that base, and not be put out.

*Note: These two latter sections are, of course, intended solely for any willful and unnecessary obstruction. It is impossible that a player, while in the act of fielding a swiftly-sent ball, can always be on the look-out as to where his adversary is running; or that a player running the bases can always be equally careful in regard to his preventing an adversary from getting to his base. The umpire must alone decide this difficult question, and he should never hesitate to put a stop to any tendency to infringe the rules in this respect.*

SEC. 22. If an adversary stops the ball with his hat or cap or takes it from the hands of a party not engaged in the game, no player can be put out unless the ball shall first have been settled in the hands of the pitcher.

*Note: It would be as well for the umpire to warn the spectators, previous to the commencement of the game, of the fact that any stoppage of the ball, such as referred to in the above rule, will act equally against both parties, and request them to let the ball pass in every case.*

SEC. 23. If a ball, from the stroke of a bat, is held under any other circumstances than as enumerated in Section 22d, and without having touched the ground more than once, the striker is out.

SEC. 24. If two hands are already out, no player running home at the time a ball is struck, can make an ace if the striker is put out.

SEC. 25. An innings must be concluded at the time the third hand is put out.

SEC. 26. The game shall consist of nine innings to each side, when, should the number of runs be equal, the play shall be continued until a majority of runs, upon an equal number of innings, shall be declared, which shall conclude the game.

SEC. 27. In playing all matches, nine players from each club shall constitute a full field, and they must have been regular members of the club which they represent, and of no other club, for thirty days prior to the match. No change or substitution shall be made after the game has been commenced, unless for reason of illness or injury. Position of players and choice of innings shall be determined by captains previously appointed for that purpose by the respective clubs.

SEC. 28. The umpire shall take care that the regulations respecting balls, bats, bases, and the pitcher's and striker's positions, are strictly observed. He shall keep a record of the game, in a book prepared for the purpose; he shall be the judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game; he shall take especial care to declare all foul balls and baulks, immediately upon their occurrence, unasked, and in a distinct and audible manner.



SEC. 29. In all matches the umpire shall be selected by the captains of the respective sides, and shall perform all the duties enumerated in Section 28, except recording the game, which shall be done by two scorers, one of whom shall be appointed by each of the contending clubs.

SEC. 30. No person engaged in a match, either as umpire, scorer, or player, shall be, either directly or indirectly, interested in any bet upon the game. Neither umpire, scorer, nor player shall be changed during a match unless with the consent of both parties (except for a violation of this law), except as provided in Section 27, and then the umpire may dismiss any transgressor.

SEC. 31. The umpire in any match shall determine when play shall be suspended; and if the game cannot be concluded, it shall be decided by the last even innings, provided five innings have been played, and the party having the greatest number of runs shall be declared the winner.

SEC. 32. Clubs may adopt such rules respecting balls knocked beyond or outside of the bounds of the field, as the circumstances of the ground may demand; and these rules shall govern all matches played upon the ground, provided that they are distinctly made known to every player and umpire, previous to the commencement of the game.

SEC. 33. No person shall be permitted to approach or to speak with the umpire, scorers, or players, or in any manner to interrupt or interfere during the progress of the game, unless by special request of the umpire.

SEC. 34. No person shall be permitted to act as umpire or scorer in any match, unless he shall be a member of a Base-Ball Club governed by these rules.

SEC. 35. Whenever a match shall have been determined upon between two clubs, play shall be called at the exact hour appointed; and should either party fail to produce their players within fifteen minutes thereafter, the party so failing shall admit a defeat.

SEC. 36. No person who shall be in arrears to any other club, or who shall at any time receive compensation for his services as a player, shall be competent to play in any match.

SEC. 37. Should a striker stand at the bat without striking at good balls repeatedly pitched to him, for the apparent purpose of delaying the game, or of giving advantage to a player, the umpire, after warning him, shall call one strike, and if he persists in such action, two and three strikes. When three strikes are called, he shall be subject to the same rules as if he had struck at three fair balls.

SEC. 38. Every match hereafter made shall be decided by a single game, unless otherwise mutually agreed upon by the contesting clubs.

*Note: Section 37 is a rule that should be strictly enforced, as it refers to a point of the game that is oft-times a very tedious and annoying feature. How often do we see the striker-the moment his predecessor has made his first base-stand still at the home base, and await the moment when the player on the first base can avail himself of the first failure of the pitcher and catcher to hold the ball, while tossing it backward and forward to each other. Some catchers-chiefly among boys however-actually stand to the right of the home base purposely for this style of game; and even [sic] when the pitcher and catcher are inclined to do their duty, the batsman is not, and the latter is frequently allowed to stop the progress and interest of the game, by his refusal to strike at good balls, under the plea that they do not suit him, when it is apparent to all that he simply wants to allow his partner to get to his second base. In every respect it is preferable to play the game manfully and without resorting to any such trickery-for it is little else-as this, which not only tires the spectator, but detracts from the merit of the game itself.*

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Henry Chadwick clarifies these rules and regulations further in his commentary on each of the positions on the field, as reproduced below.

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## THE POSITIONS ON THE FIELD

### The Catcher.

This player is expected to catch or stop all balls pitched or thrown to the home base. He must be fully prepared to catch all foul balls, especially tips, and be able to throw the ball swiftly and accurately to the bases, and also keep a bright look-out over the whole field. When a player has made his first base, the Catcher should take a position nearer the striker, in order to take the ball from the pitcher before it bounds; and the moment the ball is delivered by the pitcher, and the player runs from the first to the second base, the Catcher should take the ball before bounding, and send it to the second base as swiftly as possible, in time to cut off the player before he can touch the base; in the latter case it would be as well, in the majority of cases, to send the ball a little to the right of the base. The same advice holds good in reference to a player running from the second base to the third. As the position occupied by the Catcher affords him the best view of the field, the person filling it is generally chosen captain, although the pitcher is sometimes selected for that honor. We would suggest, however, that some other player than the pitcher be selected as captain, from the fact that the physical labor attached to that position tends to increase the player's excitement, especially if the contest is a close one, and it is requisite that the captain should be as cool and collected as possible. We would suggest to the Catcher the avoidance of the boyish practice of passing the ball to and from the pitcher when a player is on the first base; let the discredit of this style of game fall on the batsman, if any one, as then the umpire can act in the matter; we have referred to this matter elsewhere, as it is a feature of the game that is a tiresome one. The Catcher, whenever he sees several fielders running to catch a ball, should designate the one he deems most sure of taking it, by name, in which case the others should refrain from the attempt to catch the ball on the fly, and strive only to take it on the bound in case of its being otherwise missed.

### The Pitcher.

The player's position is behind a line four yards in length, drawn at right angles to a line from home to second base, and having its center upon that line at a point distant forty five feet from the former base. He should be a good player at all points, but it is especially requisite that he should be an excellent fielder and a swift and accurate thrower. He must pitch the ball, not jerk or throw it; and he must deliver the ball as near as possible over the home base, and for the striker, and sufficiently high to prevent its bounding before it passes the base. When in the act of delivering the ball, the Pitcher must avoid having either foot in advance of the line of his position, or otherwise a baulk will be declared; this penalty is also inflicted when he moves his arm with the apparent purpose of delivering the ball, and fails so to do. He should be exceedingly cautious and on the alert in watching the bases when the players are attempting to run, and in such cases should endeavor his utmost to throw a swift and true ball to the basemen. When a player attempts to run in to the home base while he is pitching, he should follow the ball to the home base as soon as it leaves his hand, and be ready at the base to take it from the catcher. The Pitcher will frequently have to occupy the bases on occasions when the proper guardian has left it to field the ball. And in cases where a foul ball has been struck, and the player running a base endeavors to return to the one he has left, he should be ready to receive the ball at the point nearest the base in question, in order to comply with Section 16 of the rules, wherein, in such cases, it is required that the ball be settled in the hands of the Pitcher before it is in play. The Pitcher, who can combine a high degree of speed with an even delivery, and at the same time can, at pleasure, impart a bias or twist to the ball, is the most effective player in that position. We would remind him that in cases where a player has reached his first base after striking, it is the Pitcher's duty to pitch the ball to the bat, and not to the catcher; and should the batsman refuse to strike at good balls repeatedly pitched to him, it will be the umpire's duty to call one strike, etc., according to Section 37 of the rules.

### Short Stop.

This position on the field is a very important one, for on the activity and judgment of the Short Stop depends the greater part of the in-fielding. His duties are to stop all balls that come within his reach, and pass them to whatever base the striker may be running to—generally, however, the first base. In each case his arm must be sure, and the ball sent in swiftly, and rather low than high. He must back up the pitcher, and, when occasion requires, cover the third base when the catcher throws to it; also back up the second and third bases when the ball is thrown in from the field. He should be a fearless fielder, and ready and able to stop a swift ground-ball; and if he can throw swiftly and accurately, it would be as well to be a little deliberate in sending the ball to the first base, as it is better to be sure and just in time, than to risk a wild throw by being in too great a hurry. His position is generally in the center of the triangle formed by the second and third bases and the pitcher's position, but he should change it according to his knowledge of the striker's style of batting. He must also be on the alert to take foul balls on the bound that are missed on the fly by either the third baseman or pitcher, or indeed any other player he can get near enough to be effective in this respect. In doing this, however, he should be careful not to interfere with the fielder who is about catching the ball; so as to prevent him doing so, the catcher will call to that fielder who he thinks will best take a ball on the fly. An effective Short Stop and good first base player, especially if they are familiar with each other's play, will materially contribute to the successful result of a well-contested game.

### First Base.

The First Baseman should play a little below his base and inside the line of the foul ball post, as he will then get within reach of balls that would otherwise pass him. The moment the ball is struck, and he finds that it does not come near him, he should promptly return to his base, and stand in readiness, with one foot on the base, to receive the ball from any player that may have fielded it. The striker can be put out at this base without being touched by the ball, provided the fielder, with the ball in hand, touches the base with any part of his person before the striker reaches it. The player will find it good practice to stand with one foot on the base, and see how far he can reach and take the ball from the fielder; this practice will prepare him for balls that are thrown short of the base. In the same manner he should learn to jump up and take high balls. This position requires the player filling it to be the very best of catchers, as he will be required to hold very swiftly-thrown balls. The moment he has held the ball he should promptly return it to the pitcher, or to either of the other bases a player is running to, as in some instances two and sometimes three players are put out by promptitude in this respect. For instance, we will suppose a player to be on each of the first, second, and third bases, and the striker hits the ball to short field, the latter sends it to First Base, (he should, however, send it to the catcher, that being the proper play), in time to cut off the striker running to it; the First Baseman seeing the player on the third base running home, immediately sends the ball to the catcher, who, in turn, sends it to the third base; and if this be done rapidly in each case, all three players will be put out, as it is only requisite, under such circumstances, for the ball to be held—not the player to be touched with it—for each player to be put out. Should, however, there only be players on the second and third bases when the striker is put out at the first, and the ball is sent to the catcher as above, and by him to the third baseman, it will be requisite that each player be touched with the ball, as in the first case they are forced from their bases, but in the latter they are not. We give this as an illustration of a very pretty point of the game. For the rule in reference to it, see Sections 15 and 16.

### Second Base.

This position is considered by many to be the key of the field, and therefore requires an excellent player to occupy it. He should be an accurate and swift thrower, a sure catcher, and a thorough fielder. He should play a little back of his base, and to the right or left of it, according to the habitual play of the striker, but generally to the left, as most balls pass in that direction. He should back up the pitcher well, allowing no balls to pass both that player and himself too. When the striker reaches the first base, the Second Baseman should immediately return to his base and stand prepared to receive the ball from the catcher, and put out his opponent by touching him with the ball, which it is requisite to do on this base as well as on the third and home bases, except in the cases of balls caught on the fly, or foul balls, in both of which instances a player can be put out in returning to the base he has left, in the same manner as when running to the first base—see rule 16. When the catcher fails to throw the ball with accuracy to the Second Baseman, the latter should by all means manage to stop the ball, if he can not catch it, in time to put out his opponent. He should also promptly return the ball to the pitcher.



### Third Base.

The Third Base is not quite as important a position as the others, but it nevertheless requires its occupant to be a good player, as some very pretty play is frequently shown on this base. Its importance, however, depends in a great measure upon the ability displayed by the catcher, who, if he is not particularly active, will generally sacrifice this base by giving his principal attention to the second. A player who catches with his left hand will generally make a good Third Baseman. The same advice in regard to the proper method of practice for the first base is equally applicable to the second and third, but it is not quite as necessary to the two latter as to the former. Should a player be caught between the bases, in running from one to the other, it is the surest plan to run in and put the player out at once, instead of passing the ball backward and forward, as a wild throw, or a ball missed, will almost invariably give the player the base. All three of the basemen should avoid, by all fair means, obstructing the striker. We scarcely need to remind each of the basemen that whenever they ask for judgment from the umpire, on any point of play, that they should forbear from commenting on the same, be it good or bad, but receive it in entire silence. Such is the course a gentleman will always pursue.

### Left Field.

This position requires the fielder who occupies it to be a good runner, a fine thrower, and an excellent and sure catcher; as probably three out of every six balls hit are sent toward the left field.

### Center Field.

The same qualities are requisite also in this position, as necessary in the left field, but not to the extent required by the latter fielder. The Center Fielder should always be in readiness to back up the second base, and should only go to long field in cases where a hard hitter is at the bat.

### Right Field.

This is the position that the poorest player of the nine-if there be any such-should occupy; not that the position does not require as good a player to occupy it as the others, but that it is only occasionally, in comparison to other portions of the field, that balls are sent in this direction.

### On Fielding.

In all cases, the above fielders should be able to throw the ball from long field to the home base, and after they have either caught or stopped the ball, they should promptly return it, either to the base requiring it, or to the pitcher, but they should never hold the ball a moment longer than is necessary, to throw it. Another point of their fielding should be to start the moment the ball is hit, and try their utmost to take it on the fly, and not wait until it is about touching the ground, and then, boy-like, try to take it on the bound. Nothing disappoints the spectator, or dissatisfies the batsman so much, as to see a fine hit to the long field caught on the bound in this simple, childish manner. If the ball, in such a case, be taken on the fly, or even on the bound, after a good run for it, the catch being a difficult one, none will regret it, but on the contrary, applaud the skill that has been so successfully displayed, -it is only the simple catch on the bound that we object to. Bear in mind that it is easier to run forward to take a ball, than, by being too eager, to try and take it by running backward; remember, however, that a ball hit high to long field invariably appears to be coming further than it really does, as after it has reached its height, it falls at a far more acute angle than it arose with; it, therefore, requires considerable judgment to measure the precise distance it will fall. We need not impress on all fielders the propriety of endeavoring to take every ball they can on the fly. In many instances it is really easier and a surer method than waiting for the bound, and unquestionably is the prettiest mode of catching, for though we occasionally see some exceeding difficult and skillful catches on the bound, they are few and far between besides a fielder has two chances in attempting a catch on the fly, for should he fail in the first instance, he has the resource of the catch on the bound afterward. We would not envy the position of the fielder who mars the beauty of a fine hit by waiting until the force of the ball is spent on the ground, and then catching it on the rebound,-a feat a boy ten years of age would scarcely be proud of.

## The Batsman.

This player must take his position on a line drawn through the center of the home base, not exceeding in length three feet from either side thereof and parallel with the line of the pitcher's position. He can await the coming of a suitable ball for him to strike, but he should not be too fastidious in this respect, or otherwise he will be liable to incur the penalty attached to a violation of Section 37 of the rules. Some Batsmen are in the habit of waiting until the player, who has previously reached the first base, can make his second, but a good Batsman strikes at the first good ball pitched to him, and this is decidedly the fairest and best method to be adopted, as it is the most likely to lead to a successful result, and keeps the game lively and interesting. It is exceedingly annoying to the spectators, and creates a bad impression of the merits of the game on those not familiar with it, to see good balls repeatedly sent to the Batsman without being hit, or the ball passed to and from the pitcher and catcher, while the Batsman stands still, awaiting the movements of the player on the first base. No good players resort to this style of play, except in very rare instances, and it would therefore be desirable to avoid it as much as possible. The Batsman, when he has hit the ball, should drop his bat, not throw it behind him, and run for the first base, not waiting to hear whether the ball has been declared foul or not, as if it be a foul ball, he can easily return to the base, but should it be fair, he will be well on his way to the base. The umpire will call all foul balls immediately they are struck, but will keep silent when the ball is a fair one. Although the rules expressly state what the Batsman is to do, it will be as well to refer here to the rules applicable to the striker, as they can not be too familiar to him. The Batsman is out if he strikes at the ball three times without hitting it, and the third time the ball is caught by the catcher either on the fly or first bound; or, if the ball be fielded to the first base before the striker reaches it; or, if he runs from any base, except the home base, on a foul ball, and the ball reaches the base before he can return to it; or, if a fair ball be caught on the fly or first bound; or, if at any time while running the bases, he be touched by the ball while in play in the hands of an adversary, without some part of his person being on the base. He is also out if he try to make either the second, third, or home bases after the ball has been struck, and caught on the fly, and he fails to return to the base he has left before the ball reaches it. If, however, he should succeed in this case in reaching the base before the ball, he can immediately re-endeavor to make the base he was running to without being obliged to return to the base he has left. In the case where he is running for a base on a foul ball, he should see that the ball has been settled in the hands of the pitcher—who need not be in his position to receive it—before it reaches the base, or otherwise he can not be put out without being touched by the ball. In running the bases, he should use his own judgment as to the proper time to make a base, unless the captain calls to him to run, in which case he should obey the call; but it will be as well not to mind the suggestion of any other person on the field, as the captain is the only proper person to direct a player in his movements.

## Umpires and their Duties.

The Umpire should be a player familiar with every point of the game. The position of an Umpire is an honorable one, but its duties are any thing but agreeable, as it is next to an impossibility to give entire satisfaction to all parties concerned in a match. It is almost unnecessary to remark that the first duty of an Umpire is to enforce the rules of the game with the strictest impartiality; and in order to do so, it would be as well for him, the moment he assumes his position on the ground, to close his eyes to the fact of there being any one player, among the contestants, that is not an entire stranger to him; by this means he will free his mind from any friendly bias. He should also be as prompt as possible in rendering his decisions, as promptitude, in this respect, implies good judgment, whereas hesitancy gives rise to dissatisfaction, even where the decision is a correct one. Whenever a point is to be decided upon, rest the decision upon the first impression, for however incorrect it, at times, may be, it is invariably the most impartial one. When the point, on which judgment is required, is a doubtful one, the rule is to give the decision in favor of the ball. The Umpire should avoid conversation with any party during a match game, and also turn a deaf ear to all outside comments on his decisions, remembering that no gentleman, especially if a player, will be guilty of such rudeness and none others are worthy of notice. He should give all his decisions in a loud tone of voice, especially in cases of foul balls, keeping silent when a fair ball is struck. When a striker persists in refusing to hit at good balls, in order to allow the player who has reached his first base, to make his second, the Umpire should not hesitate to enforce Section 37 of the rules, by calling out “one strike,” and then two and three strikes, if such conduct is continued. A few instances of prompt enforcement of this rule, in such cases, would soon put a stop to this objectionable habit. The Umpire should keep a strict watch on the movements of the pitcher in delivering the ball, being careful to notice, firstly, that he has neither foot in advance of the line of his position; secondly, that his arm, in the act of delivering, does not touch his side, and thereby cause the ball to be jerked instead of being

pitched; and, thirdly that he does not move his arm with any apparent purpose of delivering the ball, unless he does actually deliver it; in either case his failure to abide by the rules, renders him liable to the penalty of a baulk. The Umpire should also require the batsman to stand on a line, running through the center of the home base, parallel to a line from the first to the third base, and extending three feet on each side thereof. Should the striker fail to do so, and in consequence, the ball, when struck, fall behind the base, the Umpire should consider it a fair ball, as, had Section 17 of the rules been strictly adhered to, the same ball would have been legitimately a fair one. Whenever the ball is caught after rebounding from the side of a building, a fence, or a tree, provided it has touched the ground but once, it should be considered a fair catch, unless a special agreement to the contrary be made previous to the commencement of the match. This rule will also hold good in the case of a catch without touching the ground at all. The Umpire should see that the spectators are not allowed to stand near, and especially within, the line of the foul-ball posts, or in any way interfere with or crowd upon the scorers. His position is to the right of, and between, the striker and catcher, in a line with the home and third base; in the case of a left-handed striker, he should stand on the left of the striker. Whenever a disposition is evinced on the part of either side of the contestants in a match to prolong the game until darkness puts a stop to it, in order to secure an advantage obtained, but which, by fair play, would in all probability be lost, the Umpire should decide the game either by the last innings that had been fairly played, or a draw the game. There has been one or two instances where this contemptible conduct has been resorted to, and as it is a course that is discreditable to all concerned in it, as it is a course that is discreditable to all concerned in it, it can not be too much condemned. The Umpire should constantly bear in mind that upon his manly, fearless, and impartial conduct in a match mainly depends the pleasure that all, more or less, will derive from it.

#### The Scorer.

The same person should invariably be appointed to keep the score of all match games, and he should be one whose familiarity with the game will admit of his recording every point of it that occurs in a match. He should be one also whose gentlemanly conduct will render him acceptable to all who are liable to make inquiries of him relative to the score of the game. The position occupied by the scorers should be kept entirely clear of all persons, except those who are regularly engaged to report matches for the press; for the latter are entitled to every attention under such circumstances, in return for their efforts to promote the interests of the game by giving publicity to the many contests that take place. To avoid annoyance to the scorers, the reporters should furnish the scorers with blank sheets containing the requisite heading only, for them to fill up at the close of the game. Every regular reporter should, however, be fully competent to record every point of the game himself, for unless he does so, his report can never be either an accurate or impartial one.



## The Muffin Way

As a follow-up to Chadwick's discussions of individual player responsibilities (reproduced in the previous section), this section provides a set of suggestions, or best practices, for each defensive position, as developed by collaboratively by Muffin members.

There are many responsibilities for each player defensively. While there may not be a "right" or "wrong" way to divide the tasks and responsibilities of each position, each player should learn and be aware of what is expected of him for each position that he may be called on to play. If every player is playing the "Muffin Way," our presentation of the game will be smoother and more appealing to the spectators, which will greatly aid in our mission to educate and attract people to this great game.

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### Pitcher

- Inspects ball and makes sure it is ready for play.
- Gets the ball put in play as quickly as possible by throwing hittable pitches.
  - Presents the ball to the hitter to ensure the hitter is prepared and aware of each pitch.
  - Delivers the ball from behind the line with a straight wrist.
  - Respects preferences indicated by the hitter.
- Gains whatever advantage he can without slowing down pace of play or throwing illegal pitches.
  - Uses change of speed, angle of delivery to gain advantage on hitter.
  - Puts top/side spin on the ball. Avoid backspin!
- Adjusts pitching level to match the skill of the opponent.
- Fields ground balls in front of him unless the catcher calls him off.
- Fields ground balls to his right unless the third baseman calls him off.
- Fields ground balls to his left unless the first baseman calls him off.
- Fields pop ups in front of him, to his sides, and *immediately* behind him unless called off.
- Uses discretion on hard line drives (keeping in mind the 2nd baseman is right behind him).
- Covers home plate in the event of a passed ball/wild pitch.
- Covers first base on a ball to the first baseman.
- Must be aware of all runners at all times.
- Ensures that the defense is ready for the pitch to be thrown.
- On a foul ball runs toward either the base or thrower to help get lagging runners.
- Makes accurate throws to basemen when attempting to pick off napping runners.
- Backs up home plate on a play at the plate.

- Backs up third base on a play at third.
  - Communicates with Catcher and Infielders regarding positioning, fielding options, base runner scenarios, etc.
  - Listens to the Shortstop for which base he should throw to when fielding with runners on base.
- 

### Catcher

- Communicates with Umpire and Batter.
  - Plays to the crowd.
  - Relays to infield how many outs have been recorded.
  - Does not let the ball get past him.
  - Must be aware of all runners on each pitch.
  - Anticipates opportunities to throw runners out.
  - Anticipates foul ticks/balls, always keeping alert! These are valuable outs that can really help a defense.
  - Pursues fouls *aggressively*.
    - Runs to where the ball is *going to be!* Once fouls land, the spin will direct the ball almost directly *away* from the pitcher's mound.
    - Ball must be returned *to the pitcher*, not the base!
    - Foul balls give the team opportunities to record outs on lagging base runners.
  - Fields ground balls in front of home plate.
  - Clears bat from area of home plate so that it:
    - Doesn't get hit by a throw.
    - Doesn't get stepped on.
  - Covers Home Base on a play at the plate. Correct position is standing in front of the base.
  - Backs up first base on a ground ball to an infielder when no one is on base.
  - Builds relationships with opposing batters with gentlemanly conversation.
  - On a routine pitch with no play, makes an easy and accurate return throw to the pitcher.
- 

### First Baseman

- Communicates with Pitcher.
- Covers First Base on a play there.
- Aggressively pursues foul balls along the first base line.

- Fields balls hit on the right side of the infield.
- Must be aware of all base runners once the ball is put into play.
- Communicates with other infielders and outfielders; alert them if there is not a play to be made.
- Anticipates pick-off throws prior to *any* pitch when a runner occupies first base.
- Will stop the ball if the throw skips or is offline, even if it means allowing the runner to reach safely. Come off the base!
- Anticipates that any runner might overrun first base on a close play.
- Backs up a throw to second from left field.
- Backs up the catcher if there is a play at the plate.
- Positions themselves so that the runner doesn't block path to ball.
- If the ball is not hit to right side, *immediately goes to base* and readies for throw.
- Doesn't give up on a dropped/muffed ball.
- Is courteous to runners (e.g., letting them know if they can ease up as they approach first).

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## Second Baseman

- Communicates with Pitcher.
- Covers Second Base on a play there.
- Communicates with Shortstop before each batter.
- Anticipates pick-off throws prior to *any* pitch when a runner occupies second base.
- Helps Line Shortstop up on relays to second base from outfielders (e.g., “Left, left, right, right, perfect!”).
- Field any ball by or over the Pitcher unless called off by the Shortstop. May need to call of Pitcher.
- Fields any ball to his left that he can get to.
- On a ground ball to the Shortstop or Third Baseman is ready.
- Proper Relays:
  - Player acting as Relay-man knows the effective range of the Outfielders’ arms.
  - Player acting as Relay-man *runs deep* enough into outfield to receive the throw *in the air or on one bound*. *If the throw bounces more than once, the Relay-Man needs to run deeper into the outfield.*
  - Player acting as Relay-Man *repeatedly* yells his location to outfielder before and as the outfielder retrieves the ball. This allows the outfielder to get a preliminary location of where to throw to.



- Player acting as Relay-Man listens to the infield's direction regarding alignment.
  - Player acting as Relay-Man waves arms at outfielder until throw is in the air.
  - Player acting as Relay-Man fields the ball cleanly and relays it to the infield with a quick, *accurate* throw.
  - Player covering base should align Relay-Man vocally yelling instructions.
  - Player covering base should stand next to base *with hands up* to aid Relay-Man.
  - Player covering base fields the throw cleanly and quickly applies tag. If throw is off-line, he leaves base to stop throw.
  - Player covering base should be prompt and alert for other aggressive/napping base runners following play at their base.
  - Shortstop and Second Baseman should assign relay responsibilities prior to game and alert outfielders to their arrangement. (Shortstop generally will act as relay to Centerfield and hitter's pull side. Second Base will generally act as relay to hitter's backside.)
- Typically plays two steps toward first base against righties, and two steps toward third base against lefties. May switch this to load up on hitter's pull side.

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### Third Baseman

- Communicates with Pitcher.
- Covers Third Base on a play there.
- Communicates with Shortstop before each batter regarding positioning and covering third if needed.
- Anticipates pick-off throws prior to *any* pitch when a runner occupies third base.
- Helps Line Shortstop up on relays to third base from outfielders.
- Fields any ball he can get unless the Shortstop calls him off.
- Calls pitcher off on a short ground ball up the third base line.
- Aggressively pursues foul balls.
- Toughest play is the slow roller. Charges aggressively but under control as attempts to pick up the ball. Makes an accurate throw if there is a play.
- Pre-think every play.

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### Shortstop

- Pre-think every play.
- Is the defensive captain of the infield.
- Can call of any infielder.
- Constantly Communicates with entire team.
  - Third Baseman about positioning and covering third.
  - Second Baseman regarding cut-off.
  - Takes advice from catcher on alignment.
  - Whether there is a force out or tag play.
  - Lets Baseman know his intentions on ball hit to him/to his right/coming the short way/etc.
  - How many outs there are
  - Best place to get the third out.
  - Adjustments on left side regarding depth and shading middle/hole.
- Covers Third if the Third Baseman leaves it to charge a short ball or chase a short foul.
- Aggressively pursues foul balls beyond the third baseman.
- Can be called off by any outfielder.
- Directs the throws around the infield. Loudly calls instructions about which base to throw to.
- Backs up Second/Third Base on throws from Catcher.
- Proper Relays:
  - Player acting as Relay-Man knows the effective range of the Outfielders' arms.
  - Player acting as Relay-Man runs deep enough into outfield to receive the throw *in the air or on one bound*. If the throw bounces more than once, the Relay-Man needs to run deeper into the outfield.
  - Player acting as Relay-Man *repeatedly* yells his location to outfielder before and as the outfielder retrieves the ball. This allows the outfielder to get a preliminary location of where to throw to.
  - Player acting as Relay-Man listens to the infield's direction regarding alignment.
  - Player acting as Relay-Man waves arms at outfielder until throw is in the air.
  - Player acting as Relay-Man fields the ball cleanly and relays it to the infield with a quick, *accurate* throw.
  - Player covering base should align Relay-Man vocally yelling instructions.
  - Player covering base should stand next to base *with hands up* to aid Relay-Man.

- Player covering base fields the throw cleanly and quickly applies tag. If throw is off-line, he leaves base to stop throw.
  - Player covering base should be prompt and alert for other aggressive/napping base runners following play at their base.
  - Shortstop and Second Baseman should assign relay responsibilities prior to game and alert outfielders to their arrangement. (Shortstop generally will act as relay to Centerfield and hitter's pull side. Second Base will generally act as relay to hitter's backside.)
- ☒ Positions himself and others in best position for the batter/situation.
  - ☒ Must be aware of all runners at all times.
  - ☒ When fielding the ball on a bound must immediately locate runners.
  - ☒ Runs at runners caught in between bases.
  - ☒ Forces the runner to commit before making throw to double runners off base.
  - ☒ Makes strong accurate throws to first. Gives accurate feeds to Second/Third Basemen
  - ☒ Relays the ball *ahead* of runners to prevent/discourage aggressive baserunners.
  - ☒ Backs up Second/Third Basemen on ground balls to them.
  - ☒ Exhorts teammates spirited and gentlemanly play.

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### Left Fielder

- ☒ Communicates with Centerfielder and Shortstop regarding positioning.
- ☒ Fields any ball over/past the infield on the left side. Calls off infielders as needed.
- ☒ Aggressively pursues deep foul balls.
- ☒ Cuts off balls in left-center field.
- ☒ Backs up Centerfielder.
- ☒ Backs up Shortstop and Third Baseman.
- ☒ Throws the ball to Shortstop promptly upon fielding.
- ☒ Backs up throws to third.
- ☒ Helps cover gap on left side of infield to left-handed batters.
- ☒ Helps cover third base in a rundown.

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### Center Fielder

- ☒ Captains the outfield.



- Arranges positioning and depth of outfield.
- Backs up Right and Left Fielders.
- Backs up Second Baseman and Shortstop.
- Can call off any player on the field.
- Cuts off balls in both gaps.
- Helps cover second base in a rundown.
- Throws the ball to Shortstop promptly upon fielding.
- Backs up second base on throws from the Third Baseman.
- Communicates with Shortstop, Second Baseman, and other Outfielders.

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### **Right Fielder**

- Communicates with Centerfielder, Second Baseman and First Baseman regarding positioning.
- Fields any ball over/past the infield on the right side. Calls off infielders as needed.
- Aggressively pursues deep foul balls.
- Cuts off balls in right-center field.
- Backs up Centerfielder.
- Backs up Second Baseman and First Baseman.
- Throws the ball to Shortstop promptly upon fielding.
- Backs up throws to first from *anyone* on infield except when backing up second baseman.
- Helps cover first base in a rundown.
- Helps cover gap on right side of infield to right-handed hitters.
- Knows balls hit tend to slice toward the foul line. Adjusts route to ball accordingly.
- With bases empty plays in against most right handed hitters. The exception is for known power hitter.

## Muffins/Diamonds Customs

Since the program's founding in 1981, we have strived to create an atmosphere that is consistent with play of the period, while also being safe and making the presentation interesting for spectators. Below you will find a list of things that may be unique to our program, things that aren't rules or even common practices of the period but traditional customs of the Muffin/Diamonds experience.

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**Player Positioning:** The VBBA has determined that other than the pitcher, who was limited by rule to release the ball from the pitcher's box, fielders were not limited in where they aligned themselves defensively. It was long-believed in the vintage community (largely based on pictorial evidence) that basemen (excluding the shortstop, who can play anywhere) set up a few steps from their respective bags and that outfielders positioned themselves in the center of their field. There is no prescriptive rule from the era regarding this (in fact, the 1860 Beadle's guide suggests fielders position themselves according to the striking customs of the batter), thus it's more of a club preference. The Muffin program has decided to play basemen close to the bag (within two steps) and outfielders within their field (i.e., not necessarily straight-away, but no extreme shifts).

**The Fair/Foul Hit:** There are many hitters who have perfected the art of hitting a ball just in front of home base (in fair territory), but having it immediately bounce well into foul territory. When done skillfully, it is both impressive and indefensible. We allow the *accidental* fair/foul hit, but if the umpire determines it was struck intentionally, he will call it a foul ball. There are two reasons for this. The first is that the earliest evidence of the intentional use of this technique are a little later than when we play. The second, and primary, reason for our practice is spectator safety. It is paramount for the success of the program that no fans are injured during our educational displays. We greatly value the ability of our fans to get close to the action and don't want to put them at risk.

**Sliding:** According to the VBBA, players were sliding in the 1860s, but it's unclear how often this occurred and in what fashion. The Muffins have long discouraged sliding as an ungentlemanly (or unladylike) practice and, more importantly, unsafe. While there is no penalty for sliding into a base, Muffins ask that all players refrain from sliding.

**Lead-offs and Stealing:** The Muffins, along with many other vintage teams, limits lead-offs to a few steps from the base and permit steals only on muffs by the catcher. This was not a rule in the era and is preference in style of play.

**Game Day Rosters:** Teams at the time rarely played or batted more than nine players in a game. We customarily work people in and out defensively during the course of a game, and we often have a batting order of more than nine players. We do this to encourage our large volunteer base and to keep everyone involved throughout the game.

**The Tally Bell:** When a runner scores an ace, they are invited (not required) to ring a bell by the scorer's table. We call this the "Tally Bell." This bell provides an audible alert to the audience that something has happened, drawing their attention back to the game, as well as providing a helpful tool to track runs. Besides, it's just FUN to ring the bell! We began using the bell based on anecdotes passed on to the team by Cincinnati Reds historians about the flavor of the Red Stockings' games in the 1860s.



**Each player is encouraged to ring the tally bell upon scoring an ace**

**"Huzzah!":** Other teams may shout "Hurrah!" or "Hooray!" to acknowledge good plays or to show admiration for players. The Muffins have used the exclamation "Huzzah!" to cheer on teammates and opponents alike since the early days of the program. "Huzzah" may have been used primarily as a military term, but since the earliest base ball teams in Ohio were military in nature, we think it is a term appropriate in this context. Due to the long usage of the term by the Muffins, many of our fans know and use this term as well.



**Every Muffins/Diamonds match ends with a hearty round of *huzzahs***

## Baseball: Then (1860) and Now (1898)

In 2016, the Ohio Village began a transition from representing a 1860s-era village to a village representative of the 1890s. The Muffins and Diamonds, however, will continue to play base ball by the rules and customs of 1860.

By the 1890s, there was already a sort of “retro” movement, where amateur ballists would play the game by the rules of an earlier generation. Thus, members of the Muffins and Diamonds will be portraying villagers of the 1890s playing base ball as it was played in 1860. When interpreting to the crowd at games, this may be something you’ll need to explain. Spectators might also ask about the differences between “base ball” in the 1860s versus “baseball” in the 1890s. Below is a chart that outlines some of the major differences in rules and customs between the eras.

1860	1898
Structure & Customs	
<p>Clubs were comprised entirely of amateur players.</p> <p>The club was divided into different tiers based on number of players and skill set:</p> <ol style="list-style-type: none"><li>1. The first nine (the best nine players)</li><li>2. The second nine (the next best set of nine players)</li><li>3. The Muffin nine (the remaining least skilled players)</li></ol>	<p>Clubs are comprised entirely of professional athletes in established leagues: the National League (established in 1876) and the American Association (a.k.a. the “Beer and Whiskey League,” established in 1882).</p> <p>Other prominent existing leagues:</p> <ul style="list-style-type: none"><li>• California League (1885)</li><li>• Pacific NW League (1892)</li><li>• Western League (1892)</li></ul>
<p>There was no swearing or spitting permitted, and players could be fined by the umpire if they swore or spat.</p> <p>Players were gentlemen who cheered good plays by both teams, often called their own outs, and respected the umpire's decisions. Usually only a single umpire presided over the match.</p>	<p>In general, baseball of this era is rougher: players are very competitive, they often swear, and are argumentative with umpires.</p> <p>Games have a staff of umpires (beginning in 1879).</p>
<p>Matches were often played within the clubs or by writing to another club requesting a match (usually between the 1st nines).</p>	<p>Clubs play a structured 154 game schedule with other clubs in the league (1892).</p> <p>The club with the best record at the end of the season is declared the champion.</p>



	The champions of the National League and the American Association now play each other in a sanctioned postseason series (1883).
Rule Variations	
Pitchers were required to pitch the ball underhand from behind a line 45 feet from home plate. The batter could instruct the pitcher to pitch the ball high or low in the strike zone.	Pitchers throw overhand (1884) from a 24 x 6 inch rubber slab (1895) on a mound that is 60 ft. 6 inches from home plate (1893).
<p>Balls and strikes were not initially called and there was not an official strike zone. The batter could wait as long as he liked to receive a pitch to his liking.</p> <p>A batter could only be declared out if he swung and missed at 3 pitches.</p> <p>The umpire could warn a batter if he continually did not attempt to swing at good pitches.</p> <p>The umpire could also warn the pitcher and call a ball if the pitcher failed to pitch balls over the plate or not to the batter's preference.</p> <p>First base was awarded to the batter if the umpire eventually called 4 balls (although this was quite rare).</p>	<p>Batters no longer call for a pitch to be high or low and the strike zone is defined from the knees to the shoulders (1887).</p> <p>3 strikes (called or swinging is a strikeout (1888).</p> <p>Foul tips within 10 feet of the catcher are considered strikes, but not foul balls (1895).</p> <p>4 called balls is a base on balls (1889).</p>
Balls were declared fair or foul based on where the ball first touches the ground.	<p>The ball must stay in fair territory to be a hit (1877).</p> <p>Foul bunts are considered strikes (1894).</p>
Balls caught on the first bound were an out.	Only a fly catch is an out (fair balls 1864, foul balls until 1883).
A batter was subject to being put out if they overran first base.	A batter is permitted to overrun first base without being put out as long as they do not attempt to advance to second base (1876).
No infield fly rule.	Infield fly rule applies (1895).
The base runner was not declared out if hit by a batted ball.	The base runner is declared out if hit by a batted ball (1880).

Equipment	
<p>Uniforms comprised of:</p> <ul style="list-style-type: none"> <li>• A wool shirt with a shield</li> <li>• The shield usually had a Letter or letters that identified the club</li> <li>• Some teams wore ties</li> <li>• A belt with the team name inscribed</li> <li>• Long pants</li> <li>• A wool cap</li> </ul>	<p>Uniforms comprise of:</p> <ul style="list-style-type: none"> <li>• A laced front, full collar shirt with the name of the city sewn on the front</li> <li>• Some type of tie</li> <li>• Pinstripes were worn by 3 teams: Washington and Detroit (NL) and Brooklyn (AA, 1888)</li> <li>• A belt</li> <li>• Knicker style pants</li> <li>• Brightly colored socks (often the name of the team)</li> <li>• A wool cap</li> </ul>
<p>Wooden bats which could not be more than 2 ½ inches in diameter at the widest point.</p> <p>There were no restrictions on length.</p>	<p>Wooden bats cannot be more than 2 ¾ inches in diameter at the widest point.</p> <p>Length cannot exceed 42 inches (1895).</p>
<p>Gloves were not worn.</p>	<p>Gloves are worn by players (1875) and restrictions on glove sizes apply to all but first basemen and catchers (1895).</p>
<p>Catchers were positioned 10-15 feet behind the batter and did not wear any protective equipment.</p>	<p>Catchers are positioned directly behind the batter and wear a mask (1875), chest protector (1885), and a large padded mitt (1891).</p>



A selection of Muffin player cards distributed to spectators in 2015

## Muffin Program Policies

Since 1981, the Ohio Village Muffins Base Ball program has initiated and maintained consistent educational and playing objectives. This has been achieved by dedicated leadership, active participants, and support from the Ohio History Connection.

To maintain a healthy and vibrant program, the following policies have been approved by the Advisory Board. These policies are intended to make clear to all participants that dedication and commitment to the program is expected; these policies also ensure that all participants are treated fairly and equitably. All Muffin policies are subject to revision by the Advisory Board.

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### Ohio History Connection Expectations for Volunteers

Program volunteers are expected to abide by the Ohio History Connection's "Guidelines for Volunteers in Period Dress at the Ohio Village," which can be accessed by clicking [here](#).

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### Recruitment

1. Any person desiring to become a member of the program will be required to:
    - a. Complete an OHC volunteer application.
    - b. Complete a background check (BCI).
    - c. Attend seminars, practices, and club matches.
    - d. Review the *Handbook of the Ohio Village Muffins and Lady Diamonds Base Ball Program* to become familiar with the program, its policies, and the rules and customs of the game we interpret.
  2. The program will not accept new members after Memorial Day. If a prospective member expresses interest beyond this date, they will be considered for membership the following season.
  3. To qualify to become a member, a prospective player must be at least 18 years old or turn 18 by the cut-off date for new members (Memorial Day).
  4. The Advisory Board will adjudicate any special participant or recruitment cases.
- 

### Member Expectations

A strength of the Muffins program is its large and varied collection of members. The program is always recruiting, which is vital to its health and longevity.

However, the logistics of scheduling matches, constructing game day rosters, and assigning responsibilities to members, it is necessary for the program to assign members to either an “active” or “inactive” status.

To remain an “active” member of the program, members need to:

1. Participant in at least six (6) games the previous season, with at least two (2) being “site” games (games determined annually by the Advisory Board and noted on the schedule provided at the start of the season. These games will generally be those outside of Franklin County). Participation can include playing, interpreting, scorekeeping, umpiring, or other associated duties that enable the program to demonstrate the game.
2. Attend at least 1 practice session or club match.
  - Scheduled practice dates will be set each year prior to the regular schedule. Practices will be used to improve fielding, base running, hitting, throwing, and develop decision making skills.
  - Prior to the opening of the Ohio Village (usually Memorial Day weekend) club matches will be scheduled. They will be played as regular games but will effectively function as practices and may be interrupted for instructional purposes.

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## Game Day Rosters

To aid the game day captains in managing the team:

1. Game day rosters will have a maximum of 15 (fifteen) players.
  - a. Rosters will be determined by order of sign-up.
  - b. Active members will be given privilege over inactive players.
  - c. Players outside of the first 15 will be placed on stand-by and will be eligible to play if any of the original 15 become unavailable.
  - d. Playing time during a match is to be determined by the game day captain. Players should not all expect equal playing time.
  - e. There will be no limit to the number of players for club matches.
2. Players should notify the game day captain no later than 3 (three) days prior to the game if they are unable to play. Of course, unexpected circumstances arise, and they will be treated on a case-by-case basis.



3. Failure to show up for a game without notification or explanation will cause the player to be considered ineligible for “premier” matches (see below).

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### **“Premier” Matches**

Certain matches throughout the season will be determined by the Advisory Board to be “premier” matches, games that are usually popular and result in many players signing up. Only active players can participate in premier matches.

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### **Guest Rosters**

Over the long history of the program, there have been players who have consistently contributed to the program but are now unavailable on a regular basis because of distance or other life circumstances. Some of these player may express interest in participating in occasional matches, although they are unable to fulfill the commitments to remain as an “active” status member. Out of respect for the past contributions of these players, the program will allow their occasional participation as “guest” players. Each year the Advisory Board will determine who shall be on this “guest roster.”

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### **Injury Roster**

The program will also maintain an injury roster comprised of players who are prevented from playing due to injury but have expressed a wish to participate once healed. These players will be allowed to maintain their active status during their injury period.



**The paramount object of the Muffin program is to educate and entertain**

## Logging Volunteer Hours

As members of the Muffins/Diamonds program, you are a volunteer for the Ohio History Connection. As such, it is important to log your volunteer hours in the digital record-keeping system TrackItForward ([www.trackitforward.com/site/ohio-history-connection](http://www.trackitforward.com/site/ohio-history-connection)).



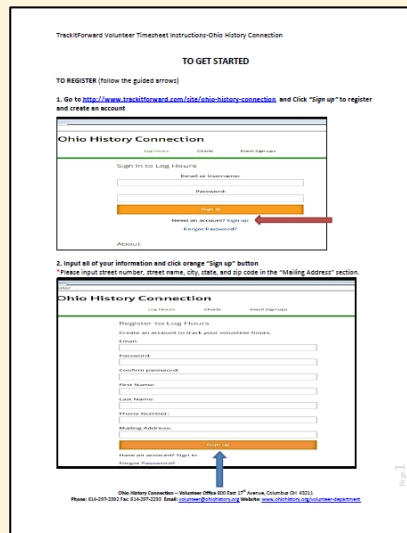
Tracking, accounting for, and reporting volunteer hours can make a material difference in the way an organization is perceived by those who fund it and the community.

Tracking volunteer time will allow recognition and appreciation of the giving of time and talents. Recognition is a good investment.

The value of a volunteer hour helps acknowledge the millions of individuals “like you” who dedicate their time, talent and energy to making a difference. Organizations like the Ohio History Connection can use estimates like these to quantify the enormous value volunteers provide.

Beyond that, it is important to log your volunteer hours so that you and the program can keep track of your participation. As outlined in the Muffin Program Policies section above, your status as a program member will be tied to your level of participation, and logging your hours on TrackItForward is one way for you and the program to keep a record of that participation.

For instructions on how to sign up for a TrackItForward account and log your volunteer hours, please view (click on) the following document image:



TrackItForward Volunteer Timesheet Instructions-Ohio History Connection

**TO GET STARTED**

**TO REGISTER** (follow the guided arrows)

1. Go to <http://www.trackitforward.com/site/ohio-history-connection> and click "Sign up" to register and create an account

**Ohio History Connection**

Sign Up for Long 4 Hours

Account or Organization:

Password:

Confirm Password:

Account:

2. Input all of your information and click orange "Sign up" button

Please input street number, street name, city, state, and zip code in the "Mailing Address" section

**Ohio History Connection**

Sign Up

Registration for Long 4 Hours

Account or Organization:

First Name:

Last Name:

Username:

Phone Number:

Email Address:

Address:

City:

State:

Zip:

Mailing Address:

Sign Up

Ohio History Connection - Volunteer Office 1000 East 17th Avenue, Columbus, OH 43211  
Phone: 614-297-2817 Fax: 614-297-0251 Email: [volunteer@ohiohistoryconnection.org](mailto:volunteer@ohiohistoryconnection.org) Website: [www.ohiohistoryconnection.org/volunteer-timesheet](http://www.ohiohistoryconnection.org/volunteer-timesheet)

## Bibliography

Listed below are a selection of books that will provide historical or cultural context for baseball during the mid-nineteenth century. Consulting these books will strengthen your ability to represent and interpret 1860s-era base ball.

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19c. Baseball. <http://www.19cbaseball.com/>.

Block, David. *Baseball Before We Knew It: A Search for the Roots of the Game*. Lincoln, NE: Bison Books, 2005.

Brock, Darryl. *If I Never Get Back: A Novel*. Berkley, CA: Frog Books, 1990. [Note: This novel is credited with sparking an interest in vintage base ball.]

Goldstein, Warren. *Playing for Keeps: A History of Early Baseball*. Ithaca, NY: Cornell University Press, 1989.

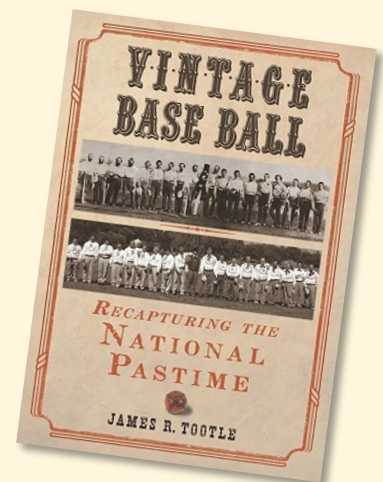
Kirsch, George B. *Baseball in Blue and Gray: The National Pastime during the Civil War*. Princeton: Princeton University Press, 2007.

Morris, Peter. *A Game of Inches: The Story Behind the Innovations That Shaped Baseball*. Chicago: Ivan R. Dee, 2006.

Morris, Peter. *But Didn't We Have Fun?: An Informal History of Baseball's Pioneer Era, 1843-1870*. Chicago: Ivan R. Dee, 2010.

Thorn, John. *Baseball in the Garden of Eden: The Secret History of the Early Game*. New York: Simon & Schuster, 2011.

Tootle, James R. *Vintage Base Ball: Recapturing the National Pastime*. Jefferson, NC: McFarland & Co., 2011.



## Resources

There are several video resources available online that offer background on the history of baseball, the history of the Ohio Village Muffin program, the practice of historical interpretation, etc. A selection of these video is listed below:

Topic	Hyperlink (URL)
Veteran Muffin Tracy Martin discussing the history of bat and ball games as precursors to baseball	<a href="https://www.youtube.com/watch?v=w6TCa3POj64">https://www.youtube.com/watch?v=w6TCa3POj64</a>
Vicki Branson on the founding of the Ohio Village Muffins	<a href="https://www.youtube.com/watch?v=Gi1RessTTgM">https://www.youtube.com/watch?v=Gi1RessTTgM</a>
Doug Smith on the history of the Ohio Cup (2 parts)	<a href="https://www.youtube.com/watch?v=uhO-3nfmvHE">https://www.youtube.com/watch?v=uhO-3nfmvHE</a> <a href="https://www.youtube.com/watch?v=8hSTJiDfQiA">https://www.youtube.com/watch?v=8hSTJiDfQiA</a>
Mike Follin on historical interpretation (2 parts)	<a href="https://www.youtube.com/watch?v=iBT8NxtlFUQ">https://www.youtube.com/watch?v=iBT8NxtlFUQ</a> <a href="https://www.youtube.com/watch?v=OHppYdkJgeY">https://www.youtube.com/watch?v=OHppYdkJgeY</a>
Jim Tootle on rules interpretation, etiquette, and playing style (3 parts)	<a href="https://www.youtube.com/watch?v=6-9ONfu2YPs">https://www.youtube.com/watch?v=6-9ONfu2YPs</a> <a href="https://www.youtube.com/watch?v=2HyB6KvYb4I">https://www.youtube.com/watch?v=2HyB6KvYb4I</a> <a href="https://www.youtube.com/watch?v=kOwrwdJl8e4">https://www.youtube.com/watch?v=kOwrwdJl8e4</a>
Richard Schuricht on umpiring	<a href="https://www.youtube.com/watch?v=SN29da0xCg4">https://www.youtube.com/watch?v=SN29da0xCg4</a>

Many more videos are also available. You can locate them by searching “Ohio Village Muffins seminars” on YouTube or clicking on this YouTube logo:





## Game Day Checklist

The following checklist may be useful in helping you prepare on game day. You might make a copy for each game to ensure you have all the uniform parts you'll need to ensure your eligibility to play, as well as any other equipment or supplies you'll want to bring to each game.

## OHIO VILLAGE MUFFINS

## GAME DAY CHECKLIST

---

Game Date:    /    /

Game Time: \_\_\_\_\_

Location: \_\_\_\_\_

\_\_\_\_\_

---

These items are necessary to ensure my opportunity to play on the field for any given game:

- ☐ Graphite gray pants
- ☐ Shirt (as well maintained as possible)
- ☐ Shield
- ☐ Red tie
- ☐ Hat (clear of all buttons, ribbons, etc.)
- ☐ Belt (well painted to display Muffin team name)
- ☐ Shoes (ALL black with plastic or rubber cleats)
- ☐ Socks (black)

The following are items I want to make sure I take with me to games:

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

Notes:

A printable .pdf version of this checklist can be accessed by clicking on the image of the checklist.

## Contact Information



For more information on the Muffins/Diamonds program, including access to the season schedule, please visit our OHC page at [www.ohiohistory.org/volunteer/current-volunteers/ohio-village-muffins](http://www.ohiohistory.org/volunteer/current-volunteers/ohio-village-muffins).



Also, be sure to check out the Muffins on Facebook at [www.facebook.com/OhioVillageMuffins](https://www.facebook.com/OhioVillageMuffins) and the Diamonds at [www.facebook.com/Ohio-Village-Lady-Diamonds-209578125771268/](https://www.facebook.com/Ohio-Village-Lady-Diamonds-209578125771268/)



We can also be found on the VBBA directory ([www.vbba.org/club-directory/name/ohio-village-muffins-and-diamonds-2/](http://www.vbba.org/club-directory/name/ohio-village-muffins-and-diamonds-2/)).



# In Memoriam

Richard “Always Right” Schuricht

(1941 – 2014)



For more information on Richard, please visit [here](#).