

SOFTBALL LEAGUE APRES MODERNE

THE 2023 ARCHITECTS' LEAGUE RULES

Participants:

1. Robert A.M. Stern Architects / Heitler-Houstoun Architects (RAMSA/HHA)
2. Skidmore Owings and Merrill (SOM)
3. Spector Group (SG)
4. Gensler Associates (GA)
5. Superstructures (SSX)
6. Kohn Pederson Fox (KPF)
7. Ronnette Riley/Davis Brody Bond Associates (RRA/DBB)
8. Hart Howerton (HH)
9. Perkins Eastman Architects (PEA)

GENERAL NOTATIONS

- League Dues are **\$1,200** per team (made payable to: Ronnette Riley) and send to the below address:

**Ronnette Riley Architect,
494 Eighth Ave, 15th Floor
New York, NY 10001**

- **Dues must be received no later than May 1, 2023.** Teams which fail to pay in full by this time will be placed on suspended status and their now vacated spot will be taken by the next available approved team.
- Games are generally played in Central Park on the Great Lawn, Heckscher Park and North Meadow baseball fields, Monday thru Thursday.
- Games are generally played at 5:30 PM and 7:00 PM however at the beginning and end of the season exceptions will be made due to availability of light and permits. Managers must have copies of all game Permits and League Rules.
- Results from each game can be updated directly on the web site
- Any questions or disputes should be directed to the Commissioner **David Solomon** (d.solomon@ramsa.com) and Assistant Commissioner, **Simon Yeung** (syeung@spectorgroup.com)
- League standings/results/rules can be found on the web site: www.slamleague.com
- Managers are encouraged to post game wrap-ups or league banter on S.L.A.M. Talk, the league's blog site: <http://slam-talk.blogspot.com/>

- Note: anyone can post on the blog provided they are added to the list. Please contact Josh Ginsburg (josh@archinonline.com) if you have any questions or problems logging onto the site.
- The 2023 SLAM League Champions will have the option to become Commissioner in 2024—if that team should defer, the managers will reconvene in October to resolve the position before the SLAM Party.
- All teams are expected to notify the League Commissioner of any changes to the status of their team **prior to March 1**. This includes; withdrawal from the league, reinstatement in the league, or the need to merge with another architectural office in order to field a team.
- Administration fee for Head Umpire (OJ) is \$1200
- SLAM website maintenance and web hosting fee is \$120 paid annually to Josh Ginsburg.

S.L.A.M. LEAGUE RULES

S.L.A.M. rules will follow the guidelines adopted by the Amateur Softball Association of America (A.S.A.A.) in its book "Official Softball Rules" which will be enforced by the umpires. In addition to the A.S.A.A. guidelines, the following league rules have generally been established as specific to the S.L.A.M. Softball League and in certain instances, overrule the A.S.A.A. rules. The Rules Committee and the Umpires have at their discretion the opportunity to rule on decisions of interpretations of these rules in the form of a protest. However, the Umpire in charge of the game has the final say at the field.

1. PLAYERS

- A team shall consist of ten players in the field with a minimum of seven players, which includes at least two female players (The use of a female as a DH does not fulfill the above requirement.)
- Automatic outs for a team will only be assessed for missing female players. Teams must have at least 7 players to begin a game if at least 1 of those players is female. (i.e: you must have at least 1 female and 6 males to start a game—no exceptions; but if you show up with 5 males and 2 females, you will not be assigned at automatic out when it's your turn to bat.)
- If the “automatic out” rule is in effect because a team is playing with only one woman, the pitcher must throw at least one strike to the person batting in front of the automatic out position in the batting order. If instead, that batter is thrown four straight balls, the batter is awarded first base, the automatic out is negated (effectively skipping this place in the order,) and the next batter comes to the plate.
- If a team starts a game with fewer than 10 players, as the game progresses additional players may be added to the bottom of the lineup in their appropriate 8, 9, and 10 spot

***Failure to have at least one (1) woman in the "Official" lineup will result in a game forfeiture. There are no exceptions. Any team causing a maximum of two (2) forfeited games in a season will be placed on one (1) year probation, and its league membership and/or standing will be subject to the vote of the remaining SLAM teams.

There will be two types of players:

1. **"Employees"**: People currently on the company payroll. Or, any player who has worked for a firm participating in S.L.A.M. Softball (including all merged offices) for a minimum of four (4) games in the current season will be recognized by the League as a full-time employee of said office for the remainder of that season. Former employees who participated on the team prior to leaving the company are also considered "Employees."

2. **"Ringers"**: Any team can field a maximum of four (4) non-office players in the line-up at any time. A maximum of three (3) non-office players can be male; the fourth non-office player must be female. For clarity, an "asterisk" should be placed adjacent to the former-employee's name on the Official Team Roster. Each team member must send a master roster, including employees and non-employees properly designated to the Commissioner's Office before the season, which can be updated before July 1st. Each team will exchange line-ups before each game to monitor the use of eligible players and ringers by the other team.

- One "Designated Hitter" (DH) is allowed for any position per game.
- One "Extra Hitter" (EH) is allowed, bringing the total number of possible batters to eleven.

Note: The DH cannot enter the game on defense; or, any DH that does so, automatically nullifies the DH rule; The EH can enter the game on defense.

2. ROSTERS

- Rosters should be emailed to both the Commissioner and the Secretary by April 15th and may be updated throughout the season.
- Each team should bring a copy of their roster and the opposing team's roster.
- Lineup cards (provided by the league) will be exchanged before the start of each game to determine a player's eligibility.

****Rosters can be updated up until and including the day of a team's seventh game of the season.**

3. MERGED TEAMS

- Teams are permitted to merge with other architectural and interiors offices.
- A team cannot merge with another team, which, as one entity, participates in another league.
- ALL mergers, including those which have previously existed, must be reported to the commissioner's office prior to the Manager's Meeting in March of the current season.
- In addition, existing teams may elect not to field a team. These teams will be allowed a two-year probationary "leave of absence" and can return to the league without a vote of the other teams. If a team has not returned at the end of the maximum two-year period, the League Rules Committee will decide the fate of that team.

- Existing teams may as well elect to merge with one another, if the League deems this action to be in the best interests of the collective sum of the League. Upon doing so, within the structure of the League the available spaces will be given, on a probationary status, to the next available approved team. At the beginning of the next season, the teams will have the option of reestablishing sole-proprietorship or of re-merging their space in the League. The probationary team will have the option of reapplying to the League.
- At the beginning of the following season, the suspended club will have the option of resuming their full status and paying full fees, or relinquishing their place in the League. The team, which took the vacated spot, would have to reapply to the League.

Merged teams are expected to make a serious commitment to competition and good sportsmanship as exemplified by the veteran teams who voted their inclusion. Any team which does not demonstrate this commitment - in the collective view of the other member teams - will be placed on probation or have its membership revoked during or after the season of play, (subject to ruling by the SLAM Rules Committee). Any team causing a maximum of 2 (two) forfeited games in a season will be placed on a 1 (one) year probation, and its league standing will be subject to the vote of the other teams.

4. SUBSTITUTIONS

- Substitutions are allowed at any time, providing the umpire and the opposing team's manager is so alerted.
- The A.S.A. re-entry rule will be in effect, which allows each member of the original lineup to be re-substituted back into the game at once, including the DH, but only in his/her same position in the batting order.
- Once a substitution has been taken out of the game they may not re-enter the game under – unless an injury necessitates OR the managers agree in advance.

5. PITCHING

SLAM allows either slow-pitch or modified fast-pitch regulations; hence the umpires refer to the league as "The Everything Goes League." The ball must be pitched in an underhand motion and at any speed, providing the pitcher does not bring his/her hand above his/her shoulder in the back motion, therefore the windmill or the slingshot pitches are not allowed. The Umpire will determine the legality of a certain type of pitch, either before or during the game. The Umpire's ruling is not open to protest.

- If a pitch is deemed to be illegal, by the umpire, the batter has the option of letting the ball go, for a non-strike, or of putting the ball into play.
- The pitcher must start with at least one foot on the rubber, (this is subject to umpire scrutiny and clarification), and his/her motion must be forward.
- Catchers must wear protective equipment as required by A.S.A. Official Rules.
- With a female batter on deck, if a male batter is thrown four (4) consecutive pitches without one of the pitches being called a strike, the male batter is rewarded first base with a

walk and the female batter is then given the option of being granted a walk or taking the at bat.

- If there is at least ONE strike thrown to the male batter and is then walked, the strike nullifies the above and the female batter must then take the at-bat.

6. BATTING

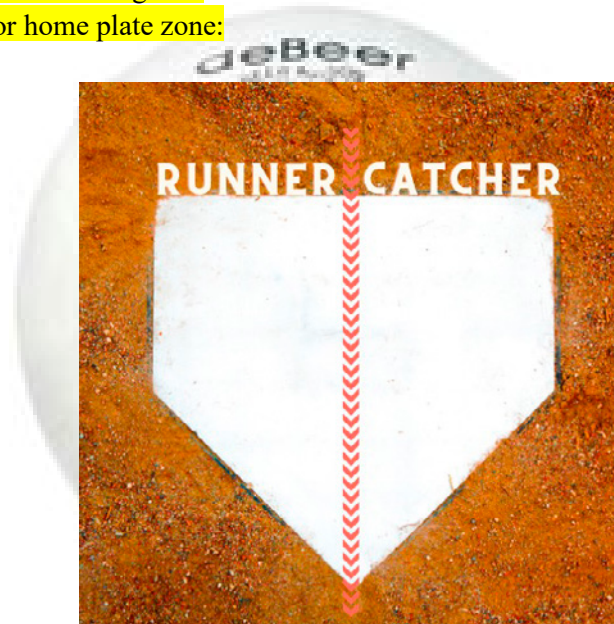
- Balls and strikes will be called by the Umpire.
- Bunting is not allowed.
- A batter is allowed an unlimited number of foul balls on the third strike.
- Batters may not throw the bat
- All bats must be ASA-approved. If you have any questions or considering the purchase of a bat, please ask OJ Ruiz in advance.
- When a game starts late – or the permit is only for one hour – the teams should play the game with a 1-1 count on the batter in the best interest of the league/permit.

7. BASERUNNING / DEFENSE

- Stealing is not allowed.
- A base runner may lead off *after* the ball has been released by the pitcher's hand.
- A runner caught off base by the catcher's throw must return to the base before he/she may advance to the next base.
- Base coaches cannot touch the baserunners.
- If a base coach comes in contact with a baserunner while the ball is live and in play, that runner will be ruled out by the umpire.
- Runners' interference: if a fielder has a play, he/she has the right to play it. The runner must go around the fielder within 3'-0" of the baseline.
- Fielders' interference: if the fielder does not have a play, he/she may not obstruct the runner's path.
- **Phantom tags are not allowed!** A player may be ejected from the game without warning by the umpire.
- When a female comes to bat, the outfielders may not crowd the infield. On North Meadow, the outfielders may come to the edge of the grass. At Heckscher and Great Lawn, the outfielders must stand **10 FEET** from the the grass—Umpire's discretion.
- Baserunners must either slide into the bases or "give themselves up" when a play is being initiated at that base (at first base, the runner must hit the courtesy bag instead).
- Baserunners must avoid contact with the infielder and NOT remain high in the line of throw from the infielder. Additionally, if the runner does not slide or give themselves up, the umpire may use his discretion to call an automatic out (or double play) if they feel the runner interfered with the play
- Any player using an unsportsmanlike technique going into a base can be removed from the game automatically *without further umpire warning* and will be subject to further disciplinary action by the Rules Committee. The ejected player's name will be emailed to the Commissioner for future use.
- Courtesy runners are permitted provided they are announced in advance to the opposing managers and umpires. The last batted male out shall become the courtesy runner for any male baserunner; similarly, only females can courtesy run for a female baserunner.

8. HOME PLATE

- Because of an increased number of incidents – or near accidents – at home plate in recent years there are more restrictive rules put in place to protect the safety of everyone involved – baserunners and players covering home plate.
- On any plays to the plate, the catcher or player covering the plate CANNOT stand on top of or directly behind the plate. The player MUST stand in front of home plate or to the right half of home plate to allow the baserunner to slide into the left side of the plate.
- Catchers cannot have their foot on home plate except on a force play – and again should favor the 1B side of the plate (similar to a courtesy base at 1B)
- Runners must slide or give themselves up on close plays at the plate – no barreling into the catcher. If a runner doesn't slide on close plays, they can be called out by the umpire and possibly ejected from the game.
- See diagram for home plate zone:



9. SCHEDULE

- The League now consists of 9 teams comprising of the top architectural offices in New York City. Each team will play every other team in the league one time in the regular season (an 8-game season)
- A coin flip will determine home team status before the start of play.
- A team's standing will be determined by its percentage (PCT) of wins to games played, including tie games which will be included in the standings as a half win and a half loss-a rule which is intended to penalize a winning team and to benefit a losing team.
- All games will begin promptly, as scheduled, and will consist of seven innings or given hours of play, whichever comes first.

- According to the umpire's watch, no new inning will start after 6:50 PM. (In the case of early games scheduled for 5:30 PM, innings may be officially completed after 6:50 PM, but only if the umpires permit the time overrun. The umpire's decision is final and is not open to protest.)
- Innings started prior to 6:50 PM may continue until the end of the bottom half of the inning or 7:00 PM, whichever comes first.
- If the game/inning is not fully completed by 7:00 PM – and with the availability of an umpire and field - the game may continue until completion. Otherwise, the score of the game will revert back to the *last completed* inning.
- A minimum official regular season game will be four innings.
- **The 11-Run Rule:** If the home team is ahead by 11-runs any time after the fourth inning, then the game is over; if the visiting team is ahead by 11-runs at anytime after the fourth inning, the home team will have until the bottom of the inning to bring within 10-runs.
- A team that causes a game to start more than 15 minutes late (according to the official start time determined by the web site) will automatically forfeit the game and will be assigned a 7-0 loss.
- A team is permitted to delay the start of a game (by a maximum of 15 minutes) only if they have less than the minimum number of players. (See "Players" section for minimum number of players)
- Any schedule changes and/or make-up games for rainouts or cancellations will be officially rescheduled by the commissioner.

(Note: Please refer to the section of the League Rules pertaining to the Official Policy of filing protests.)

10. FLEXIBILITY

- Teams are expected to play according to the established rules. However, teams may make a "managers' agreement" before the start of their game to alter certain rules, within reason, to fit their particular circumstances, such as the use of "non-roster" players, courtesy runners, ground rules, etc.
- This agreement is subject to review by the umpire governing the game. Once established, these exceptions are not open to further review by the Rules Committee and /or for protest.
- Ground rules particular to each playing location will be reviewed by the umpire with the team managers fifteen (15) minutes prior to the scheduled game time, e.g., 5:15pm or 6:45pm.
- Teams are allowed to use non-roster players, if and only if, the opposing team agrees.

11. PROTESTS

- A team cannot protest a game on the basis of a judgment call by the umpire.
- All protests must be made to the umpire and the opposing manager before the next pitch during play.

- The eligibility of a player, however, can be protested at any time in the game.
- A protest will be resolved by the Rules Committee, in consultation with the officiating umpire.
- All protests must be submitted by email to the Commissioner's office within 24 hours of the conclusion of the game. Protests will not be accepted any later.

12. EQUIPMENT

- Each team is to supply its gloves, catcher's mask, bats, and practice balls.
- Catchers must wear a mask at the bare minimum—chest protector and shin guards are strongly recommended for safety.
- Each team will supply one new softball to the umpire, per game (**deBeer 12" Official Clinchers only**), one to be used initially and the other to be introduced at the bottom of the 4th inning.

<https://www.dickssportinggoods.com/p/debeer-12-official-clincher-specialty-slowpitch-softball-16debu12clnchrxxxsps/16debu12clnchrxxxsps>

- However, it is recommended that each team bring two (2) new balls to each game in the event that one team does not provide a ball.
- The selected "home" team will be asked for the game ball to start by the umpire.
- If all game balls are used (or only one is available) then the teams shall provide the umpire with the "next best" ball as approved by the umpire.
- Metal spikes are not allowed at any location.
- Four (4) team-owned portable bases must be brought to each game by both teams.
- Team shirts/uniforms or other like attire is required.
- All bats must be ASA-approved. If you have any questions or considering the purchase of a bat, please ask OJ Ruiz in advance.

Note: A minimum of 7(seven) team shirts is required at all games after the 3rd (third) week of the season.

13. LEAGUE CONDUCT & EJECTION RULES

The league will not tolerate any abuse of an umpire or another player. This includes verbal, physical or any other acts of intimidation. Anyone violating these rules in a gross manner as deemed by the league's executive committee will be subjected to suspension for the entire season and or expelled from the league.

- Any use of abusive language or profanity directed at a person may result in the automatic ejection from the game for the offending player.
- Any player or manager ejected from games more than once for any reason will also be suspended from the next scheduled game.

- Any continued arguments, gesture or profanity by a player or manager after his/her initial ejection shall be suspended for the next scheduled game. This rule is also applicable to a player who refuses to leave the field of play (behind outside fence).
- Any player throwing a bat or ball or any other object, which displays unsportsmanlike conduct, will be ejected from the game and so documented to the league commissioner. The next incident may result in expulsion from the league.

14. UMPIRES

- Administration fee for Head Umpire (OJ) is \$1200
- One (1) umpire will be provided at each game (paid a fee of \$35.00 by each team captain before each game.)
- During the Playoffs, two umpires will be provided at each game, each with a fee of \$35 per umpire per team (\$70 per team total); in the event that only one umpire is available for a playoff game, then that umpire will be paid \$35 per team as it happens in the regular season
- The umpire will be entitled to a partial travel fee of \$15.00 per team, if he/she is not notified before a cancellation due to rain or any other reason. (ie: 3:30 PM on game day)
- The umpire is also entitled to a \$15 partial fee if both teams show up but the game is cancelled before play begins. (ie: after 3:30 PM on gameday)
- If an umpire is late by 10 minutes or more at any field, the game will proceed with umpiring provided by the team at bat until such an umpire arrives.
- If a team forfeits or fails to show up without subsequent notification, the forfeiting team must also pay the FULL umpire fees for the game (\$70) which should have been played).
- The umpire may discuss a particular call **with the managers only!** A disagreeing manager should file a protest in warranted situations. However, anyone attempting to show an umpire a rulebook or otherwise demonstrating a lack of respect for an umpire will be ejected from the game.
- An umpire's decision is absolute and final.
- The official scorer and timekeeper will be performed by the umpire, or designated umpire(s). Team managers or statisticians must verify the score with the umpire at the completion of each half inning or forever hold your peace.
- Continuation Fee: in the event that a playoff game is started **but not completed** because of darkness, weather or extra innings, there is a continuation fee owed by both teams for the next scheduled game. (\$15 per team per umpire)

Notification of all cancellations or re-scheduling (due to rain or any other reason) shall be made by the Commissioner's office, so that he or she can notify the umpire's by 3:30 PM.

15. PLAYOFFS

(Playoff format MAY be adjusted midseason based on the availability of permits and number of rainouts throughout the regular season)

- The top six (6) teams will make the playoffs
- The top two (2) seeds will receive a bye in the first round of the playoffs
- Usual tie-breaker rules still apply (head-to-head; run ratio for season)
- Seeds 3 thru 6 (3 vs. 6; 4 vs. 5) will play a **single elimination game**.
- Semi-Finals (1 vs. 4/5 winner; 2 vs. 3/6 winner) will be best-of-three series, if the number of available permits allows.
- Finals will be best-of-three series.
- Highest Seed gets choice of home/away for games #1 and #3.
- All playoff games must be a minimum of seven innings unless they should end via the 11-run rule. (Note: Regular season games are official after 4 full innings).
- If a playoff game is pre-empted because of time/weather/darkness (not a full 7 innings) then the game will resume on a future date from the exact moment from when it was suspended. Lineups should be maintained to the best of your ability if all players are not able to return for the rescheduled date.
- A trophy will be awarded to the first place team and the second place team at the end of season play.

16. DETERMINATION OF TIES

All PCT ties in the standings before the playoffs will be settled by the following:

1. Head to head competition
2. Scoring ratio index (runs scored/runs allowed for the season)

A relative scoring index for only those games played among those teams that are tied. This index for each team will be determined by dividing the number of runs scored by the number of runs scored against the team. The team with the highest index will advance. Note: This scoring index will be maintained by both, the League Commissioner and League Secretary and will be made available to each team in the weekly updates.