

**S.L.A.M.
SOFTBALL LEAGUE APRES MODERNE
THE ARCHITECTS LEAGUE
2008 LEAGUE RULES**

Participants:

(2007 Standings)

- 1 Gensler Associates
- 2 SOM/Swanke/Cooper
- 3 FXFowle Architects
- 4 Holzman Moss Architects/Robert A.M. Stern Architects
- 5 Pei Cobb Freed/Butler Rogers Baskett
- 6 Polshek Partnership Architects
- 7 Gruzen Samton Architects
- 8 The Phillips Group
- 9 Perkins Eastman Architects
- 10 Ronnette Riley/Davis Brody Bond Associates
- 11 Kohn Pederson Fox
- 12 Mitchell/Guirgola Architects

GENERAL NOTATIONS

Merged teams are expected to make as serious of a 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.

Teams are allowed to merge with other architectural and interiors offices. A team cannot merge with a 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 at a date to be specified in the first manager's meeting, but no later than 2 (two) weeks before the first game. 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 this 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 re-establishing sole-proprietorship or of re-merging their space in the League. The probationary team will have the option of reapplying to the League.

League Dues are **\$750** per team. Checks should be made payable to: Ronnette Riley. Dues are recommended to be paid by the Opening season manager's meeting, but the final due date shall be no later than the first League game. Teams which fail to pay in full by this time will be fined \$50.00 and/or will be placed on suspended status and their now vacated spot will be taken by the next available approved team. 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.

SCHEDULE

The League now consists of 12 of the top architectural offices in New York City. Each team will play a minimum of an 11-game season and a maximum of a 13-game season. This determination will be at the discretion of the League's Rule Committee and will be based solely upon the availability of permit dates.

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 a 0.500 factor for tie games. Tie games 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 innings will start after 6:50 pm. Innings started prior to 6:50pm may continue until the end of the bottom half of the inning or 7:00pm, whichever comes first. If the game/inning is not fully completed by 7:00, 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.

Innings may be officially completed after 6:50pm, in the case of early games scheduled for 5:30pm, but only if the umpires permit the time overrun. The umpire's decision is final and is not open to protest.

A minimum official game will be four innings. The League also observes an 11-run rule. 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. If the home team is ahead by 11-runs anytime after the fourth inning, then the game is over.

A team that causes a game to start more than 15 minutes late (according to the permit) will automatically forfeit the game and will be assigned a 7-0 loss. Official time will be kept by the umpire. New innings in the first game of a double header will not begin after 10 minutes before the next scheduled contest. During regular season play, a forfeiture by a team will result in a 1 game loss in the standings.

Any schedule changes and/or make-up games for rainouts or cancellations will be officially rescheduled by the commissioner. The commissioner will notify team managers

of canceled games by 3:45pm game day. If teams are not contacted, the games will proceed as scheduled.

PLAYOFFS

A trophy will be awarded to the first place team and the second place team at the end of season play. Only the top eight teams, which have a record equal to or above .500, will automatically be eligible for post-season play. No teams below .500 are eligible for the playoffs.

In the case of a mathematical tie for eighth place a sudden death elimination game will be played for the eighth spot in the tournament. (Note: Please refer to the section of the League Rules pertaining to the determination of Ties.)

If there are not eight (8) teams above the .500 mark; for example, if only the top six (6) teams are equal to or above .500, then the top 2 teams receive first-round byes. In the event that only the top 7 teams are equal to or above .500, then the 8th place team will automatically be ushered into the playoffs.

During the playoffs, the team with the best record has the choice of being the home or the visiting team. (NOTE: In a best three series, the team with the best record has the choice of home or visitor only in games 1 & 3).

1. Note: All playoff games are to be at a minimum of seven innings, the lone exception to this rule if a team is winning by more than 11-runs after an official game has been called. (Note: Refer to the definition of the 11-run rule). If a game pre-empted, e.g., for darkness or for rain or if extra innings are necessary, games are to be completed and rescheduled upon notification by the commissioner. The first round of the playoffs series shall be the best out of three. Each game during the first round will be official after a minimum of four innings are played. In the event that a playoff game must continue at a later time, player substitutions can be made within the previously existing batting order. The placement of the player must be in the same position in the batting order as the person being substituted.

Note: All playoff games are subject to the 11-run mercy rule.

Note: The Rules and Protest Committee, of each particular year, has the right to override teams for reasons of fairness for playoff entry.

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

1. ROSTERS

Rosters should be mailed to both the Commissioner and the Secretary well before the start of the season. Each team should bring a copy of their roster and the opposing team's roster. One (1) roster and two (2) 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 at anytime throughout the season, however, the most updated roster in the possession of the League, as of July 31st, will be used to determine a player's eligibility for the playoffs.

2. PLAYERS

A team shall consist of ten players with a minimum of seven players, which includes at least two female players. Managers must play a full team if they have enough personnel at the game. Automatic outs will be assigned to each missing eighth and ninth player, respectively, when it's their turn to bat (e.g., 1 out for 8 players; 2 outs for 7 players). No out will be assigned to a missing tenth player. A team that has the required minimum at the field at the beginning of the permit must begin play. As the game progresses additional players may be added to the lineup in their appropriate 8, 9, and 10 placements.

It is strongly reminded that SLAM Softball is a co-ed softball league.

**Failure to have at least one (1) woman in the "Official" lineup will result in a game forfeiture. There are no exceptions. As noted earlier, any team causing a maximum of 2 (two) forfeited games in a season will be placed on a subsequent 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.
2. "Others": This replaces the terms "ringers" and "hangers" (non-office players). Any team can field a maximum of four non-office players ("Others") at any time.

Any player who has worked for a firm participating in S.L.A.M. Softball (including all merged offices) for a minimum of 4 (four) games that season will be recognized by League as a full-time employee of said office for the remainder of that season. Roster designations will be under the firm staff not under ringer status. For clarity, an "asterisk" should be placed adjacent to the former-employee's name on the Official Team Roster.

Any team can field a maximum of four non-office players ('others') at any time. A maximum of three (3) non-office players ('others') can be male. The fourth non-office player must be female. Each team member must send a master roster, including employees and non-employees properly designated, to the Commissioner's office before the season and/or each game played. Each team will exchange line-ups before each game to monitor the use of eligible players and ringers by the other team. Once the lineups are accepted, the game will continue as official.

At least two female players are required to be playing ON THE FIELD AT ALL TIMES. The use of a female as a DH does not fulfill the above requirement. The penalty will be that the non-complying team must remove one player from the line-up for each such missing player and be assigned an automatic out when each such turn comes to bat.

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

Note: The DH cannot enter the game on defense.

Any DH that does so, automatically nullifies the DH rule.

Note: The EH can enter the game on defense.

If this occurs, the EH must remain in the same batting order.

3. SUBSTITUTIONS

Substitutions are allowed at any time, providing the umpire and the opposing team's manager is so alerted. The A.S.A.A. re-entry rule will be in effect, which allows each member of the original line-up 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 any circumstances.

4. 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.

Note: 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. Once the ball has been swung at or batted, the ball is in play and therefore, a legal swing. 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.

5. 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.

6. BASERUNNING

Stealing is not allowed. A base runner may lead off after the ball is 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, that runner will be ruled out. 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.

There will be no phantom tags!

Any player using this unsportsmanlike technique will be removed from the game without further umpire warning and will be subject to further disciplinary action by the Rules Committee. Rule clarification regarding a pinch runner: The last person to become out during the inning shall become the pinch runner regardless of whether the person being replaced as base runner is male or female.

7. FLEXIBILITY

Teams are expected to play according to the established rules. However, teams may make a "gentleman's 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, pinch 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. This type of agreement is not open to further investigation.

8. 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. However, the eligibility of a player 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 protest must be submitted in written format via fax to the Commissioner's office by 5pm, the day immediately following the game. Protests will not be accepted any later.

9. EQUIPMENT

Each team is to supply its gloves, catcher's mask, bats, and practice balls. Each team will supply one new softball to the umpire, per game (Clincher's only), one to be used initially and the other to be introduced at the bottom of the 4th inning. However, it is mandatory for each team to bring 2(two) new balls to each game. The selected "home" team will be asked for the "next" game ball by the umpire. If all 4(four) new balls are used in the course of the game, then the teams shall provide the umpire with the "next best" ball. Note: The umpire will determine the acceptability of these balls.

Team owned portable bases will be used at Riverside and Central Park, and it will be the responsibility of each team to bring a full set of four bases (a home plate is optional).

Team shirts/uniforms or other like attire is required. Note: A minimum of 7(seven) team shirts is required at all games after the 3rd (third) week of the season. The Officiating Umpire crew will monitor the games for compliance with this rule. A fine of \$25.00 per game infraction will be levied on the non-complying teams by the League Rules Committee. Metal spikes are not allowed at any location.

10. 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.

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

- D. 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.

11. UMPIRES

An umpire will be provided at each game, for whose services a fee of \$25.00 will be payable by each team captain before each League game. During the Playoffs, the fee will be changed to \$20.00 per umpire or \$40.00 per team. The umpire will be entitled to a partial travel fee of \$10.00 per team, if he/she is not notified before a cancellation due to rain or any other reason. He is also, entitled to a partial fee if both teams show up but the game is cancelled before play begins. 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 league will fine the team that was responsible for the forfeiture. The fine is \$25.00 for League games and \$60.00 for Playoffs. (This fine reimburses the League for the loss of permit for the field, and in addition to the standard umpire fees for the game; which should have been played). Note: There are no exceptions to this rule.

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.

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. All disputes will be settled by the umpire(s).

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 3:45pm.

12. 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)

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.

	Team	Wins	Losses	Ties	Winning %	Runs Scored	Runs Allowed	Ratio
1	GA	11	0	0	100.00%	115	27	4.26
2	SSC	9	1	0	90.00%	93	53	1.75
3	FXF	8	2	1	77.27%	84	44	1.91
4	HM/RAMSA	7	4	0	63.64%	97	51	1.90
5	PCF/BRB	6	4	1	59.09%	88	67	1.31
6	PP	6	5	0	54.55%	88	87	1.01
7	GSA	5	6	0	45.45%	81	94	0.86
8	TPG	4	7	0	36.36%	74	75	0.99
9	PEA	3	7	0	30.00%	67	86	0.78
10	RRA/DBB	3	8	0	27.27%	59	114	0.52
11	KPF	2	9	0	18.18%	50	120	0.42
12	MGA	0	11	0	0.00%	37	115	0.32