NYC Government Softball League

**(Last Rev. 3/29/19)**



**NYCGSL SOFTBALL LEAGUE BY-LAWS**

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**I Purpose**

To offer a well-organized sports program that promotes sportsmanship and provides enjoyment and fun for each and every participant. Herein these by-laws only cover those games sponsored by the New York City Government Softball League (NYCGSL).

**II BANK ACCOUNT**

League Bank account is at Ally Bank. Please Remit ASA fee $40 by April 5, 2019. Please remit permit fees (undetermined amount) by June 14, 2019. Payments to be made to Ally Bank at [NYCGSLPay@gmail.com](mailto:NYCGSLPay@gmail.com) or [millerdavid@finance.nyc.gov](mailto:millerdavid@finance.nyc.gov)

**III Registration and Teams**

1. The New York City Government Softball League (NYCGSL) is a softball league formed by players from agencies and departments of the City of New York.
2. The NYCGSL administration will be composed of one (1) or two (2) members of each team represented and playing in this league. Each representative will have full rights as a member of the NYCGSL with voice and vote when deciding league matters.
3. Each NYCGSL team is formed by players from an agency or a department within the agency.
4. Each team may have a nickname. Team nicknames that the NYCGSL administration feel are vulgar or suggestive will not be permitted.
5. There are sixteen (16) teams in the league.

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| **City Council** | NYCC | **LegiStars** |
| **City Planning** | DCP | **Overlayers** |
| **Manhattan DCAS** | DCAS | **Bombers** |
| **Department of Education** | DOE | **Skolars** |
| **Department of Finance** | DOF | **Greenbacks** |
| **Fire Department** | FDNY | **Chiefs** |
| **Health + Hospitals** | HEALTH | **Cyclones** |
| **Human Resources Administration – FIA** | HRA | **Heavy Hitters** |
| **HRA - Office of Legal Affairs** | OLA | **Bad News Barristers** |
| **HRA - Management Information Systems** | MIS | **Metros** |
| **Dept of Information Technology & Telecomm.** | DoITT | **Hackers** |
| **Mayor’s Office** | MAYORS | **Bears** |
| **NYC Employee Retirement Systems** | NYCERS | **Tier Ones** |
| **NYC Housing Authority** | NYCHA | **Skyliners** |
| **Office of Management & Budget** | OMB | **Budgeteers** |
| **Department of Transportation** | DOT | **Road Warriors** |

1. The League is split into 2 Divisions Leaders & Legends:
   1. The 8 Teams in the Leaders Division for the 2019 Season are: DOT, HRA, OLA, DOE, DCP, MO, NYCC, OMB.
   2. The 8 Teams in the Legends Division for the 2019 Season are: DOF, DCAS, NYCHA, MIS, FDNY, DOITT, NYCERS, HPD.
2. Teams can have up to four (4) “Non-Employee” (NEP) players (Players with no affiliation to the agency) and 3 “Grandfathered” players (Players who used to work at that Agency and no longer work there). These players must be included and indicated on the teams’ rosters.
3. Team rosters must be submitted to the NYCGSL administration to have players registered in the league. There will be no maximum or minimum amount of players in these rosters. Teams can add and/or remove employee or grandfathered players from the roster until June 1. NEP players can only be added to the initial roster at the beginning of the season and, if having a total of four NEPs, cannot be replaced during each successive season. Persons not on the roster are ineligible to play official league games. Managers shall send roster changes/updates to the Commissioner’s email address. Changes will be accepted up to two hours before the game. The deadline in which to make changes to the roster is June 1. All players must play in at least 4 games to be eligible for the playoffs.
4. Team rosters MUST contain at least two female players.
5. Transfers: Once employee players are included on a team roster, they cannot be transferred to other teams during the season unless they have changed agencies to that specific team and wish to transfer to that specific team. The player has the sole discretion to stay on their current team for that season as an employee player and be “grandfathered” the following season or join their new agency team the following season.
6. Free Agency: If a Player (Employee, NEP, Grandfathered) who played on a current or former team during a season, that player is ineligible to join another team during the season as a free agent. However, after the current season is concluded a Player may choose to leave their current team and join another team as an “Employee”, “NEP” or “Grandfathered”. The Commissioner shall have final approval of all Free Agency moves.
7. Trading: There is absolutely no trading of Players in the NYCGSL.
8. Team rosters should include basic player information:
   1. Last Name (Required)
   2. First Name (Required)
   3. E-Mail (Optional)
   4. Jersey Number (Optional)
   5. NEP (Y/N)
   6. Grandfathered (Y/N)

**IV League and Playing Rules**

1. Games consist of seven innings of play. Team that scores most runs wins.
2. NYCGSL games will be umpired, and teams must contribute their equal and apportioned share for the cost ASA membership and of umpires.
3. Team uniforms, although encouraged, are not required.
4. Rubber or plastic cleats will be allowed on any field. **METAL CLEATS will not** be allowed at any time.
5. **Forfeits**
   1. The minimum number of players to start an official game is nine (9).
   2. Games should start at the indicated time scheduled by the NYCGSL. At the consent of the team manager with a sufficient number of players, the start of the game may be delayed to allow the other team to field a team with a minimum roster, however, no game can be started more than fifteen minutes after the scheduled game time.
   3. If a team can’t provide the minimum of 9 players, they officially forfeit the game. The game can be played with borrowed players from the other team, but the result of this *scrimmage* game will have no effect on the standings.
   4. Team will forfeit a game if it refuses to continue playing after an argument or call once the game has started.
6. Hitting and fielding practices will only be allowed before the scheduled game time.
7. Pitching style will be defined as “3’-6’ Arc”. It will be a lobbed pitch ball. The ball after leaving the pitchers hand should reach a minimum height of 3 feet from the release point and not travel higher than 6 feet from the ground. **NO FLAT PITCHING. NO FAST PITCHING. ALL FLAT OR FAST PITCHES will be considered BALLS.**
8. Home teams will provide two (2) softballs per game. Brand new softballs are preferable, but reasonably good, playable condition softballs will be allowed.
9. Games will be played with a soft “Clincher” ball.
10. Casts or braces made from hard plastic or metal materials are not allowed to be worn while participating in the game.
11. **Each coach or manager, prior to the start of the game, must complete the official lineup/scorecard with the correct date, team name, and full names of all his/her players. Managers must also corroborate the official lineup/scorecard, checking that the score is listed correctly after completion of each inning.**
12. At the end of each game Managers will photograph teams’ scorecards (where feasible). The scorecard should have names of each player, jersey #(if applicable), position played, with final score as well as HRs. Managers will send a photograph of the scorecard to the Commissioner.
13. A game will be considered an official game if five (5) innings have been played (4 1/2) if the home team is winning. If a game is stopped before it is an official game due to weather or other event, the entire game may be replayed at a later date.
14. Extra-Innings rule: Games tied after seven (7) innings, will continue to be played until a team is ahead after a complete extra-inning of play or the home team scores the winning run in the extra-inning. Both managers should agree when to stop the game due to weather conditions or darkness. If the game has to be stopped by managers’ decision, it has to be at the completion of a complete inning. Game will continue be played the next time both teams meet again. If the game has to be stopped due to rain in the middle of an extra-inning, continuation of the game will start at the beginning of the extra-inning.
15. Players attempting to reach a base should slide or give themselves up if a defensive player is in the act of making a tag (with the ball in their glove) or catching the ball. Base runners should attempt to avoid contact with the defensive player and give themselves up if the out is imminent. If contact does occur and excessive force or intent to make contact with a defensive player is made, the base runner will be called out.
16. Stealing bases is not allowed. Baserunners may only leave base after the bat crosses the plane of home plate during a swing. Base-runners will be called out by umpire if caught leaving the base ahead of time. If the batter swings and misses, the base-runner has to return to the base.
17. Each team must play at least two (2) women **AT ALL TIMES**.
    1. In event a team cannot field two (2) women, but rather only one (1) woman, that team is limited to having only eight (8) men and that one (1) woman on the field. For the batting lineup, that team is limited to having only nine (9) batters in the lineup (8 men and 1 woman) throughout the game. There will be an automatic out at the end of the lineup (#10th batter in the lineup). In event of the late arrival of the second woman, that woman cannot play in the field until she has her first plate appearance; additionally, the batting lineup is limited to ten (10) batters once the second woman arrives.
    2. If a team has no women, that team shall forfeit.
18. There is no lineup limitations except as stated above in 5 and 17 above. The only exception is that both your women hitters must hit in the top 11 of your lineup.
19. Courtesy-runners will be treated as pinch-runners. The batter must reach base safely first. A courtesy-runner will be any player **on the bench** that is not in the lineup (if applicable). A team is allowed **ONE** courtesy-runner per inning. A **Second** courtesy-runner maybe granted upon the opposing managers approval and in case of injury. If the batting order goes around during this inning, the courtesy-runner will occupy the at-bat of the original batter for that inning. If this happens, the courtesy-runner should play at least one inning in the field before he can be replaced by the original batter in the platoon.
20. Mound distance: Mound distance is 43ft (except for McLaughlin). Women pitchers are allowed to pitch anywhere between 40ft and 43ft.
21. The pitcher must pitch from the pitching rubber. The pitcher shall take position with at least one foot on the pitching rubber. The pitcher must pitch the ball towards home plate once motion has begun. There will be no faking or hesitation pitching allowed.
22. Balls & Strikes: Umpires will call pitches either balls or strikes; pitches crossing the plane of homeplate at or above the batter’s knees but at or below the chest (strikezone) will be called strikes. The only deviation from standard softball rules regarding balls and strikes is that a batter is allowed one (1) courtesy foul when s/he has two (2) strikes; therefore, no batter will have more than four (4) swings for each plate appearance, unless the umpire determines that a “do-over” for any play is appropriate.
23. Walk Rule: If you walk a man intentionally by either pitching four (4) consecutive balls to start an at bat or designating an intentional walk to the umpire before the start of an at bat to get to a woman hitter, that woman hitter has the option of also taking a walk or taking her at bat as scheduled.
24. Pinch-Hitters: Players who are pinch hit for may re-enter the game, and the pinch hitter cannot re-enter the game. If a player is pinch hit for 2x they are removed from the game.
25. Mercy Rule: A game must go a full 5 innings. Once a team is up by 15 runs the game is over (Home team has option of playing bottom of the 5th inning if up by 15 in the 5th inning). Teams may scrimmage after the game. This rule is not applicable for the Playoffs.
26. Items that are not specifically addressed in the by-laws are left to the discretion of the NYCGSL administration.

**IV Behavior**

1. Threats or assaults toward any member of the league during a game will result in that person being ejected from the game.
2. Profane or abusive language directed at an official or arguing in an abusive manner with an official during a game will not be tolerated. Such actions will result in the player being ejected from the game. Players that have been ejected must immediately leave the field. Continued use of profane language after ejection will result in the possible suspension of the player.
3. Fighting among players before, during or after a NYCGSL sponsored event will result in the players involved being ejected from the game. Profane or abusive language between players may result in the offender(s) being ejected from the game.
4. Umpires have complete control of the field and surrounding area(s) and also have the power to remove any player(s) who exhibit any of the above behavior.

**V Playoff Rules**

1. There is a four-game minimum requirement for players to be eligible for the playoffs. Players must be listed on the team’s official roster by the end of day on June 1.
2. All playoff games will be seven innings. Playoff games cannot end in ties and will be played until a winner is determined.
3. Playoff schedule will be determined by the Commissioner.
4. There is no Mercy Rule in the Playoffs.

**VI Tie-breakers for regular season Division seeding and Championship Seeding**

Should any teams have identical win-loss records during the regular season, the team rankings/seeding for post-season play will be determined as follows:

**Two (2) Teams with Identical Records:**

1. **Head to Head Tiebreaker Scenario**: Two teams, same record having played against each other during regular season: **Head-to-head record determines tiebreaker.** If there is still a tie (played Division Opponent 2x or a cancelled Division game) the following Tie Breakers will be used:
   1. **Division Record**
   2. **Run Differential**
   3. **Coin Toss**

**Multiple Teams with Identical Records:**

1. **Multiple Teams Tiebreaker Scenario**: More than two teams, same record, all having played against each other during regular season: The Following tie breakers will be used.
   1. **Head-to-head record;**
   2. **Division Record;**
   3. **Run Differential;**
   4. **Coin Toss.**
2. Once a multiple tie break is settled the remaining teams go through either the Head to Head or Multiple Teams Tiebreaker Scenario until all tiebreakers have been resolved.

**CHAMPIONSHIP GAME Home field advantage**

If the Championship teams have an identical win-loss record during the regular season, the team that will receive home field during the Championship game is determined as follows:

1. **Head to Head**:
2. **\*Common Opponents (Common Opponents will only be used in the event there is an even amount of games played between the teams and the Common Opponents)**
3. **Run Differential (Regular Season)**
4. **Coin Toss**

**VII Protests**

1. Protests will be considered during the Playoffs only. Protests will be heard by a 3 person panel made up of the Commissioner and both Assistant Commissioners of the league Currently the panel is David Miller, Juan Ripoll, and Jeremy Weinstein. If a protest occurs during the game of one of the panelists then they will be substituted by one of two Alternates Allyson Gill-Lambert and Juton Hortstman.
2. Protests will be submitted within 24 Hours of the occurrence. Both Teams involved and the umpire must submit via e-mail, the occurrence under protest and how it effected the final outcome of the game.
3. The panel will either deny or uphold the protest. Panel decisions are final. How the panel votes is strictly confidential. If the panel denies the protest no written decision is needed. If the panel upholds the protest a written explanation will be delivered to the league 24 HRS after receipt of the protest.

**VIII Weather Conditions**

1. Before the game starts, only managers can cancel a game. Once the game starts only the umpire can cancel a game.
2. Managers, their designees and the umpire should contact each other two (2) hours before game time to confirm if the game is on or if it will be cancelled.
3. If no announcement has been made or after a game has started, all decisions to cancel due to weather and field conditions will rest with the umpire assigned to the game.
4. A game can be postponed due to darkness.

**ix Makeup and game information**

1. If a game is postponed due to weather or field conditions then the NYCGSL administration will reschedule games at the end of the current schedule or on any available date to finish the season. If numerous rainouts occur, the NYCGSL administration reserves the right to cancel games.
2. **MAKEUP SCHEDULES WILL BE SENT VIA E-MAIL.**
3. Access game schedules, team standings, and other league information at the NYCGSL website <http://www.nycgsl.com>.