

2019 SWILA Program League Rules

General Rules:

- 1. Summer League Fee – Member-\$340 per team, Independent per team \$375** (includes officiating for all playoff games.)
Fall Ball League Fee -- \$325 per team, (includes officiating for all play off games)
- 2. Team Rosters** -- must be input into the SWILA web site Five (5) Days before the 1st game with a minimum of nine (9) players on the roster; online rosters will be viewable to all teams in the division. Players may be added to the web roster until June 1, 2019 with the permission of the Community SWILA Director. Teams not posting their roster before that date will forfeit all games after that date until the team roster is posted on the web site.
A team playing with a player Not Registered on the SWILA web site will forfeit the game(s) in which the unregistered player participated.
Any roster changes during the season must also be submitted to your Community Director via e-mail for a SWILA Directors majority vote approval.
A team cannot apply for a roster addition unless their roster is depleted to ten (10) or fewer players. If a request is made to the SWILA Board to add player(s) (maximum 2) after June 1, 2019. It must include the names of the player(s) dropped from the roster and reason(s) for leaving, and the name(s) **and ages** of the players being added to the roster as well as their High School playing and pitching status. A SWILA Roster cannot exceed Eighteen (18) Players at ANY age level.
- 3. High School Rostered (Premium) Players** -- Maximum Seven (7) Summer Nine (9) Fall per team. (Once a player is rostered on a High School team, he is considered a High School rostered player for the duration of the season). Three (3) 19-year-olds can be added to a Palomino team's roster. They will count in the number of premium players as well as 18-year-olds that have graduated High School in May of 2017 and all will be subject to the same pitching restrictions as a High School pitcher. **Same holds true for College Team rostered (Premium) players.**
- 4. SWILA Roster / Lineup Form** -- shall be presented to the opposing manager including all rostered players first and last names, birth date, uniform number and their High School playing and pitching status. The form will also include the lineup of rostered players participating in that day's scheduled game.
The opposing Manager can challenge players who they suspect are not legally rostered players or substitutes. Player must produce ID (driver's license or high school/college ID) before end of game if challenged. Failure to do so could result in forfeit. Only SWILA Community registered players are eligible to play in regular or post season games. The playing of illegal players will result in forfeiting the game.
- 5. Game Times / Ready for Play** -- Eight (8) Rostered Players (or qualified substitutes) are REQUIRED to be at field and ready to play no later than 15 minutes past a game's scheduled start time. A minimum of Seven (7) Rostered Players **MUST BE PRESENT OR** a Forfeit is declared. If both teams are short players, game is cancelled with no make-up (double forfeit). If a Manager indicates he cannot field a team (via phone or e-mail) for a regularly scheduled game (scheduled time and date) or an agreed upon make-up game (scheduled time and date) a forfeit is registered **against** his/her team.
- 6. Substitutes "Playing Up"** – at the Colt level, 14-year-old metro travel team players or Pony League players may be used as subs. **For all age divisions, age appropriate substitute players** from other SWILA teams are permitted (**there will be no substitutes allowed during the play offs in the Collegiate Division**), They must play outfield only, and shall bat at bottom of line-up. A team may not use subs if they have at least ten (10) rostered players at the game.
 - If a team has nine (9) rostered players they can add one sub,;

- If only 8 rostered players, 2 subs may be added to lineup.
- If only 7 rostered players 3 subs may be added to lineup.

No High School rostered, Collegiate rostered or 19-year-old players can be used as subs. Regular rostered players must get priority playing time (no added substitute player can play more than three (3) innings in the field if there are 10 total players or more).

7. **Pitching Rules** -- Pony / MLB Pitching and Balk Rules are to be followed.
High School or College team pitchers (Premium Players) and 19-year-old players may combine to pitch no more than Four (4) Innings per game. If a High School or College pitcher pitches one pitch in the inning it counts as one inning of High School pitching. If a team uses two or more High School or College pitchers in the same inning it only counts as one inning pitched toward the team limit of four innings. All pitchers are limited to a maximum of 4 innings of pitching during a game.
A High School or College team pitcher is defined as a player who faced at least one batter in a high school game or college game in the 2019 season. The Board may review use of High School or College team pitchers if complaints are lodged. Violations will result in a forfeit of any game(s) where pitching rules infractions occur.
8. **Unsporting Conduct** -- Any unsportsmanlike conduct on the part of a player and/or coach will be reviewed by SWILA Board for possible suspension or expulsion from the league. Fighting will result in a mandatory 1-game suspension, served in uniform on the bench, with a review by Board for possible additional suspension or expulsion. Only players (3) coaches and (1) score keeper are allowed in the dugout during any Swila game.
9. **Avoid Contact** – During ball-in-play situations, runners must slide or attempt to avoid contact. If in the umpire’s judgment the runner’s contact is deemed intentional and/or malicious, the umpire will call the runner out and may eject the runner from the game.
10. **Protests** -- No protests are allowed on judgment calls. The majority of board members need to respond yes or no on protests via e-mail or attend a protest meeting. A protest must be lodged with the home plate umpire after the disputed play or ruling, but before the next pitch is thrown **or play is made**. The home plate umpire must inform the opposing Manager of the protest and the time and place of the occurrence must be noted in both teams’ score books. The protesting Manager must inform his Community Director by e-mail of the protest and submit his/her version of the circumstances within 24 hours of the game’s end. The Community Director then should solicit an umpire’s opinion on the protest and the circumstances. If the Community Director feels the protest is warranted he/she should first inform the opposing Manager’s Community Director of the protest. The SWILA Director of Officiating (S.D.O.) will rule if a protest can be sent to the SWILA Board for review and ruling. The entire SWILA Board is then informed of the protest and given the opinions of both Managers, the umpire(s), and the S.D.O. before voting on the protest.
11. **Slaughter / Mercy Rule** -- ten (10) runs after losing team completes 5th at bat.
12. **Time Limits** -- No new inning should begin two hours after the scheduled game start time for games when another scheduled game is to follow (subject to local rules). Coaches shall verify time restrictions with umpires before game starts. Regular season games can end in a tie. The Time Limit Rule shall NOT be in effect for Play-Off Games.
13. **Home Team Provisioning** -- Home team is to provide:
 - (Not less than) Three (3) New Wilson A1010 Baseballs
 - Two (2) Sanctioned or Registered Umpires.
14. **Bats** -- Bats used in all divisions must conform to the ISHA Rules and Regulations. Bats used in SWILA must be carbon fibered handled with wooden barrels or BB Core (no all wooden bats may be used). **Bats** -- Bats used in all divisions must conform to the ISHA Rules and Regulations. Bats used in SWILA must be carbon fibered handled with wooden barrels or BB Core (no all

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If an illegal bat is discovered before the hitter enters the batters box the home plate umpire will instruct the removal of the bat and warn both benches of illegal equipment. If it is used and discovered the batter is out and play resumes at the point before that batter came to the plate and both benches are warned. After the warning any player discovered using an illegal bat will be called out and will be ejected; his position in the batting order will subsequently register an automatic out each time that position is to come to bat throughout the remainder of the game. See **Ejections** following.

If an illegal bat is discovered it should be brought to the attention of the home plate umpire. The home plate umpire will then issue a warning to both teams. After the warning any player discovered using an illegal bat will be called out and will be ejected; his position in the batting order will subsequently register an automatic out each time that position is to come to bat throughout the remainder of the game. See **Ejections** following.

15. **Ejections** -- If a player is ejected from the game for any reason, his position in the batting order will record an automatic out. The same is NOT TRUE for a player who is *unable to finish the game due to injury or personal obligations; in that event, the position in the batting order is skipped and the next following position shall be the legal batter.*
16. **Batting Order & Substitutions** -- Continuous Batting Order and Free Substitution for all SWILA games, except for pitchers (no pitcher re-entry as pitcher). Players arriving late will be allowed to enter the game after its scheduled start, but must take the last place in the batting order. (SWILA has No Provision for designated hitters [DH] in a batting order.)
17. **“Courtesy Runner” Rule (Optional)** -- Always allowed; when a catcher and/or pitcher of record is on base, a “Courtesy Runner” that was the last recorded out may take that player’s place on base (non-charged substitution; courtesy only). If last out was a pitcher or catcher, the previous out is to be used. *(The intent of this rule is to help speed up a game by allowing a catcher to return to dugout and put on his gear to catch the next half-inning.)*
18. **Reporting Scores** -- It is the winning Manager’s (or his/her designate’s) responsibility to submit/report their scores weekly by Saturday @ 8 PM at swilabaseball.com. If a score is not posted by the winning manager within one week of the victory the game is forfeited and the losing manager may go into the web site and post a win for his/her team; forfeit postings shall record a 99-0 score.
19. **Play-Offs** – Play-offs will occur at the end of the season with seeding will be by current season record using the SWILA Point System (win or win-by-forfeit = 2 points, tie = 1 point, loss = 0 points). Tie-Breaker Determinants: (1) head-to-head record; (2) head-to-head runs allowed; (3) coin toss. A team must play at least 15 regular season games to be eligible for the play-offs (The SWILA Board may waive this condition, if it deems circumstances beyond the teams’ control caused more than three scheduled game cancelations).
20. **Play-Off Players Qualification** – In order to compete in Play-Offs, rostered players must have played in at least eight (8) regular season games. The SWILA Board may rule on player injury situations for eligibility. In cases of player shortages, refer to Rule #6.
21. **Play-Off Umpires** -- Umpires from each Community organization are to be nominated by the Community Directors to the SWILA Director of Officiating (S.D.O.) to officiate the play-off games. The S.D.O. will assign non-local-affiliated umpires to officiate play-off games. All nominated officials must be sanctioned/registered umpires.
22. **Suspended Games / Make-Ups** -- The Home Team Manager (or designate) is responsible for re-scheduling any make-up or suspended games. The attempt should be made within seven (7) days of the rainout or suspension. If a mutually acceptable date cannot be established the Community Director(s) may be alerted and asked to schedule an appropriate date and time. If the cancellation occurs in the last 7 days of the season a make-up game may be not possible.

- If a game is called by the umpire due to weather or time restrictions when both teams have had their required at bats in the 5th inning, it is considered a completed game.
 - If the game is suspended by the umpire due to weather or community time restrictions *prior to the 5th inning* the game will resume at the exact point where it was suspended, including the applicable time limits.
 - Players on both rosters should bat in their original order. Rostered players and legal substitutes not attending the original game should bat at the end of the order. If a pitcher was pulled prior to the game's suspension, he is not eligible to pitch.
 - The full seven innings should be played considering any time restrictions.
 - If a re-scheduled game time has been agreed upon by both teams and one team cannot field the proper number of players on that re-scheduled time, that team will forfeit the game.
23. **Playing Time per Game** -- If a player participates in a five-inning game he must play the field at least two entire innings. If a player participates in a six-inning (or longer) game he must play the field at least three entire innings. The rule is subject to adjustment due to a player injured during the game.
24. **Player Age Eligibility** -- will be determined by their age as of August 31, 2019.
- Colt and Colt select players must be 16 years or younger,
 - Palomino players must be 19 years or younger.
 - Collegiate players must be 29 years or younger.
 - Players may not be rostered on more than one SWILA team.
 - Colt Select or Palomino Select players may not be used as substitute players.
25. **Illegal Player Rule & Penalty:** The use of an illegal player in any SWILA game will result in the forfeiture of the game by the offending team. An ineligible/illegal player, one who is not on a SWILA team roster, and is not an approved call-up (see rule for eligible call-up players), must be identified by the opposing team during the game to the Umpires and/or SWILA Officials. Once it is determined that the player is illegal by rule, the game would be immediately considered a forfeit by the offending team. Teams who are caught using an ineligible/illegal player more than once in a SWILA season may face further sanctions and/or penalties at the discretion of the SWILA Board of Directors
26. **“SELECT” Teams Exemption** -- SWILA Colt Select, Palomino Select and Collegiate teams will not be subject to the Premium Player SWILA Rules regarding number or pitching restrictions. Collegiate League pitchers will be limited to 4 innings of pitching (one pitch in an inning is considered a complete inning of pitching eligibility) in any game. All other SWILA rules will apply.

(The above SWILA Rules are the primary governance of SWILA games. Rulings not covered in SWILA will first defer to the current year Pony Baseball Rules Book and then to the Official Rules of Major League Baseball.)