

2024 SWILA Program League Rules

General Rules:

- 1. Summer League Registration Fee – Board Member Organizations-\$425 per team, all other organizations and Independent per \$450 per team** (includes officiating for all playoff games.) **Fall Ball League Registration Fee -- \$400 per team,** (includes officiating for all playoff 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, 2024 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 may appeal to add additional players until June 15, 2024, which will be at the discretion of the Swila Executive Director. 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 email 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, 2024. 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 Twenty (**20**) Players at ANY age level.
- 3. High School Rostered (Premium) Players** -- Maximum Seven (7) Summer Ten (10) 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-years of age (04/30/2024) can be added to a Palomino team's roster **and will count as premium players. Eighteen year old players (as of 04/30/2024) not on a collegiate team will not be considered premium players. All premium players are subject to High School pitching restrictions.**
- 4. Game Changer Application** -- shall be used and available before the first inning to the opposing manager including all rostered players first and last names, uniform number and their High School playing and pitching status. Failure to use the game changer application can result in a forfeit **at the discretion** of the appropriate Divisional Director. 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-years of age Swila Community Organization) 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 (**no substitutes allowed during the play offs in the Collegiate Division except a teams rostered players who do not meet the minimum seasonal played games rule.**), 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 substitute, 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 in all divisions. 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 2023 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 first by the Swila Community Organization registering the player for possible suspension or expulsion from the league. The same review will take place by the Swila Board of Directors for Independent teams. 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** -- 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 protest will then go to the appropriate Divisional Director for a ruling (Independent teams will submit the protest directly to the appropriate Divisional Director for a ruling). A Community Director can appeal the decision to the Swila Director of Officiating. The Director of Officiating’s ruling is final.
- 11. Slaughter / Mercy Rule** – Fifteen (15) runs after 3 innings, twelve (12) runs after 4 innings and 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 two hour time limit rule shall NOT be in effect for Play-Off Games (Except Semifinal games and Championship games) if the game is tied at the two hour time limit.
- 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 IHSA 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).
- 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,
- 17.** but must take the last place in the batting order. (SWILA has No Provision for designated hitters [DH] in a batting order.) The Collegiate League may designate one pitcher per game that does not have to bat and is except from playing any non-pitcher field positions.
- 18. “Runner for Catcher/Pitcher”** -- The catcher who caught the last pitch in the previous half inning is on base or pitcher of record, a “Courtesy Runner” that was the last recorded out may take that player’s place on base. *.The catcher/pitcher of record must be substituted with two outs in an inning.(The intent of this rule is to help speed up a game by allowing a catcher/pitcher to return to dugout and put on his gear to catch the next half of an inning.)*
- 19. Reporting Scores** -- It is the winning Manager’s (or his/her designates) 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.
- 20. Play-Offs** – The top 16 teams in each division are eligible for the 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).
- 21. Play-Off Players Qualification** – In order to compete in Play-Offs, rostered players must have played in at least six (6) regular season games in the summer league and five (5) regular season games in the Fall League. The SWILA Board may rule on player injury situations for eligibility. In cases of player shortages, refer to Rule #6.
- 22. Suspended Games / Make-Ups** -- The Home Team Manager (or designate) is responsible for rescheduling 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 the umpire calls a game 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 umpire suspends the game 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 --.

- Colt players must be a registered High School Freshman or Sophomore in the term ending May 2024 not to exceed 18 years as of 4/30/2024. (Players in Junior High School may play up)
- Palomino players must be a registered High School Junior or Senior in the term ending May 2024 not to exceed 19 years as of 4/30/2024.
- Collegiate players must be 32 years or younger as of 4/30/2024. One player per team (Must be designated the team player manager) may be 35 or younger as of 4/30/2024 □ Players may not be rostered on more than one SWILA team.

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. Time Between Innings: In an effort to speed up play, umpires this season will begin enforcing the 90 second rule which allows infield practice between innings and pitchers warmup to be limited to 90 seconds from the last out made in the previous half inning. It is incumbent upon the players to be prepared to play within the time allowed. Penalty for violation of this rule is limited to 1 ball added to the batter's ball/strike count at the discretion of the umpire. If the offensive team is in violation of the rule the umpire may assess a 1 strike penalty on the batter.

27. Extra-Inning Games: After the seventh inning Swila will revert to the last batter of the previous inning being placed at second base with no outs and a fresh count. (During the Championship games in each division this rule will take place after the 8th inning). The umpire will discuss this rule with the managers at the pregame conference. If there is a time limit reached before the seventh inning and the score is tied (except play offs), the game will end in a tie with each team being awarded 1 point in the standings.

28. Rules for Speedy Play: A batter must remain in the batter's box before a pitch unless he is given a time out by the umpire. Only one time out per time at bat will be granted by the umpire. The umpire may call a strike on the batter for leaving the batters box or requesting additional time outs. Only six (6) total visits can be made to the mound during the game by any player on the field. A manager must change his pitcher on the second visit to the mound with the pitcher of record.

(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.)