

## **2026 SWILA Program League Rules**

### **General Rules:**

1. **Team Registrations Fees:** All organizations and independent teams will pay a \$590 fee per team for the Swila Summer League and \$550 fee per team for the Fall League. Swila will provide field availability for all play off games, Officiating for all play off games and three Wilson A1010 baseballs for each play off games. Awards will be providing for the winning teams in each play off division and awards for the most valuable players in play off division and
2. **Team Rosters** – Rosters must be input into the SWILA web site Five (5) Days before the 1<sup>st</sup> 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, 2026 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 website. A team may appeal to add additional players until June 15, 2026, which will be at the discretion of the Swila Divisional Directors. A team playing with a player **not registered** on the SWILA website will forfeit the game(s) in which the unregistered player participated.  
Any roster changes during the season are subject to the approval of the Divisional Directors. If a request is made to a Community Organization Director to add player(s) after June 1, 2026, 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. **Premium Players are defined as any High School rostered player.** Once a player is rostered on a High School team, he is considered a High School rostered player for the duration of the season.. **Players older than 17 years old as of 4/30/2026 are not eligible to play in Palomino unless they are a registered High School Student.**
4. **Game Changer Application** -- shall be used and available before the first inning to the opposing manager including all rostered player's first and last names, uniform number and their High School playing and pitching status (**Indicated as HS for high school player or HSP for high school pitcher**). 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 the end of the 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 the 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, the 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. They must play outfield only and shall bat at the bottom of the lineup.  
No substitutes are allowed during the playoffs in the Collegiate Division, except a team's rostered players who do not meet the minimum seasonal games played rule.

- A. Teams may not use subs if they have at least ten (10) rostered players at the game.
- B. If a team has nine (9) rostered players, they can add one (1) 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** -- NFHS (National Federation of High Schools) for Colt/Palomino Divisions and NCAA for Collegiate Pitching and Balk Rules are to be followed. High School team Pitchers or College team Pitchers (Premium Players) and 19-year-old players may combine to pitch no more than Four (4) Innings per game at Colt/ Palomino and no more than 5 innings per game in the Collegiate Division . 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 (1) inning pitched towards 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 2026 season. Violations will result in ejection of manager and player in question.
- 8. Unsporting Conduct/Ejections** -- 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 the Board for possible additional suspension or expulsion. Only players, three (3) coaches and one (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' scorebooks. 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 5<sup>th</sup> 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. During the play offs there is no time limit in force for the semi/championship 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 NFHS/NCAA Rules and Regulations. Bats used in SWILA must be metal or wood with wooden BBCOR.  
If an illegal bat is discovered before the hitter enters the batter's 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.
- 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. The Collegiate League may designate two (2) pitchers per game that do NOT have to bat and are exempt from playing any non-pitcher field positions.
- 17. Runner for Catcher/Pitcher** -- If the catcher who caught the last pitch in the previous half inning or the pitcher of record is on base, 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 the dugout and put on his gear to catch the next half of an inning.)*
- 18. Reporting Scores** -- It is the winning Manager's (or his/her designees) responsibility to submit/report their scores weekly by Saturday @ 10 PM at [swilabaseball.com](http://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 website and post a win for his/her team. Forfeit postings shall record a 99-0 score.
- 19. Playoffs** -- The top **8 teams** in each division are eligible for the playoffs. Playoffs will occur at the end of the season and 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 playoffs. The SWILA Board may waive this condition if it deems circumstances beyond the team's control caused more than three (3) scheduled game cancelations.
- 20. Playoff Player's Qualification** -- In order to compete in the Playoffs, rostered players must have played in at least six (7) regular season games in the Summer League and five (6) 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.
- 21. Suspended Games / Make-Ups** -- The Home Team Manager (or designee) 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 not be possible.
- A. If the umpire calls a game due to weather or time restrictions when both teams have had their required at bats in the 5<sup>th</sup> inning, it is considered a completed game.

- B. If the umpire suspends the game due to weather or community time restrictions *prior to the 5<sup>th</sup> inning*, the game will resume at the exact point where it was suspended, including the applicable time limits.
  - C. 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.
  - D. The full seven innings should be played considering any time restrictions.
  - E. 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.
- 22. Playing Time per Game** -- If a player participates in a five-inning game, he must play the field at least two (2) entire innings. If a player participates in a six-inning (or longer) game, he must play the field at least three (3) entire innings. The rule is subject to adjustment due to a player injured during the game.
- 23. Player Age Eligibility** --. A player that is a freshman or sophomore in the 2026 spring semester is eligible to play in the Colt division for the entire summer season. A player that is junior or senior in the 2026 spring semester is eligible to play in the Palomino division for the entire summer season. . A player that is a freshman or sophomore in the 2026 fall semester is eligible to play in the Colt division for the entire fall season. A player a junior or senior in the 2026 fall semester is eligible to play in the Palomino division for the entire fall season.
- 24.** For example, Colt players will not “age out” if they turn 17 during the season as long as they were the appropriate age by the “as of date”. The Swila Divisional Director will rule on any exceptions. Collegiate players must be 39 years or younger as of 8/31/2026. 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 pitcher's warmups 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 one (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 one (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 8<sup>th</sup> 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 playoffs), 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 (1) time out per time at bat will be granted by the umpire. The umpire may call a strike on the batter for leaving the batter's 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.

- 29. Palomino Select Division-** The Palomino Select Division will have no High School player or pitching regulations. Continuous batting order a set batting order with a designated hitter will be decided the coaches before each game. No innings pitched restrictions.

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. The Swila Director of Officiating will determine if any Pony Baseball or MLB rules are in conflict with Swila Rules or are inappropriate to Swila play.