

### 2010 S.W.I.L.A League Rules

1. League fee is \$200 per team, which includes officiating for all playoff games.
2. Team rosters must be input into the SWILA web site 5 days before the 1st game with a minimum of 9 players on the roster so they will be available to all teams in the division. Players may be added to the web roster until June 1, 2010 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 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 11 or less players. Roster should include players first and last names, birth date, uniform number, whether they are a high school player / pitcher.
3. Maximum 7 High School rostered players 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). Up to four 19 or 20 year old players may be added to each team's roster. They will count in the number of High School players and all will be subject to the same pitching restrictions as a High School pitcher.
4. Scorecards must contain players first and last names and number.
5. 8 players (rostered or qualified substitutes) needed no later than 15 minutes of scheduled start time. A minimum of 7 rostered players must be present. A team that is short of players forfeits. If both teams are short players, game is cancelled with no make-up. If a Manager indicates he cannot field a team (via phone or e-mail) for a regular scheduled game (scheduled time and date) or an agreed upon make up game (scheduled time and date) a forfeit is registered for his team.
6. 14-year-old metro players or Pony may be used as subs in Colt Division. Subs from other Swila teams are permitted. They must play outfield only, bat at bottom of line-up. A team may not use subs if they have at least 10 rostered players at the game. If a team has 9 rostered players they can add one sub, 8 rostered players add 2 subs and 7 rostered players 3 subs. No High School rostered or 19 or 20 year old players can be used as subs. Regular rostered players must get priority playing time (no added player can play more than 3 innings in the field if there are 10 total players or more).
7. 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.
8. Pitching rules follow Pony rules book. High School team pitchers and 19 or 20 year old players may combine to pitch no more than 4 innings per game. If a High School pitcher pitches one pitch in the inning it counts as one inning of High School pitching. If you have two or more High School pitchers in the same inning it only counts as one inning pitched toward the team limit of four innings. A high school team pitcher is defined as a player who faced at least one batter in a high school game in the 2010 season. The board may review use of High School team pitchers if complaints are lodged. Violations will result in a forfeit of any game where pitching rule infractions occur.
9. Any unsportsmanlike conduct on the part of a player and/or coach will be reviewed by S.W.I.L.A. 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.

10. Runners in the umpire's judgment must slide or attempt to avoid contact. If the runners contact is deemed intentional and/or malicious the umpire will call the runner out and may eject the runner from the game.
11. Board will review 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. 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 games 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 Managers Community Director of the protest. The entire Swila Board is then informed of the protest and given the opinions of both Managers and the umpire before voting on the protest.*
12. Slaughter rule is 10 runs after losing team completes fifth at bat.
13. No full inning should begin two hours after the scheduled game start time for games when another scheduled game is following – subject to local rules. Check with umpires before game starts. The time limit rule will not be in effect for play off games.
14. Home team is to provide:
  - a. Three (3) new game balls
  - b. Two (2) sanctioned or registered Umpires:
15. Rostered play off players must have played in 50% of regular season games. The Swila board may rule on player injury situations for eligibility and in cases of player shortages refer to rule #6.
16. Continuous batting order. Free substitution, except for pitchers.
17. Optional speed-up rule for pitchers and catchers is always allowed. When a catcher and/or pitcher is on base, a courtesy runner that was the last out may courtesy run. If battery mate was last out, the previous out before the battery mate is to be used. The pitcher/catcher of record in the inning following the substitution will be eligible courtesy runners. The pitcher must face at least one batter in the following inning and the catcher must catch the entire inning unless replaced due to injury or as a replacement for the pitcher.
18. Bats must conform to the Pony rules and regulations. Bats used in Swila must not have a rating of less than -3 for use in a game. 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 ejected.
19. It is the winning Managers (or his or her designate) responsibility to report their scores weekly by Saturday @ 8 PM to the SWILA web site 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 show a 99-0 score).
20. Playoffs will occur at the end of the year with seeding by regular season record (winning percentage). Tiebreakers are head to head record, followed by head to head runs allowed, and then a 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 permanent game cancelations).
21. Umpires from each Community organization will be nominated by the Community Directors to officiate the playoff games. An officiating service will assign umpires to

officially officiate games between teams outside of their Community. All nominated officials must be sanctioned/registered umpires.

22. If a player is ejected from the game – his position in the batting order is an automatic out. The same is **NOT** true for a player who is unable to finish the game due to injury or personal obligations. Players will be allowed to enter the game after its scheduled start, but must take the last place in the batting order.
23. The home team is responsible for re-scheduling any make-up or suspended games. The attempt should be made within 7 days of the rainout or suspension and 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 community time restrictions when both teams have had their required at bats in the 5<sup>th</sup> 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 5<sup>th</sup> inning the game will resume at the point where it was suspended. The runs scored, batters count, men on base, and outs will be the same as at the time of suspension. 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 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 of the teams cannot field the proper number of players on that re-scheduled time they forfeit the game.
24. There is no provision for designated hitters in Swila. 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 or more inning 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.
25. Player age eligibility will be determined by their age as of April 30, 2010.
26. A Swila roster cannot exceed 18 players at any age level.
27. Swila Colt Select team rules, which differ from the above, will be outlined in an addendum to the standard Swila rules.

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