

SWIG LEAGUE RULES

Article I The League

1. The league shall be organized in accordance to the By-Laws.
2. The league shall consist of member organizations that agree to include **all** of their registered girls slow pitch softball players, as specified by the age groupings in **Article III Section 1** of these League Rules.
3. The non-refundable fee for the year as specified in the **By-Laws Article III Section 7** shall be set at the February meeting.
4. All teams shall furnish maps showing the location of each playing field.
5. Team rosters are to be submitted to the appropriate Commissioner or Secretary at the scheduling meeting. Any changes must be submitted to the Commissioner.
 - a. The team roster shall list players names, address (including zip codes), home phone numbers and birthdays.
 - b. The Commissioners will review and approve rosters prior to the first game of the season. No player shall be eligible until approved by the Commissioner.
 - c. The final roster shall not be revised after the team's first game, unless approved by the appropriate Commissioner.
6. Umpires shall be recognized and approved by the league, but will be paid by the home teams.
7. The League structure and the division/playoff format shall be determined annually by the Executive Board and published by the Secretaries.
8. The League shall supply the official league ball. One dozen will be included in League fee. Additional balls must be purchased according to specifications set forth by the League in **Article IV Section 20**. Only League approved balls may be used in games.
9. All teams are responsible for their player's insurance coverage. SWIG League does not carry insurance and will not be held responsible for injuries that occur upon travel to, during, or from games. (This includes warm-ups, practice sessions, or any other activity.)

Article II The Teams

1. Each team shall consist of no more than twenty one (21) players.
2. Each team shall be staffed by at least:
 - a. One manager who shall be at least 21 years of age
 - b. Two coaches - no age requirements
 - c. One scorekeeper - no age requirement

Article III The Players

1. All team players must be girls who have reached their 5th birthday on or before January 1st and who will not reach their 19th birthday prior to January 1st.
 - a. The player's "league age" shall be determined by their age on January 1st of that year.
 - b. The league age groups shall be as follows:
 - 8 & under (instructional)
 - 9 and 10
 - 11 and 12
 - 13 thru 15
 - 16 thru 18
2. All team members must live in the designated team community as determined by the League. There shall be no recruiting outside this designated area.
 - a. An exception to this rule may be made for a girl to move from her designated area, including communities not participating in the League, to another participating community, provided that she submits a written request to the Executive Board and the Presidents of both communities involved, explaining the reason for the request to move. All three bodies must be in agreement. The Executive Board will designate the team to which the girl will be assigned. This exception shall be allowed once, per individual. The Executive Board's decision will be final.
 - b. Any team member, from outside the designated area of that team, having been rostered for the previous season, may continue to play for that team as long as she is eligible to participate in the league. However, this courtesy shall terminate if the girl is rostered on a team in her designated area.

3. In the event that a community is unable to field a team, the Executive Board may grant waivers to team members from that community releasing them to play for any other participating community. These waivers will be applicable to the year of issue only.
4. Any team member listed as an alternate (Pull-up) must be used in accordance with **Sections 5, 6, 7 and 8** of this Article. If she is considered the 10th player, then she must be rostered as a regular player and cannot play at any other level.
5. Alternates not considered the 10th player may not have more than three (3) defensive innings in a given game for any reason other than an injury that renders a regular player unable to continue
 - a. An alternate player can, however, be used in place of a regular player in the event of a decision by the manager to discipline a regular player, by benching her, either before the start of or after the game has begun. Said manager must notify the opposing manager and scorekeeper immediately.
6. Alternates may be placed in the batting order; however, she must be placed at the bottom of the order, and designated as an alternate in the scorebook.
7. An alternate cannot play more than 50 % of regular season and playoff games combined. The Commissioner may make an exception.
8. Any alternate player must wear her team uniform. If the uniforms are the same, identification on the alternate's uniform must be visible.
9. If any player leaves the game for any reason that leaves a vacant spot in the batting order it shall be considered an out the first time through the order.
10. To be eligible to participate in the playoffs, a player must play more than half of her team's regular season games. The Commissioner may make an exception.

Article IV The Game

1. Except as stated herein, the game shall be played in accordance with the Official Softball Rules as adopted by The Amateur Softball Association (ASA) covering slow pitch softball
2. Smoking, profanity or harassment by manager, coaches or players is prohibited. Harassment by fans is also prohibited and shall be the responsibility of the home team to control. Violation of this rule may result in ejection of infringing parties from game by the umpire. Repeated violations may result in forfeiture of the game by the offending team.

3. Unsportsmanlike conduct within the League will not be tolerated. Any act of unsportsmanlike conduct by a manager, coach, player or fan may be subject to immediate discipline by the Commissioner or designated League official.
4. The home team shall:
 - a. Line the field
 - b. Tie down bases
 - c. Line batter box (optional)
 - d. Provide ground rules
 - e. Provide one new official league ball and at least one second official League ball in good condition.
 - f. Schedule the umpire in the event of a makeup game.
5. The visiting team shall have the field for warm-up during the 15-minute period immediately preceding the game. The home team will have completed their warm-up prior to that time.
6. All official games will be played as scheduled unless affected by weather or by school or community activity. School and community activity calendars should be consulted prior to scheduling games.
7. In the event of a rain out, the home team shall:
 - a. Be responsible for calling the Chief Umpire at least 1 hour prior to game time. Umpires must be paid "show up pay" if they are not notified of the rain out, and come to the field.
 - b. Notify the visiting manager as soon as possible. Usually 1-hour notification prior to game time is required.
 - c. Notify the commissioner of the cancellation
 - d. Notify the commissioner of the rescheduling within at least 7 days.
 - e. Notify the Umpire Association when the game is rescheduled
 - f. Provide to the opposing manager, within 7 days of the cancellation, 3 make-up dates that shall not include previously scheduled dates. The appropriate Commissioner shall mediate any disputes, which may result in forfeiture by either team.

8. A 15-minute grace period in the start of a game shall be allowed for either team, in the event of a reasonable absence. A suitable warm-up time shall be allowed. The game must begin at the scheduled start time or within the grace period if a team has nine (9) or more players.
9. In the event an umpire is delayed longer than fifteen minutes, a mutually agreed upon umpire, or team of umpires, may be selected from the stands. In the event a mutual agreement cannot be reached; the game will be postponed or rescheduled.
 - a. A shortened game may be played if mutually agreed upon by both managers prior to the game.
10. A team must have nine (9) players to start or to continue a game. A tenth player may be inserted into the last batting position upon arrival.
11. All batters and base runners must wear helmets, at all times. Catchers must wear facemasks, and throat protectors at all times.
12. Jerseys with numbers must be worn by each player. Jersey numbers for each player must be recorded on the team roster. Any number change during the season must be reported to the Commissioner.
13. If a hat or visor is worn the peak must be facing forward. No other headwear shall be allowed.
14. All players must have hair pulled back from face so as not to impart vision.
15. Jewelry, even under clothing, shall not be worn during games. This includes any body piercing. Exceptions are for medical and religious reasons and the must be medically taped to the body and under clothing.
16. All players must bat. If a player leaves the game for any reason, the first time her position comes up in the order, it will be registered as an out, subsequently, her position is scratched. Defensive substitutions may be made at the Managers discretion.
17. Players may wear rubber spikes. Metal spikes are prohibited.
18. Base runners must not remove their foot from the base until a ball is contacted. Doing so will result in an out and the runner will be removed from the base. This is considered a judgment call to be made only by the umpire. Courtesy runners will be allowed if mutually agreed upon by both managers. Any base runner advancing beyond first base, forfeits the right for a courtesy runner, unless injured on the play.

19. Only official softball bats are to be used. Aluminum bats are permitted provided they have covered handles and are ASA approved. Specifications are as follows:
Single wall, 2-¼ barrel, 1.20 BPF. Multi-walled bats, or bats with pressurized chambers of any type, are strictly prohibited. Umpires may check bats for compliancy with the standards at the request of any manager.
20. The specifications for the League approved ball shall be as follows:
Instructional - 11 inch "Incrediball"
9-12 - 11 inch .44 core .375 compression
13-18 - 12 inch .44 core .375 compression
All balls shall be white.
21. The pitching distances shall be as follows:
5 to 8 (instructional) - 30 ft.
9 and 10 - 35 ft.
11 and 12 - 40 ft.
13 thru 18 - 46 ft.
22. The pitching arc shall be 6 to 12 ft. for ages 9 and up. The pitching rubber shall be 2 ft. wide
23. The base distance for **all** age groups shall be 60 feet.
24. Regulation games are as follows:
5 to 8 (instructional) - 6 innings with a 2-hour time limit.
9 and 10 - 6 innings
11 and 12 - 7 innings
13 thru 18 - 9 innings
- a. The 5 to 8 (instructional) age group shall have a limit of 1 (one) time through the batting order, per inning.
- b. The 9 and 10 age group shall have a limit of 5 (five) runs per inning, except for the last inning. There shall be no continuation of play for more than 5 (five) runs.
- c. Games called by the umpire shall be considered official provided the home team is ahead and:
5 to 8 (instructional) - 3 ½ innings have been played.
9 and 10 - 3 ½ innings have been played.
11 and 12 - 4 ½ innings have been played.
13 thru 18 - 4 ½ innings have been played.

- d. The umpire shall declare an official game provided one team is ahead by 20 runs and:
 - 11 and 12 - 4 (four) complete innings have been played
 - 13 thru 18 - 5 (five) complete innings have been played

or one team is ahead by 12 runs and:

 - 11 and 12 - 5 (five) complete innings have been played.
 - 13 thru 18 - 7 (seven) complete innings have been played
- 25. The umpire or either manager may stop games in the event of lightning. Should a manager stop the game, the appropriate Commissioner will rule on the action if necessary.
- 26. The home team manager has discretion as to the starting of a game because of weather, and or field conditions. However, once the first pitch has been thrown, it is the umpires discretion to continue.
- 27. Any game, at any age group, not considered a complete game, shall be restarted.
- 28. Any violation of a rule by any participant in a League game (including fan conduct) resulting in ejection from, or forfeiture of a game, will be reviewed by the appropriate Commissioner.

Article V Special Games

- 1. Special games shall include, but not be limited to, the All-Star Games, the Tournament, and the Playoffs.
 - a. The Executive Board shall alphabetically determine the hosting communities for each game (except the Playoffs). Hosting communities must have appropriate facilities and must not be on probation.
 - b. Locations and the appropriate dates for each game, (except the Playoffs) shall be determined before the scheduling meeting.
 - c. Regular season rules shall apply to all Special Games.
- 2. **The All-Star Game**
 - a. The managers of the previous year's division championship teams, will manage the all-star teams. If said manager(s) are no longer associated with the league, the Executive Board may select the first and second place managers as per the standings of the Saturday prior to the All-Star Game. The managers may select coaches and scorekeeper.

- b. A coin flip will determine the home team.
- c. Players:
 - 1. The Executive Board will select the number of players per team to take part in the All-Star Game
 - 2. The names, phone number and normal playing positions for each player shall be submitted to the appropriate Commissioner at a date to be determined.
 - 3. All-Star players must play at least three innings during the All-Star Game. Additional time allotted to any player will be at the discretion of the manager and coaches. No player shall play the entire game at the same position.
 - 4. Continuous batting shall be used. Managers must rotate positions and set the batting order fairly
- d. Equipment:
 - 1. The All-Star manager(s) and coaches shall provide all necessary equipment.
 - 2. Games balls shall be provided by the host facility.
- e. The appropriate Commissioner shall coordinate the flow of information between the two All-Star team managers, players and the host community.
- f. The Commissioner shall determine a new date in the event of a rain out.

3. **The Tournament**

- a. The Executive Board shall establish the format (single or double elimination) depending on the site(s) available and number of participants.
- b. Participation in the League tournament by its membership is not mandatory, but is strongly encouraged.
- c. Teams that register to participate in the annual Tournament and All- Star Games may not withdraw their registration within fourteen (14) days of the start date of any such event. If a registered team becomes unable to participate for any reason, within the fourteen (14) day limit, it must report to the field at the scheduled time and take a forfeit.
 - 1. Failure to comply with the above rule will result in a penalty of a 1

(one) year probation period for said team, beginning with the current year of play.

4. **The Playoffs**

- a. The Executive Board shall establish the format and dates annually as determined by the number of divisions/ teams involved.
- b. The League Champions shall be determined by a 1 (one) weekend, single elimination and/ or best of 3 (three), playoff format for all age groups.
- c. Division Tie Breakers:
 1. The 1st tiebreaker shall be head to head record.
 2. The 2nd tiebreaker shall be the division record.
 3. The 3rd tiebreaker shall be a 1 (one) game playoff.
 - a. The appropriate Commissioner shall determine the date and time for said game at a neutral site.
 - b. The umpire fee at a neutral site shall be split between both teams.
- d. Division Seeding Tie Breakers:
 1. The 1st tiebreaker shall be head to head record.
 2. The 2nd tiebreaker shall be a coin toss.
- e. Only regular season games shall be considered to determine standings.
- f. Each playoff team shall supply 2 (two) league-approved balls.
- g. Umpire fees shall be paid by the host community.

Miscellaneous VI

1. All SWIG League teams, or members, may enter non-SWIG League tournaments provided that the schedule for such tournaments does not interfere with any scheduled SWIG League event.
2. Protests shall be made and filed exactly as set forth in ASA Rules:

- a. Notification to umpire immediately.
 - b. Notification to League by telephone to the appropriate Commissioner within 24 hours.
 - c. Notification to the League in writing to the appropriate Commissioner postmarked within 24 hours.
3. Protests within the SWIG League are discouraged; therefore, exact compliance with the rules is expected when protesting an umpire's interpretation of league or playing rules.
7. In the event of a protest, see SWIG League **Bylaws Article VI, Section 5.**
8. Amendments or exceptions to the SWIG League rules shall be presented by motion by any Board of Representative member at any regular meeting, seconded, and decided by a majority vote of the Board of Representatives.

Revised: March 2007

S.W.I.G. League By-Laws

Article I League Name

Section 1. The name of the league shall be SOUTH WEST INDEPENDENT GIRLS SLOWPITCH SOFTBALL LEAGUE. (Herein after noted as “SWIG” League)

Article II Purpose

Section 1. SWIG League is a nonprofit, non-political organization whose purpose is to provide a wholesome, extracurricular, mature softball program, as complete as membership and facilities permit, for the girls of Southwestern Pennsylvania.

Article III Membership

Section 1. Membership in SWIG League shall be girls slow pitch softball teams sponsored by recreational and/or athletic commissions and/or associations, in the Southwestern Pennsylvania area, willing to subscribe to its policies and principles.

Section 2. Teams desiring membership shall apply to the President and such application will be submitted to the Executive Board for acceptance with the final approval being decided by the Board of Representatives.

Section 3. The original membership year in the SWIG League and any initial year following suspension of a SWIG League team shall be probationary. At the conclusion of which, permanent membership shall be reviewed by the executive board.

Section 4. All active communities in the SWIG League shall have one person designated as a voting representative. Said communities will have one vote on all matters submitted to the general membership for decision. The representative, or his/her designated alternate will cast such vote. All representatives must be 21 years of age or older. Each member community must have their representative in place by the January meeting.

Section 5. Unless sooner terminated for reason, as described herein, membership in SWIG League shall be for an unlimited period. However, confirmation of the community's desire to continue, as a member of SWIG League must be made annually, at the January meeting.

Section 6. Individual team, or community membership, in SWIG League may be suspended for a period of one year or may be permanently revoked by majority vote of the Executive Board for any of, but not limited to, the following reasons:

1. **Disregard for the SWIG League policies or principles.**
2. **Violation of specified SWIG League rules and regulations.**
3. **Disregard for SWIG League By-laws.**

Section 7. A team, or community, suspended from SWIG League may be declared ineligible for active membership during the subsequent year. A suspended team, or community, must reapply for membership in SWIG League in accordance with **Article III – Section 2** following its period of suspension.

Section 8. Each member team expressing a desire to continue as a member of SWIG League at the February meeting will be assessed a non-refundable fee payable at the scheduling meeting. The Executive Board, in accordance with the cost of maintaining the league, shall establish such fee annually.

Article IV Officers and Representatives

Section 1. The Officers and Representatives of the SWIG League shall be as follows:

A). The **Executive Board**, consisting of:
President, Vice President, Senior Commissioner, Youth Commissioner, and Treasurer. All members of the Executive Board shall be elected to **two-year terms.**

B). The **Board of Representatives**, consisting of:
The community voting representatives as described in **Article III – Section 4.**

Section 2. The **President** shall act as chairman during all meetings. He/she shall enforce strict observance of the By-laws, league rules, and the league policies.

Section 3. The **Vice President** shall act as back up to the President. He/she shall act in place of the President in event of his/her absence.

Section 4. The **Senior Commissioner** (13 and up), and the **Youth Commissioner** (12 and under), shall make on the spot decisions, take any and all inquiries back to the Executive Board, follow up with all aspects for the season, coordinate scheduling and keep record of the standings during the season.

