

# McHenry Pigtail League

P.O. Box 1091 – McHenry IL 60051

Revised: 5/1/2010

## Instructional Division Rule Exceptions

The McHenry Pigtail League has adopted the rules of the IHSA (Illinois High School Association) with the following exceptions.

### Tournament Format

1. Pool play with a 4 game guarantee.
2. 2 additional games if the team advances to the Championship Round.
3. Limit of 8 teams in the division. The top 4 teams will advance to the Championship Round. The high seed in the Championship rounds will be considered the home team. Minimum of 4 teams or tournament for the Instructional division will be canceled.
4. The bracketing in the pool play portion will be determined by blind draw.
5. In the pool play portion of the tournament, teams will be ranked as followed:
  - a) 2 points for a win.
  - b) 1 point for a tie.
  - c) **NO** points for a loss.
6. In the event 2 or more teams are tied for advancement to Championship Round, the tie(s) will be broken in the following order:
  - a) Head to Head play.
  - b) Runs allowed.
  - c) Runs for. (The maximum “runs for” a team can receive is 20 per game.)
  - d) Coin toss.

### Pitching

1. Coaches will pitch to their own players. Coaches **MUST** pitch from the 30 foot pitching rubbers provided.
2. There are no ball or strike calls. (No strike zone, therefore no strikeouts or walks)
3. If a batted ball hits a coach and it is deemed to have affected play, the play is considered dead and the ball will be repitched to the batter. (Umpires discretion)

### Batting

1. Full roster batting shall be used, and kept for the entire game. The team at bat will bat until they receive 3 outs or have scored 6 runs. The 6<sup>th</sup> inning is played until the 3<sup>rd</sup> out is recorded.
2. Any batter injured during their turn at bat, and can't continue playing, will be replaced for the rest of her turn at bat, by the player who made the last batted out. (If there are no outs made the last batter in the order will be used).
3. Players will receive 5 pitches during their turn at bat. (If they foul off the 5<sup>th</sup> pitch, they will continue to bat until they either miss the pitch or get a hit) The balls will be collected after each player's at bat, and returned to the coach who is pitching.

If the batter does not hit the ball in play by the 5<sup>th</sup> pitch, the umpire shall declare the batter out.

4. Multi walled bats are NOT permitted.

### **Base Running**

1. The bases will be at 60 ft.
2. No shorts (except official softball shorts with sliding shorts, and knee pad purchased independently) or jewelry may be worn at games.
3. Base runners may advance only after the ball is hit by the batter, and the continuing play on the ball. No stealing, no leadoffs, no running on the pitch. If the umpire determines that a runner(s) are leaving early, the manager of that team will be given 1 warning per game. The 2<sup>nd</sup> offense will result in the runner(s) being called out. (Umpires discretion)
4. All runners must slide to avoid contact. Runner(s) will be called out if contact is made and no slide was attempted. (Umpires Discretion)
5. You may use a courtesy runner if the batter reaches a base and is injured. The new runner will be the player to have made the last batted out. (If there are no batted outs made the runner will be the last out made. If there are no outs the runner will be the last player in the batting order) also when there are 2 outs in an inning you may use a courtesy runner for your catcher.
6. There will be no advancing on the bases once the ball has returned to the infield and a player has control of the ball.
7. Overthrows to 1<sup>st</sup> or 3<sup>rd</sup> will be considered a dead ball, overthrows to 2<sup>nd</sup> are considered a live ball and runners may advance until the ball has returned to the infield and a player has control of the ball.
8. Runners may advance only as many bases as the batter advances.

### **Defense**

1. There is no infield fly rule in effect in the Instructional Division.
2. Managers may substitute freely.
3. On defense a team will field 4 outfielders, and a short center fielder, for a total of 11 players. The short center must be positioned behind 2nd base until the ball is batted.
4. No more than 6 runs shall be scored in an inning except the final inning where continuous batting will occur.
5. Outfielders must be at the edge of the grass until the pitcher releases the ball.
6. Slaughter Rule is in effect, 15 runs after 5 innings.

### **General**

1. No more than 15 rostered players on each team.
2. No additions to the rosters after the teams 1<sup>st</sup> pitch of the tournament.
3. In the pool play portion, a coin flip prior to each game will determine the home team. Higher seed will be considered the home team in ALL Championship Rounds.
4. No traveling teams or players will be allowed.

5. A new inning begins as soon as the home team makes the 3rd out.
6. With the exception of the Championship Rounds, there is a 1 1/2 hour time limit per game with a 1 hour 45 minute DROP DEAD limit in place. No new inning will start after the original time limit has expired. If a full inning was not completed at the DROP DEAD time limit, the final score will be determined by using the score of the last completed inning. The games in the pool play rounds can end in a tie. (A complete game is considered to be 6 innings.)
7. Championship Rounds will be played until 6 complete innings have been played or until the slaughter rule has been reached.
8. Medic alerts will be allowed, but must be taped down.
9. All team members are to stay in their dugout area – unless they are warming up, or on deck to bat.
10. Home Team will keep official score and be responsible for getting the scorebook signed by the visiting team manager and umpire(s) before handing in.
11. The **winning team will be responsible** for getting the results of the game and the score to the scores table immediately following the game. Failure to do so could result in the game being considered a tie and both teams being rewarded a point.
12. There will be no singing, chanting or verbal communication directed towards the opposing team, members of the team, or attendees of the game. There will be no verbal communication from a parent or attendee from the stands directed towards the opposing team, members of the team or attendees of the opposing team.
13. Any unsportsmanlike conduct (discretion of the umpire) may lead to ejection from the game for any manager, coach, player, or attendee. They must leave the park entirely until the conclusion of the game. Failure to do so, or further incidents, are subject to forfeiture of the game by the offending team. If both teams are involved it will result in a double forfeiture.
14. The McHenry Pigtail League will not tolerate anyone disrespecting the umpires. It is the manager's responsibility to make sure the umpires are being treated with dignity and respect from all people in attendance.
15. The team managers are responsible for making sure all attendees connected in any way to their team act in accordance with the league rules. Failure to do so will result in ejections, or possible forfeiture of the game. No alcoholic beverages will be allowed.
16. You can not file a protest of games in the Instructional Division.
17. All attendees shall not smoke within 50 feet of the fenced playing field, or in the area of the dugout. Move away from anybody who is bothered by smoke.
18. Top four teams will receive place trophies; all other participants will receive a participation trophy.
19. Birth certificates (or a copy) of every rostered player must be kept by the managers until the tournament ends and made available upon request. No exceptions. Failure to provide a birth certificate if requested will result in a forfeit of all games that girl has played in
20. An 11" soft covered ball will be used.