

McHenry Pigtail League

P.O. Box 1091 – McHenry IL 60051

Revised: 5/1/10

Minor 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 higher seed will be considered the home team in all Championship games. Minimum of 4 teams or tournament for the Minor 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. The pitching distance will be at 35 ft.
2. The strike zone is from the chin to the knees.
3. Only the starting pitcher may be re-inserted back into the pitching position 1 time in a game. 1 pitch is considered to be a full inning pitched. **NO EXCEPTIONS.**
4. There will be no dropped 3rd strike
5. A pitcher will be allowed to hit 3 batters in a game. After she hits the 3rd batter she must be removed from the pitching position for the rest of the game.
6. A pitcher may pitch 3 innings per game.
7. The game will be played with an 11” ball.
8. The pitcher **MUST** wear protective headgear.

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 in an inning, or have batted through their line up. (The maximum numbers of batters allowed in each 1½ inning will be once

through the line up, or to a number equal to the team having the greater number of players.) The 6th inning is played until the 3rd 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. If for any reason a player leaves the game, you will only have to take an out in their line up spot if you don't have enough players to field a regulation team of (8) players
4. No intentional walks (announced type) will be allowed.
5. Multi walled bats are NOT permitted.

Base Running

1. The bases will be at 60 ft.
2. Stealing of second and third is allowed after the ball crosses the plate. No stealing home or advancing on an overthrow or an attempted play on a stolen base.
3. All runners must slide to avoid contact. Runner(s) will be called out if contact is made and no slide was attempted. (Umpires Discretion)
4. 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, as described above.

Defense

1. For the team on defense there will be (2) conferences allowed per inning. On the second conference, if not done on the 1st conference, the pitcher must be pulled from that position. (Attending an injury will be constituted as an officials' time out and does not count as an official time out charged to the team)
2. There is no infield fly rule in effect
3. Managers may substitute freely.
4. On defense a team will field 3 outfielders, and a short center fielder, for a total of 10 players. The short center must be positioned behind 2nd base until the ball is pitched.
5. There will be no practice balls on playing field after the first inning. The pitcher will be allowed 5 practice pitches at the beginning of their half of each inning.
6. Slaughter rule is in effect: 12 runs after 4 innings and 10 runs after 5 innings.

General

1. No more than 15 rostered players per team.
2. No additions to the rosters after the teams 1st pitch of the tournament.
3. Coin flip prior to each game will determine home team. (Pool play only)
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. NO metal cleats are allowed.
10. All team members are to stay in their dugout area unless they are warming up, or on deck to bat.
11. If you do not have enough girls (8) to start an official game 15 minutes after your scheduled game time, it will result in a forfeit.
12. 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.
13. 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 1 point.
14. 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.
15. 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.
16. 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 game attendees.
17. 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.
18. You can not file a protest of games in the Minor Division.
19. All attendees shall not smoke within 50 feet of the playing field, or in the area of the dugout (spectator's bench only). Move away from anybody who is bothered by smoke.
20. No alcoholic beverages will be allowed.
21. Trophies will be awarded to 1st – 4th places.
22. 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.