



McHenry Pigtail League

P.O. Box 1091 McHenry, IL 60051

www.McHenryPigtail.com

Revised 03/19

16U Division Rule Exceptions

The McHenry Pigtail Softball League has adopted to follow the rules of the IHSA (Illinois High School Association) with the following exceptions:

Pitching:

1. The pitching distance will be at 43 feet.
2. The strike zone is from the armpit to the knees.
3. Pitchers are limited to a maximum of 4 innings per game.
4. Only the starting pitcher may be reinserted back into the pitching position one time in a game. If the starting pitcher is removed before a full inning pitched, it is considered one full inning pitched.
5. After a third batter is hit she must be removed from the pitching position for the rest of the game.

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.
2. Multi walled bats are not allowed in the McHenry Pigtail Softball League.
3. 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.
4. The 7th inning is played out until the 3rd out is recorded. In case of a tied game, any inning is played out until the 3rd out is recorded.
5. If for any reason a player leaves the game, you will only have to take an out in their lineup spot if you don't have enough players to field a regulation team of 8 players. Players arriving late, after the first pitch of the game, will bat at the bottom of the order and play any position in the field.
6. On deck batters must be behind batter.
7. Protective headwear that includes facemask must be worn by all batters on the bases and in the on-deck circle.

Base Running:

1. The bases will be at 60 feet.
2. Runners may lead off after the ball leaves the pitcher's hand. They may steal any base. All base stealing per IHSA rules.
3. All runners must slide to avoid contact. Umpire's 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 player in the batting order. Also, when there are two outs in an inning YOU MAY use a courtesy runner for your catcher as described above. This is to allow time for her to get the catcher's gear on.

Defense:

1. For the team on defense there will be two conferences allowed per inning. On the second conference, if not done on the first conference, the pitcher must be pulled from that position. Attending an injury will be constituted as an official's time out and not count as an official timeout charged to the team.
2. The infield fly rule is in effect. Remember runners may advance, after touch of ball or ball touching the ground, at their own risk.
3. Managers may substitute freely as long as each player plays at least 3 defensive innings.

General:

1. Both teams are responsible for making the field ready for play. They are also responsible for putting all equipment away after the game is over. Turn off the lights, unless there is a game or practice following your game on that field.
2. A minimum of 10 players per team.

3. A new inning begins as soon as the home team makes the 3rd out.
4. Practice balls allowed on the field for one minute or five pitches per IHSA rules.
5. There is a 1:45 time limit. No inning will start after the time limit has expired. The inning in progress will be played out in full. An official game is 4 ½ innings with the home team ahead or 5 innings with the game being called. A complete game is 7 innings. In the case of a tied game, one tiebreaker inning will be played only if time allows. International tie-breaker rules shall apply. Should a regular season game remain tied it shall end in a tie. Playoff games shall be played until a winner is determined with one team score greater than the other.
6. The advantage rule will be a lead of 15 or more runs after 4 innings played (3 ½ if the home team is ahead). 12 runs after 5 innings. 9 runs after 6 innings.
7. Metal spikes are allowed. All players must wear all parts of league issued attire. Visors/hats are optional. The issued jersey must be worn as the outer garment. No metal spikes are allowed.
8. No shorts except shorts with sliding pad, purchased independently, or jewelry may be worn at practices or games.
9. Medic alerts will be allowed but must be taped down.
10. Protective equipment must be worn at all practices and games. Helmets must have face guard.
11. All team members are to stay in their dugout area unless they are warming up or on deck to bat. They may go to the bathroom or concession stand. All other times they are to stay in the dugout. Managers or coaches are not allowed to sit, stand, or be behind home plate or backstop while game is in play.
12. Players may be borrowed from the lower divisions to fill in on your team if you are short of players. Borrowed players may play all positions. They must wear their team's jersey and they must bat at the bottom of the order. Any borrowed player must sit before any rostered team player. Borrowed player may play three defensive innings but must be rotated in by using a different rostered team player each inning.
13. If you do not have enough girls (8) to start an official game 20 minutes after your scheduled game time, it will result in a forfeit. You may still play a practice game.
14. If for some reason an umpire does not show up for your game, both team managers will have to agree on someone to officiate the game. If this happens, the home team manager will be responsible for notifying the Umpire Coordinator for payment to the person who umpired the game.
15. The home team manager will notify the Umpire Coordinator if no umpire shows up to umpire their game.
16. For a rescheduled or suspended game date, the HOME team manager will contact the Umpire Coordinator within 48 hrs from the scheduled game time (for field assignment). The Umpire Coordinator will notify the managers of the make-up time and date.
17. The WINNING TEAM manager will call in the results (SCORE) of the game to the Division VP A.S.A.P.
18. 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. 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 is subject to forfeiture of the game by the offending team. If both teams are involved it will result in a double forfeiture.
19. 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.
20. A manager or coach may request a time-out but may not enter the playing field until the Umpire has granted time out.
21. Only rule interpretations may be discussed with an Umpire. This will be done ONLY by the team manager or an official team representative. This must be done in a discrete manner. After requesting a time out and it being granted, approach and talk to the umpire in a calm manner. Judgment calls cannot be argued or protested.
22. A team manager will notify the Umpire Coordinator and Division VP with any complaints of the umpires in writing.
23. There are no protests allowed in MPL.
24. Managers of tournament teams shall be determined by a vote of the Divisional Managers.
25. **No smoking or vaping will be allowed within city parks according to city ordinance.**
26. No alcoholic beverages will be allowed within city parks according to city ordinance.
27. There will be an All Star game played at the end of the season. All-star selection process – vote by players.
28. International tiebreaker rule is as followed: The last batted out will be placed on second base. The count will start with one strike, one ball, and one out. An inning will be played until the third out. Both visitors and home team will complete the inning. For playoff games only, Each additional inning will begin the same way until a winner is declared. For the purpose of regular season games only. Limit one inning will be played no matter if game ends in tie.

All rule exception/changes must be submitted to the McHenry Pigtail Softball League Board of Directors/Rules Committee. No change will take effect until the following season after being adopted by the McHenry Pigtail Rules Committee/Board of Directors unless special circumstances arise that the Board feels the need to address immediately.