



McHenry Pigtail League

P.O. Box 1091 McHenry, IL 60051

www.McHenryPigtail.com

Revised 03/18

10U 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 35 feet.
2. The strike zone is from the chin to the knees.
3. 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 as one full inning pitched.
4. There will be no dropped 3rd strike.
5. After a 3rd batter is hit 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-inch ball.

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 lineup. The maximum number of batters allowed in each ½ inning will be once through the line up or to a number equal to the team having the greater number of players.
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 lineup spot if you don't have enough players to field a regulation team of 8 players.
4. 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.
5. The 6th 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.
6. On deck batters need to be behind batter.
7. Unintentional thrown bats will result in an initial warning being given to each team. Subsequent unintentional thrown bats will result in a dead ball out. Intentionally thrown bats are considered unsportsmanlike behavior and may result in ejection.
8. 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. Base runners may advance only after the ball is hit by the batter and the continuing play on the ball, or when forced to advance by a walk, or a batter is hit by a pitch. Lead offs are allowed at the release of the pitch. Stealing of 3rd base only. When stealing, base runners may not advance on an overthrow.

If the Umpire rules that any runner is trying to distract the pitcher or create an unfair advantage for herself, she will be called out.

3. Pick-off attempts at 1st base makes the ball live. If the ball is overthrown every base runner may advance ONE base including any runner on 3rd.

4. All runners must slide to avoid contact. Umpire's 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 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 time out charged to the team.

2. Managers may substitute freely as long as each player plays at least 3 defensive innings.

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.

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 out 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 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 3 ½ innings with the home team ahead or 4 innings with the game being called. A complete game is 6 innings. In the case of a tied game, one tiebreaker inning will be played. 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 is 15 runs after 4 innings (3 ½ if the home team is ahead).

7. All players must wear rubber sole non-slip or all-purpose rubber spiked shoes. All players must wear all parts of league issued attire. The issued jersey must be worn as the outer garment.

8. No shorts except shorts with sliding pads (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.

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 lower division teams to fill in on you team if you are short of players. Borrowed player 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 15 minutes after your scheduled game time, it will result in a forfeit. You may still play a practice game.

14. If 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 Division VP and the Umpire Coordinator within 48 hrs from the scheduled game time. The Umpire Coordinator will notify the managers of the make-up time and date.
17. The WINNING TEAM manager will communicate 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. 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. Multi walled bats are not allowed in the League
20. 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.
21. A manager or coach may request a time-out but may not enter the playing field until the Umpire has granted time out.
22. 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.
23. A team manager will notify the Umpire Coordinator and Division VP with any complaints of the umpires in writing.
24. You cannot file a protest of games in the MPL.
25. Managers of tournament teams shall be determined by a vote of the Divisional Managers.
26. All attendees shall not smoke within the fenced playing field or in the area of the dugout. Spectator's bench only, move away from anybody who is bothered by smoke. THERE IS NO SMOKING ON PUBLIC SCHOOL GROUNDS.
27. No alcoholic beverages will be allowed.
28. There will be an All Star game played at the end of the season. All-star selection process- vote by players.

All rule exceptions/changes must be submitted to the McHenry Pigtail 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.