



# McHenry Pigtail League

P.O. Box 1091 McHenry, IL 60051

[www.McHenryPigtail.com](http://www.McHenryPigtail.com)

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## 8U 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 front of the pitcher's rubber shall be 30 feet from the back tip of home plate
2. Each Pitcher is allowed a maximum of 3 innings per game. One pitch constitutes an inning.
3. There will be no hit by pitch awarded. The pitch will be ruled a ball and the at bat will continue.
4. There will be no walks. Once the 4<sup>th</sup> ball has been pitched to any batter (as called by the umpire), the batter keeps the strike count and the coach of the batter will then come in and pitch until there is a hit, strike out, ground out, or fly out. The coach will be allowed up to 3 pitches only to complete the strike count, per batter they face. The umpire will call balls and strikes on the coach pitches as well. If the player fouls off the coach pitch, an additional pitch will be given until the batter strikes out, gets a hit, grounds out, or flies out.
5. One player will be used at the pitcher's position. Should the coach be needed for pitching the player will fall into the fielding position near the mound.

### Batting:

1. Full roster batting shall be used and kept for the entire game. The team batting will continue until they receive 3 outs in an inning or have batted through their lineup. The maximum number of batters allowed in each  $\frac{1}{2}$  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. Players will bat until they receive 3 strikes, ground out, fly out, or get a hit. If the batter fouls off the 3<sup>rd</sup> strike they will continue to bat until they strikeout, ground out, fly out, or get a hit.
4. On deck batters need to be behind the batter.
5. 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.
6. Doubles will only be considered when a batted ball reaches the grass on a fly with no exceptions.
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. Base runners may advance only after the ball is hit by the batter and the continuing play on the ball. No stealing, no lead-offs, and no running on the pitch.
3. 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 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. This is to allow time for her to get the catching gear on.
4. There will be no advancing on the bases once that ball has returned to the infield and base runners can only advance as many bases as the batter does.

**Defense:**

1. There is no infield fly rule in effect in the Rookie Division.
2. Managers may substitute freely as long as each player plays at least 3 defensive innings.
3. On defense a team will field 1 player at the pitcher's position, 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. On defense 1 or 2 coaches may be in the field to talk to but not physically assist their players.

**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. There will be no trading of players between teams.
4. A new inning begins as soon as the home team makes the 3rd out or has batted through the line up once.
5. There is a 1-½ hour time limit. No inning will start after the time limit has expired. The inning in progress will be played out in full. A full game is no less than 4 innings; a complete game is 6 innings.
6. 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.
7. No shorts except shorts with sliding pad (purchased independently) or jewelry may be worn at practice or games.
8. Medic alerts will be allowed but must be taped down.
9. Protective equipment must be worn at all practices and games.
10. 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.
11. Players may be borrowed from Instructional or Rookie Division teams to fill in on teams if you are short of players. Borrowed player will play anywhere, manager's discretion. They must wear their team's jersey. They must bat at the bottom of the order.
12. Both team managers, or coach if no manager is available, must sign the Umpire's pay slip before the start of the game. 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.
13. The HOME team manager will notify the Umpire Coordinator if no umpire shows up to umpire their game.
14. 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 (for field assignment). The Umpire Coordinator will notify the managers of the make-up time and date.
15. 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 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 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 end of the game.

17. A manager or coach may request a time-out but may not enter the playing field until granted by the Umpire.

18. There are no protests in the MPL.

19. A team manager will notify the Division VP with any complaints in writing.

20. Managers of tournament teams shall be determined by a vote of the Divisional Managers.

21. Multi walled bats are not allowed in the League.

22. All attendees shall not smoke within the fenced playing field or in the area of the dugout. Spectator's bench only, moves away from anybody who is bothered by smoke. **THERE IS NO SMOKING ON**

**PUBLIC SCHOOL GROUNDS.**

23. Playoffs will be played at the end of each season followed by the exceptions seen below.

23. No alcoholic beverages will be allowed.

24. There will be an All Star game played each season. Each All Star is to be voted on by the players of her team.

25. There will be no official score or runs, just records of batters, innings, and outs.

26. There will be no league standings.

27. An 11-inch soft covered ball will be used.

28. Playoffs will be played at the end of each season followed by the exceptions seen below:

## **8U Playoff Exceptions**

### **Playoff Format**

1. The bracketing will be determined by blind draw at a general meeting.
2. Determination of home team for the Championship game will be done by:
  - a) Runs allowed in playoff games prior to championship game.
  - b) Runs for.
  - c) Coin toss.

### **Pitching**

1. The front of the pitcher's rubber shall be 30 feet from the back tip of home plate
2. Each Pitcher is allowed a maximum of 3 innings per game. One pitch constitutes an inning.
3. There will be no hit by pitch awarded. The pitch will be ruled a ball and the at bat will continue.
4. There will be no walks. Once the 4<sup>th</sup> ball has been pitched to any batter (as called by the umpire), the batter keeps the strike count and the coach of the batter will then come in and pitch until there is a hit, strike out, ground out, or fly out. The coach will be allowed up to 3 pitches only to complete the strike count, per batter they face. The umpire will call balls and strikes on the coach pitches as well. If the player fouls off the coach pitch, an additional pitch will be given until the batter strikes out, gets a hit, grounds out, or flies out.
5. One player will be used at the pitcher's position. Should the coach be needed for pitching the player will fall into the fielding position near the mound.

### **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 6th inning is played until the 3rd out is recorded.
2. Players will bat until they receive 3 strikes, ground out, fly out, or get a hit. If the batter fouls off the 3<sup>rd</sup> strike they will continue to bat until they strikeout, ground out, fly out, or get a hit
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. Doubles will only be considered when a batted ball reaches the grass on a fly with no exceptions.

### **Base Running**

1. The bases will be at 60 ft.
2. Base runners may advance only after the ball is hit by the batter, and the continuing play on the ball. No stealing, no lead-offs, 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 2nd offense will result in the runner(s) being called out. (Umpire's discretion)
3. All runners must slide to avoid contact. Runner(s) will be called out if contact is made and no slide was attempted. (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 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. Overthrows to 1st or 3rd will be considered a dead ball, overthrows to 2nd 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.
7. There will be no advancing on the bases once that ball has returned to the infield and base runners can only advance as many bases as the batter does.

### **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 1 pitcher, 4 outfielders and a short center. 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. Advantage rule is in effect, 15 runs after 5 innings.

### **General**

1. A new inning begins as soon as the home team makes the 3rd out.
2. With the exception of the Championship Games, there is a 1 1/2 hour time limit per game. No new inning will start after the original time limit has expired. A complete game is considered to be 6 innings.
3. Championship game will be played until 6 complete innings have been played or until the advantage rule has been reached. Should the 6<sup>th</sup> inning end in a tie score the championship game shall be played until a winner is determined with one team score greater than the other.
4. Medic alerts will be allowed, but must be taped down.
5. All team members are to stay in their dugout area – unless they are warming up, or on deck to bat.
6. Home Team will keep official score and be responsible for reporting the results to the V.P. of the division following the game.
7. 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.
8. 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.
9. 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.

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 Rules Committee/Board of Directors.