



McHenry Pigtail League

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McHenry, IL 60050

www.mchenrypigtail.com

Revised: February 2022

14U Division Rules

General Game Play:

1. A game shall consist of 7 innings or 1 hour 45 minutes. In weather situations, an official game is 4 innings. (3 ½ if the home team is ahead.)
2. No new inning is to be started after 1 hour 45 minutes, and drop-dead for each game is 2 hours. When drop-dead time is reached, the play in progress is to be finished, or the batter already in the box is to complete their at-bat. The score after the play in progress or at-bat completion is final and can result in a tie.
3. Playoffs- No new inning is to be started after 1 hour 45 minutes. There is no drop-dead for playoff games, and the game shall not end in a tie. If the game is a tie after 1 hour 45 minutes, the inning you are currently in is to be completed. If after completing the inning and the game is still tied, the game will proceed with International Tie-Breaker play until there is a winner. (See item 5 for International Tie breaker Play)
 - a. The higher seed will be considered the home team in all playoff games.
4. Championship Games: All seven innings are to be played with no time limit. If the game goes into a ninth-inning, International Tie-Breaker play will be implemented. (See item 5 for International Tie Breaker play)
 - a. The higher seed will be considered the home team in all championship games.
5. International Tie-Breaker Play - Each half-inning starts with their last batter out from the previous inning starting as a base runner on 2nd base. Each team will start with zero (0) outs and a 0-0 count.
6. There is a 6-run rule max per inning for the 1st through 4th innings, and the 5th inning on will be allowed unlimited runs. This rule shall apply to all gameplay (regular season and playoffs).
7. There is an 18-run mercy rule after 4 innings (3 ½ if the home team is ahead).
8. Teams can play with a minimum of 7 players and a maximum of 9 players on the field (6 on the infield, 3 in the outfield). If seven players are not available by the start of the game, the team will forfeit the game. The team that was required to forfeit the game may approach the opposing coach, request players to fill a minimum of 7 players and play a nonrecorded game.
9. No more than 13 rostered players per team are allowed.
10. No additions to the rosters will be allowed after the game clock has officially started.
11. The game clock will start once the home team takes the field in inning one. Any player arriving after the completion of one inning of play will not be permitted to play.
12. The winning Team Manager will submit an official game score to the Division Vice President.
13. You cannot file a protest of games in the 14U division.
14. Field setup & gameplay is the following:
 - a. Games will use a 12" softball.

- b. The front of the pitcher's rubber shall be 43 feet from the back tip of the home plate.
- c. Bases shall be 60' apart
- d. 2" Foul ball chalk line
- e. 2" Pitcher's circle chalk line
- f. 1" Batter's box chalk line
- g. 1" On deck circle chalk line

Pitching:

1. Pitchers will be allowed to pitch unlimited innings per game.
2. Pitchers are only allowed full-forward rotation once the pitcher is in the presentation to start their windup. Presentation to start windup is considered when the pitcher brings a hand to the glove. (Pitcher is not allowed to separate her hands and bring them together in the glove again) This is the start of the wind-up and the pitcher must be in any of the following positions once windup has started with forward movement only allowed:
 - a. Both feet on pitcher mound
 - b. One foot on the pitcher mound and one foot behind the pitcher mound. (Pitcher may not step back at any time once they are in their presentation position.
3. The strike zone is from the armpit to the knees (upon the initial stance of the batter when in the batter's box).
4. Only the starting pitcher may be reinserted back into the pitching position one time in a game.
5. A called illegal pitch is ruled a ball. Runners do not advance unless the ruled ball is ball four.
6. Pitchers will be allowed 6 warm-up pitches before their first inning. Returning pitchers will be allowed 4 warm-up pitches before any inning after their first.
7. Per inning and per pitcher, a pitcher must be removed on the second visit to the pitcher's mound. There is not a maximum number of visits per game.
8. Pitchers must be removed from pitching after three hit batters in any one inning with significant force. If the ball hits the ground first before hitting the batter, it is not considered a significant force. If the batter is hit with a pitch that the umpire determines was significant force, it will count against the pitcher's three-hit batter limit. If the same pitcher (starting pitcher only) returns and hits ONE additional batter, the player must be removed from the game for the remainder of the game. Any pitcher hitting four batters in a game must be removed for the remainder of the game.
9. Intentional walks are not permitted.

Batting:

1. Full roster batting (continuous batting order) shall be used and kept for the entire game. Players injured during the game and unable to play will be skipped without being an out. Any player that leaves the game that is not due to a medical or family emergency will be considered an out.
2. Bunting is allowed. The batter cannot take a bunt stance and then pull back and take a full swing at the pitch. If the batter swings after showing bunt, that batter will be ruled out.
3. Any batter injured during their turn at bat in an inning that is unable to continue to the base will be replaced with a base runner for the rest of that inning. The player who made the last batted out will be the baserunner. If there are no outs, the last batted out in the prior inning will be used.
4. The drop third strike rule is in effect. The batter becomes the runner on the third strike if the pitch is not caught before touching the ground during the following situations:

- a. First base is unoccupied before the pitch
 - b. First base is occupied with two outs.
5. Have players ready to bat and move in and out of the batter's box quickly. If you are giving signs, teach your players to step out with one foot after the pitch is thrown so they are ready to bat when the pitcher has the ball. The umpire will enforce the 20-second-between-pitch rule if there is a continual time delay.
6. All bats used during gameplay must be official softball bats with one of the following stamps shown on the bat.
 - a. USSSA 1.20
 - b. NSA 2012
 - c. ISF 2005 Certified
 - d. ASA 2004 Certified
 - e. Multi-walled bats are not allowed

Base Running: (Applies to On-Base Runners)

1. The infield fly rule is in effect. Remember runners may advance, after touch of ball or ball touching the ground, at their own risk.
2. Runners may lead off after the ball leaves the pitcher's hand. All bases may be stolen.
3. A courtesy runner will be allowed for the catcher after two outs. A courtesy runner will be the last batted out.
4. Runners must attempt to avoid contact at all times. Umpire's discretion will be in play on calling a girl out for malicious contact due to not sliding.
5. Any base runner injured during a collision or slide and is called safe will be replaced with a base runner for the rest of that inning by the player who made the last batted out. If there are no outs made, the last batted out in the prior inning will be used.
6. The following rules will be in play for base runners:
 - a. Look Back Rule
 - b. Drop Third Strike
 - c. Infield Fly Rule
 - d. Continuation to second base after a Walk Rule

Fielding:

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 their position.
2. Attending to an injury will be constituted as an official's timeout and not count as an official timeout charged to the team.
3. Managers may substitute any player on the field during a time-out as long as each player plays at least 3 defensive innings. This does not apply to pitchers; they adhere to the pitching rules above.
4. Infield and outfield warm-ups are allowed provided they are taken only during the time the pitcher is warming up. If a team delays in returning the warm-up balls to their dugout, the umpire is authorized to prohibit warm-ups in the remaining innings of the game.
5. Teams may not practice on the infield before the start of the game. Outside foul lines may be used for pitcher/catcher warm-up.

Safety/Sportsmanship:

1. All players must wear a face mask.
2. Batting helmets are required to have a full-face mask.
3. The on-deck hitter must be at the batters back.
4. All players must have softball-rated rubber spiked shoes. No metal cleats allowed.
5. All players must wear all parts of their league-issued attire. The issued jersey must be worn as the outer garment if a player is wearing long sleeve attire. The team jersey must be worn as the outer garment.
6. Players with medical alert bracelets will be allowed but must be taped down. No other jewelry is allowed.
7. Proper Catchers equipment is required and includes the following at a minimum:
 - a. Two shin guards
 - b. Chest Protector
 - c. Catcher style facemask
8. Team chanting and comments can only be directed to players on their own team and must be in a positive manner. No chanting during the opposing team pitcher's windup.
9. All team members are to stay in their dugout area unless they are warming up or on deck to bat. Managers or coaches are to remain in the dugout when they are not coaching bases during their team's time to bat. Any Manager or coach not in their dugout during the game official start time, and found anywhere behind the backstop during gameplay, will forfeit the game for their team.
10. 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.
11. The team managers are responsible for making sure all attendees connected in any way to their team act in accordance with McHenry Pigtail league rules and code of conduct rules. Failure to do so will result in ejections or possible forfeiture of the game.
12. A manager or coach may request a time-out, but may not enter the playing field until the umpire has granted time out.
13. Only rule interpretations may be discussed with an umpire. This will be done ONLY by the team manager. This must be done in a discrete and respectful manner. Judgment calls cannot be argued or protested. This must be done in the following manner:
 - a. Request a time out
 - b. Approach the umpire at home plate
 - c. Discuss the rule interpretation in a low voice so other spectators or players cannot hear the conversation.
 - d. During the conversation, the umpire may determine it is best to have a discussion with the other coach and will request both managers to be present. Again, please keep conversations quiet to not cause a disruption or disturbance to the game.
14. Only Managers shall interact with umpires. All other coaches or fans interacting with the umpire trying to influence the game or shout any profanity or disrespectful language to an umpire call. Are subject to be removed from the game. If removed from the game the individual may not be permitted

back until completion of the game. Individuals will not be allowed back to any of the remaining games if a repeat offense occurs.