

**McHenry Fastpitch Frenzy Tournament**

**July 26, 2025**

McHenry Pigtail League

McHenry, IL 60050

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

***Revised: July 2025***

**10U Division Tournament Rules**

***The McHenry Fastpitch Frenzy Tournament has adopted the rules of the IHSA (Illinois High School Association) with the following exceptions.***

**General Tournament GamePlay:**

1. A game shall consist of 6 innings or no new inning after 1 hr. 30 minutes. An inning in progress shall be played until completion or 1 hour 50 minutes drop dead. If the inning was not completed before drop dead score reverts to last completed inning.
   1. All games will start with a coin flip with the coach from the team who travels farthest making the call. The coin flip will determine the home team.
2. There is a 5 run rule max per inning. Except for the 6th inning which will be unlimited.
3. There is a 12 run mercy rule after 3 innings.
4. 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.
5. No more than 15 rostered players per team allowed.
6. No additions to the rosters will be allowed after the game clock has officially started.
7. The game clock will start once the home team takes the field in inning one.
8. The winning Team manager will submit an official game score sheet provided by Frenzy tournament to the Frenzy tournament coordinator. The official score sheet must be filled out with the final game score and signed by both the home team and visiting team coaches.
9. Games will use an 11” softball.

**Pitching:**

1. The front of the pitcher’s rubber shall be 35 feet from the back tip of the home plate.
2. The strike zone is from the chin to the knees.
3. Pitchers will be limited to three innings per game. One pitch in an inning constitutes a full inning pitched.
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. An illegal pitch is ruled a ball. Runners do not advance unless the ruled ball is ball four.
6. Pitchers will be allowed 5 warm-up pitches before their first inning. Returning pitchers will be allowed 3 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 plate. 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, she 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 by the pitcher/catcher 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, and can’t continue to the base. 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 batter out in the prior inning will be used.
4. The drop third strike rule is not in effect.
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.
   1. USSSA 1.20
   2. NSA 2012
   3. ISF 2005 Certified
   4. ASA 2004 Certified
   5. Multi-walled bats are not allowed

**Base Running:**

1. The infield fly rule is not in effect.
2. A courtesy runner will be allowed for the catcher after two outs. A courtesy runner will be the last batted out.
3. Runners should 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.
4. 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 batter out in the prior inning will be used.
5. When a batted ball is put in play and there is an overthrow at the first base that remains in play, runners may advance only one additional base at their own risk whether or not an additional play is made on the runner. If the throw goes out of play, runners shall be awarded on an additional base without the risk of being put out.
6. Runners may not advance home on an overthrow at third base unless it is a pickoff attempt.
7. Pick-off attempts: (After a pitcher that is not in play by the batter, any attempt by a catcher or pitcher to get a runner out at the base they started the play). This does not include when a base runner is stealing a base.
   1. A throw by the catcher or pitcher in an attempt to pick off a base runner makes the ball live.
   2. Any base runner can advance one base at their own risk once the ball becomes live. (Ball becomes live once it leaves pitcher or catcher hand.)
   3. A throw from the catcher to the pitcher is not considered putting the ball in play.
8. Stealing of the second and third base is allowed after the ball leaves the pitcher’s hand. No stealing home allowed.
   1. A runner cannot leave the base (lead off) until after the ball leaves the pitcher's hand. Each team is allowed one warning from the umpire on any players stealing before the ball leaves the pitcher’s hand. After the one warning has been given, the umpire can call players out for stealing early.
   2. Base runners may steal a max of two bases per play, with the exception they may not steal home base.
   3. The batter cannot immediately advance to second base after a walk. (continuation to second base after walk rule is not allowed)

**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. Outfielders may not start in the infield prior to the pitch. Outfield must be at minimum starting on the edge of the grass prior to the pitch.
5. The infield fly rule is not in effect.
6. 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.
7. Teams may not practice on the infield before the start of the game.

**Safety/Sportsmanship:**

1. A face mask is required to be worn for infielders playing First base. Third base, and Pitcher.
2. Batting helmets are required to have a full face mask.
3. On deck, the batter 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. No jackets will be permitted during gameplay on the field.
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:
   1. Two shin guards
   2. Chest Protector
   3. 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 pitchers 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.
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 season’s tournament play if a repeat offense occurs.