



McHenry Pigtail League

P.O. Box 1091 McHenry, IL 60051

www.McHenryPigtail.com

Revised 11/2020

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 with coach pitching.
4. There will be no walks. Once the 4th called 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, within the pitching circle.

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 inning will be once through the line up or to an equal number of players with the higher number of players on a team.
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 3rd 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. Balls hit into the outfield, regardless of flyball or ground ball are live balls and the batter and base runners may take up to two bases / Double.
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,
3. Lead offs are allowed once the ball crosses home plate. There are no pick offs.
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 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.

5. There will be no advancing on the bases once that ball has returned to the infield and secured by an infielder. Base runners can only advance up to two bases.

Defense:

1. There is no infield fly rule in effect in the 8U 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, 5 outfielders, for a total of 11 players.

4. On defense 1 or 2 coaches may be in the field to talk to but not physically assist their players.

5. All defense players will wear face guards, including outfield.

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 6 innings or 1hr 30min.

6. The advantage rule will be a lead of 15 runs after 4 innings played. 12 runs after 5 innings.

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 an outer garment.

8. No shorts or jewelry may be worn at practice 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.

12. Players may be borrowed from 6U and 8U Division teams to fill in on teams if you are short of players. Borrowed players will play anywhere, manager's discretion. They must wear their team's jersey. They must bat at the bottom of the order.

13. The HOME team manager will notify the Umpire Coordinator if no umpire shows up to umpire their games.

14. 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.

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 city parks according to city ordinance.

THERE IS NO

SMOKING ON PUBLIC SCHOOL GROUNDS.

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

24. No alcoholic beverages will be allowed.

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

26. There will be an official score of runs.

27. There will be standings for the purpose of playoffs

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

29. International tiebreaker rule is as follows: 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 the 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 a game ends in a tie.

8U Playoff Exceptions

Playoff Format

1. The bracketing will be determined by standings of the regular season games. 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 4th 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 within the circle.

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 3rd 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 allowed when a batted ball reaches the outfield regardless of flyball or ground ball. The batter may take up to no more than two bases. Base runners may advance no more than the batter.

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 secured by an infield player 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. The advantage rule will be a lead of 15 runs after 4 innings played. 12 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 6th 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.