

# Boys Junior/Senior Quadtown League Rules 2022

## Mission Statement

The Quadtown league was developed to allow our smaller communities the opportunity to play more teams, and reduce the need to play the same teams over and over. All communities must charter with Little League to participate. We will play by the Little League rulebook, unless otherwise noted in the following rules.

## Quadtown Leagues starts the week of June 6th Summer/week of August 15<sup>th</sup> Fall

### Summer & Fall Ages: 13/14/15 & 16yr old's

- Monday & Wednesday Games 5:30p.m./6:30p.m. or 8:00p.m (Fenton only).  
Fall start time varies due to daylight hours.
- Minimum 12 game schedule, completed 2 weeks prior to season start.

## Quick Reference Guide to Little League Rules

### 1. Field Size

- a. Pitching mound to home plate is 60'6" feet
- b. Home plate to first base is 90 feet

### 2. Drafting a Team

- a. Each community sets their own draft rules with the goal of making all teams evenly competitive. **(This is not travel league, no stacking of one team with all the best players!)**
- b. Players are allowed to play games with two teams concurrently (travel, etc.) under the stipulation they are registered before each community's registration deadline.

### 3. Team Uniforms

- a. Shirts & Hats will be supplied to players.
- b. Shirts will bear sponsor name, or a name may be chosen and utilized on the team shirt if a sponsor is not available.
- c. Community name should appear on hat or shirt. (First letter of community on hat front or left upper arm of shirt)

### 4. Number of Fielded Players & Forfeit Parameters

**Juniors/Seniors:** Each team shall field 9 players (includes 3 outfielders).

- a. A minimum of 8 players is required to start the game. Notification of failure to field the 8-player minimum must be given to the boys' player agent (vice-president, assistant commissioner) 24 hours prior to scheduled game. Failure to do so will result in a forfeit.
- b. A team may only play with less than the 8-player minimum if injury/illness occurs during play of the game.
- c. Please note that there is no grace period, game time is start time.

### 5. Individual Playing Time Parameters

- a. All players in uniform must play a minimum of 6 defensive outs.
- b. Exceptions to this rule as a result of disciplinary action must be announced prior to start of game.

### 6. Batting Policy

- a. All players in uniform shall bat round robin.
- b. A batter is automatically out when he throws his bat. The umpire is allowed to issue, at his discretion, one warning per team if he chooses.
- c. All batters must wear a helmet (Mask is optional).
- d. Metal cleats are allowed
- e. Absolutely no bat donuts of any kind can be used.
- f. Bats must have USA stamp for Juniors and BBCOR for Seniors. (BBCOR is allowed for Juniors)
- g. It is the responsibility of each coach to ensure all bats are legal for use in Little League.

# Boys Junior/Senior Quadtown League Rules 2022

## 7. Pitching Parameters

- a. All Managers and coaches must adhere to Regulation VI in the Little League Rule book regarding pitchers. Managers **MUST** adhere to the following rules as noted by the Little League Charter.

### REMINDER:

- i. A player that throws 41 pitches or more may not catch that game or a player that catches for 4 innings may not pitch in that game.

## 8. Substitutions & Courtesy Runners

- a. No restrictions on substitutions.
- b. Courtesy Runners will be allowed for pitchers and catchers.
- c. Player who made the **last batted out** is the courtesy runner.

## 9. Stolen Bases

- a. Players are allowed to steal once the pitcher begins his motion.
- b. A dropped ball by the catcher on the 3<sup>rd</sup> strike is **NOT** an out. The runner may attempt to advance to 1<sup>st</sup> base if 1<sup>st</sup> base is unoccupied or 1<sup>st</sup> occupied with 2 outs.
- c. Infield fly rule is in effect with less than 2 outs and runners on first and second.

## 10. Base and Dugout Coaches

- a. A uniformed player with batting helmet may be designated as base coaches at first & third base.
- b. No Electronic devices are allowed on the field or inside the fence.
- c. Dug-Out coaches **must stay** within the dugout confines.
- d. Maximum of one (1) manager and two (2) assistant coaches shall be allowed in the dugout. In addition, each team may have one (1) scorekeeper who may not enter the playing field but may be present in the dugout. All defensive coaching shall be done from an imaginary line, which extends from the backstop fence parallel to the first or third base line.
- e. Player Behavior - Managers and coaches are responsible for their players' behavior. Players will not be allowed to stand on the benches, climb on or over any fences, or misuse any equipment. Taunting of opposing players will **NOT** be tolerated.
- f. Spectator Behavior - Managers and coaches are responsible for keeping their parents under control at all times. This means no foul language, heckling or other inappropriate behavior. The umpire has the authority to remove spectators from the area for unacceptable behavior.

## 11. Rainout Cancellations

- a. During extreme weather League Presidents may call off all games. This decision will be made before 5:00 p.m. or 7:00 p.m. for late game.
- b. After 5:00 p.m. or 7:00 p.m. a game may **ONLY** be cancelled due to weather by the umpire.
- c. If a team is unable to field the 8-player minimum on the scheduled rainout date, then that team must forfeit the game. (Coach will be given 1 date to make up games).
- d. The home teams League Rep will be responsible for rescheduling the game and requesting an umpire.
- e. If a scheduled game is cancelled due to weather or some other factor it **MUST** be rescheduled within a week of original date. If a rainout occurs on that date, then you will have another week to get it rescheduled.
- f. Any games not made up by end of season both teams receive a loss for those games.

**NOTE:** Thunder is the same as lightning, a 30 min delay is mandatory. Each additional lightning strike or thunder the 30 minutes starts over. We should never be playing with inclement weather in the area!

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## Quadtown Supplemental Rules & Information

### 12. Start & Length of Game (including warm-up times)

- a. Starting time is 5:30 p.m./6:30 p.m./8:00 p.m. Depending on field location
- b. Length of game is 2 hours or 7 innings whichever comes first.
- c. The umpire is the sole party responsible for setting, starting and facilitating the timer.
- d. No new inning to begin after the 2-hour time limit.
- e. Upon completion of the 3rd out in the bottom half of an inning, the following inning is automatically begun.
- f. A tie score will stand.
- g. The team listed last on the schedule will be the home team and will occupy the third base line dugout. Each team shall furnish a new game ball for each game. The visiting team will have field warm-up from 5:00-5:10 p.m./6:00-6:10 p.m. or 7:30-7:40 and home team will have field warm-up from 5:15-5:25 p.m./6:15-6:25 p.m. or 7:45-7:55 p.m.

### 13. Pitching Instructions

- a. A Younger age group (League age 14 or younger) player must pitch a minimum of 1 inning per game (an inning will consist of 3 defensive outs). The younger pitcher must have completed the above requirement by the end of the 2<sup>nd</sup> inning. Failure to comply will result in a forfeit (League age is based off of Little League Age Chart).
- b. League ages 15 & 16 (Seniors) can only pitch a total of 2 innings per a game.

**Please refer to the Little League website/charter for pitching conditions/rules.**

### 14. Pitcher Warm-Up

- a. Only a rostered player in uniform can warm up a pitcher and must wear a catcher's mask, helmet and cup.
- b. Coaches can't warm up a pitcher at any time during the game. Also having players warm up outside the fence or having parents warm up players is not allowed. First violation, the offensive team will lose one eligible adult base coach for the duration of the game. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

**Reference Little League Rule 1.17 and 3.09**

### 15. Hit Batter

- a. If 3 batters are hit with an **unavoidable pitched ball** (as determined by umpire) thrown by an individual pitcher in a single game or 2 in 1 inning, the pitcher must be replaced and cannot return as a pitcher rest of the game.

### 16. Score Cap

- a. There is no run limit per inning. There is a mercy rule, 15 runs after 3 innings or 10 runs after 4 innings.

### 17. Scores

- a. Winning must submit score via Lake Fenton's online website: <http://www.lakefentonlitttleleague.org/> Report the score within 24 hours of game completion. Failure to do so may result in a forfeit. Forfeit score will result in 7-0 score.
- b. Games on the final day of regular season **must** be submitted no later than midnight. If games are not submitted, they will count as a loss.

### 18. Playoffs

- a. **Championship/Playoff Games** - First Monday/Wednesday after league play completed. No time limit for Championship game, must be played out.
- b. Top 2 teams make the Championship game. Tie breakers are the following: **1.** Wins head-to-head **2.** Runs allowed **3.** Runs scored.
- c. If the game is tied and time limit is up, we will use international rules and your last batted out goes to second base to start the next inning with no outs.
- d. In order for a player to be eligible to play in a championship game, a player needs to have played in a minimum of 50% of the regular season games.

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## 19. Batting Policy

- a. Only low flight balls can be used in the outfield during warmups i.e. wiffle, smushballs. Only exception soft toss into a net.

## 20. Rule Violations

- a. Coaches not following Little League and/or Quadtown Rules will serve a one game suspension pending the Quadtown board's ruling on the violation.

## 21. Appeals

- a. Umpire judgment calls are not open for appeal.
- b. Appeals on rule interpretations will be presented to a board comprised of 1 member from each of the participating "towns".
- c. The board members from the involved "towns" will be allowed to take place in discussion but will not be allowed to vote. In the event of a tie, District 4 Little League office will make the tie-breaking decision.

## 22. Pitching Log

- a. Each team must print entire roster on the back of their pitching log: Roster includes: player name, uniform # and league age.
- b. If a team fails to supply a pitching log (that is complete to date), the younger pitchers must be utilized on the mound for the entire game.
- c. If the pitching log is not supplied prior to the game, the coach is suspended for the next game.
- d. If coaches do not comply, the game is forfeited.