

Girls Coach Pitch 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 League starts week of April 19th Spring/ Week of August 16th Fall

Spring Ages: 6/7 & 8yr old's & **Fall Ages:** 6 & 7yr old's

- Tuesday & Thursday Games 6:30p.m.
- Minimum 12 game schedule, completed 2 weeks prior to season start.

Quick Reference Guide to Little League Rules

1. Field Size

- Base Lines - There shall be sixty (60) feet between bases.
- Pitching - Coaches will pitch from 20-30 feet from the rear point of home plate
- Game Ball - Game ball shall be a 11" yellow safe/soft raised seam ball
- Team Uniforms - Players must wear their team shirts (tucked in).
- Other Apparel - Batters, runners, catchers and uniformed player base coach must wear helmets. Players should have tennis shoes or sports shoes with rounded plastic cleats. Metal cleats are prohibited. A face guard is not mandatory for players but allowed under parent's discretion.
- Safety Base - Safety base (Double base) at 1st base shall be used:
 - Whenever a play is being made on the batter-runner (even on a throw from the outfield), the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when a play is being made at 1st base and the batter-runner touches only the white portion.
 - Other base runners must return to their base of origin.
 - The batter-runner may use either the colored or white portion of the base if they are doing so to avoid a defensive player in the base path.
 - If there is no play being made at the double base, the batter-runner may use either the white or the colored portion.
 - When returning to the base or when tagging up, the runner must use the white portion.

2. Drafting a Team

- Each community sets their own draft rules with the goal of making all teams evenly competitive. **(This is not a travel league, no stacking of one team with all the best players!)**
- 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

- Shirts & Hats will be supplied to players.
- Shirts will bear sponsor name, or a name may be chosen and utilized on the team shirt if a sponsor is not available.
- 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

- Each team shall field ten (10) players and the tenth player shall play the position of outfielder or rover (the rover can be placed anywhere in the outfield, but is not allowed on the infield). All players may play in the field if both coaches agree prior to the game starting (highly recommended).
- Outfielders must play in the outfield and are not allowed to come into the infield to make plays on routine ground balls on the infield (outfielders are permitted to back up the play).
- If a team cannot field 10 players due to injury, illness or lack of attendance, a minimum of eight (8) players will be required to field a team.
- A team may only play with less than the 8-player minimum if injury/illness occurs during play of the game.

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- e. 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 girl's player agent (vice-president, assistant commissioner) 24 hours prior to scheduled game. Failure to do so will result in a forfeit.
- f. 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.
- c. No Player can play the same position more than 2 innings.

6. Batting Policy

- a. Round Robin - All players shall bat round robin
- b. Hitting - A batter will be pitched 4 balls from the coach, if the batter does not hit a fair ball, the batter must hit off of the tee. Each player will be allowed a maximum of three swings off the tee. When hitting off tee runners and batters are only allowed to advance one base.
- c. Fair Ball - The ball must travel beyond the 15-foot arch line to be a fair ball.
- d. Infield Fly - There is no infield fly rule

7. Substitutions & Courtesy Runners

- a. No restrictions on substitutions.

8. Stolen Bases

- a. Stealing is **NOT** permitted in coach pitch.
- b. No runners can advance on an over thrown ball.
- c. Over throws - Once the ball is thrown back to the infield, no runners can advance, including scoring from 3rd base.
- d. Base runners cannot leave a base until the ball crosses home plate. If contact is not made the runner must immediately return to their base.

9. Base and Dugout Coaches

- a. Adult coaches at first and third boxes **only**.
- b. No Electronic devices are allowed on the field or inside the fence.
- c. Dug-Out coaches **must stay** within the dugout confines.
- d. A 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 after Memorial Day.
- e. Time Outs -Manager or coach may request "time" before attempting to demonstrate a technique or explaining a play to players or batters during the progress of the game.
- f. 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.
- g. 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 coach has the authority to remove spectators from the field of play for unacceptable behavior.

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Quadtown Supplemental Rules and Information

10. Pitching Parameters

- a. Coach or other adult shall be the offensive pitcher and pitch to their own team.
- b. The ball will be pitched underhand.
- c. The offensive pitcher must go to foul territory on an outfield hit.
- d. The offensive pitcher must pitch the entire inning unless injured.
- e. The offensive pitcher must make an attempt to get out of the way of a ball in play and make every effort to not hinder the defensive player's ability to field the ball. If no attempt is made, the batter is out. If an attempt is made to get out of the way of a hit ball but offensive pitcher is struck anyway, the ball is considered a dead ball and shall be re-pitched.
- f. When the offensive pitcher is on the field, the defensive pitcher must be in the pitching circle. When the offensive pitcher is off the field and the tee is in use, the defensive pitcher must be in contact with the pitching rubber until ball is hit.
- g. No coaching by the offensive pitcher. Coaches may give batting instructions prior to hitting the ball, but after the ball is hit, the offensive pitcher is not allowed to continually coach the batter or runners around the base. **Penalty:** after one warning by the umpire, the runner that the umpire deems as being "coached" will be called out.

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

- a. Game begins promptly at 6:30 pm with all managers, coaches and players reporting at 6pm.
- b. Length of game is for 1 hour and 30 minutes or 6 innings whichever occurs first. Head coaches shall be responsible for timers, which shall be set for 1 hour and 30 minutes.
- c. No new inning to begin after the 1 hour 30-minute time limit.
- d. Upon completion of the 3rd out in the bottom half of an inning, the following inning is automatically begun.
- e. Tie score will stand.
- f. A regulation game shall consist of six (6) innings, except in the case of a game called for bad weather (lightning, etc....) when four (4) innings will constitute a game.
- g. The team listed last on the schedule will be the home team and will occupy the third base line dugout. The visiting team will have field warm-up from 6:00-6:10 p.m. and home team will have field warm-up from 6:15-6:25 p.m.

12. Rainout Cancellations

- a. During extreme weather League Presidents may call off all games. This decision will be made before 5:00 p.m.
- b. After 5:00 p.m. a game may ONLY be cancelled due to weather by the head coaches at the field.
- c. The home team League Rep will be responsible for rescheduling the game and requesting an umpire.
- d. 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.
- e. 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)
- 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!

13. Score Cap

- a. There will be a five (5) run limit per inning and no "unlimited run" inning. There is no mercy rule in effect.

14. Scores

- a. Scores - The manager of each team must keep score. No official Quadtown standings will be kept

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15. Batting Policy

- a. No on deck batter is allowed.
- b. Only low flight balls can be used in the outfield during warmups i.e. wiffle, smush balls. Only exception soft toss into a net.
- c. Throwing of bats: First infraction will result in a warning to the batter/player; Second Infraction by the same batter/player will result in an automatic out for that player. Each player will receive only ONE warning. Coaches are expected to instill good sportsmanship and player safety. The umpires will call the outs.

16. 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.

17. Appeals

- a. 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.