

Boys Intermediate Quadtown League Rules 2019

Fenton, Lake Fenton, Hartland, Linden & Holly

These are official:

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 start the last week of April Spring/3rd week of August Fall Spring ages 11 & 12yr old's, Fall ages 10/11 & 12yr old's

- Tuesday & Thursday Games 6:30p.m. Fall start time varies due to daylight hours.
- 14 game schedule. Schedule must be completed 2 weeks prior to season start.
- Championship games are at the completion of league schedule. Dates to be announced.

****Pat Martin is Head Umpire for Lake Fenton, Linden & Fenton. Hartland may be utilizing Mr. Martin also. Umpires must be in at least 9th grade. It is requested that two ump's are present for each game. If umpires fail to appear at game and both coaches agree to two selected "volunteers" (one from each team), the game may continue.**

Quick Reference Guide to Little League Rules

1. Field Size

- a. Pitching mound to home plate is 50 feet
- b. Home plate to first base is 70 feet
- c. Safety base (Double base) at 1st base shall be used:
 - i. 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 there is a play being made at first base and the batter-runner touches only the white portion.
EFFECT: Interference is ruled. The ball is dead. The batter-runner is out. Other base runners must return to their base of origin.
 - ii. 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.
 - iii. If there is no play being made at the double base, the batter-runner may use either the white or the colored portion.
 - iv. When returning to the base or when tagging up, the runner must use the white portion.

2. Drafting a Team

- a. 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!)**
- 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.
- a. Shirts will bear sponsor name, or a name may be chosen and utilized on the team shirt if a sponsor is not available.
- b. Community name should appear on hat or shirt. (First letter of community on hat front or left upper arm of shirt; i.e. L for Linden, F for Fenton, LF for Lake Fenton, H for Hartland).

4. Number of Fielded Players & Forfeit Parameters

Intermediate: 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.

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5. Individual Playing Time Parameters

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

6. Batting Policy

- All players **in uniform** shall bat round robin.
- 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.
- All batters must wear a helmet (Mask is optional).
- All bats must have the USA stamp.
- Absolutely no bat donuts of any kind can be used.
- It is the responsibility of each coach to ensure all bats are legal for use in Little League.**

7. Pitching Parameters

- 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:

A player may not pitch in more than one game in a day.

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

8. Substitutions & Courtesy Runners

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

9. Stolen Bases

- Players are allowed to steal once the pitcher begins his motion.
- No head first sliding into a base, unless returning to the base.
- Pitcher's Mound - The ball is considered dead once it is thrown back to the pitcher on the pitcher's mound and all runners must immediately advance or return to a base.
 - Exception: when the runner is advancing while the pitcher is receiving the ball. The play is still live until either the runner reaches the base safely or is tagged out.
 - Exception: if the pitcher makes any motion to attempt a play on a runner, the ball is still considered "live".
- A runner in the **intermediate division may steal home** unlimited times per inning.
- A dropped ball by the catcher on the 3rd strike is **NOT** an out. The runner may attempt to advance to 1st base if 1st base is unoccupied or 1st occupied with 2 outs.
- Infield fly rule is in effect with less than 2 outs and runners on first and second.

10. Base and Dugout Coaches

- Adult coaches at first and third coaching boxes **only**.
- A uniformed player with batting helmet may assist adult coach at first base.
- No Electronic devices are allowed on the field or inside the fence.
- Dug-Out coaches **must stay** within the dugout confines.

Quadtown Supplemental Rules & Information

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

- Starting time is 6:30 p.m.
- Length of game is 1 hour and 45 minutes or 6 innings whichever comes first.
- The umpire is the sole party responsible for setting, starting and facilitating the timer.
- No new inning to begin after the 1 hour 45 minute time limit. Completion of the inning (top and bottom) being played at the 1 hour 45 minute signal shall occur.
- Upon completion of the 3rd out in the bottom half of an inning, the following inning is automatically begun.
- A tie score will stand.

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- g. 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.
- h. 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 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. all rainouts are decided at the field – show up at the field to find out.
- c. After 5:00 p.m. a game may **ONLY** be cancelled due to weather by the umpire.
- d. If a team is unable to field the 8-player minimum on the scheduled rainout date, than that team must forfeit the game. (Coach will be given 1 date to make up games). The home teams league Rep will be responsible for rescheduling the game and requesting an umpire.
- e. If rainouts are not made-up by 2nd to the last week of regular play, by Friday of that week (unless rainout occurs on last week) both teams will receive a loss.

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. Pitching Instructions

- a. **Spring Ball**-a younger age group (League age 11 or younger) player must pitch a minimum of 1 inning per game (an inning will consist of 3 defensive outs or a complete run cap inning). The younger pitcher must have completed the above requirements by the end of the 3rd inning. Failure to comply will result in a forfeit (League age is based off of Little League Age Chart).
- b. **Fall Ball**- a younger age group (League age 10 or younger) player must pitch a minimum of 1 inning per game (an inning will consist of 3 defensive outs or a complete run cap inning). The younger pitcher must have completed the above requirements by the end of the 3rd inning. Failure to comply will result in a forfeit (League age is based off of Little League Age Chart).

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

14. Appeals

- a. Umpire judgment calls are not open for appeal.
- b. Appeals on rule interpretations will be presented to the Quadtown Reps. comprised of 1 member from each of the participating “towns” (Linden, Fenton, Hartland, Holly and Lake Fenton).
- c. The appealing team’s board member will not be allowed to vote but may take part in the preceding discussion.
- d. In the event that the appeal involves a game consisting of two towns and the pursuing two ballots cast in the vote result in a tie, then Pat Martin, a head umpire and/or the Little League office in District 4 will make the tie-breaking decision.

15. Pitcher Warm-Up

- a. Individual (player) receiving throws from pitcher must wear a catcher’s mask, helmet and cup.
- b. Coaches can’t warm up a pitcher period.

16. 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.

17. Score Cap

- a. A cap of 7 runs scored is allowed per inning in the intermediate division.
- b. There will be **no unlimited-runs inning**.
- c. After 4 innings the mercy rule will take effect; a cap of 15 runs ahead is established for the intermediate division.

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18. Scores

- a. Home team must submit score via Lake Fenton's online website. <http://www.lakefentonlittleleague.org>
Report the score within 24 hours of game completion. Failure to do so may result in a forfeit.
The Umpire must sign scorebook. Forfeit score will result in 7-0 score.

19. Playoffs

- a. **Championship / Playoff Games** – First Tuesday or Thursday after league play completed. No time limit for Championship game only, must be played out.
- b. Top 2 teams from each division make the playoffs. Then the next 2 teams with best records regardless of the division make playoffs also. Total of 4 teams will make the playoffs. 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/playoff game, a player needs to have played in a minimum of 50% of the regular season games.
- e. **All Star Game** – Maximum of 14 players per team
- f. **First & Second Place Awards** – TBD
- g. **Funding of Awards and Tourney costs** – By June 1st, each "town" will pay a proportionate amount, determined by the number of participating teams from each "town", to cover the cost of balls, umpire fees and awards. Max of 14 awards – extra awards will be the responsibility of the town that wins the award.
- h. **Fall Ball** will have a one game playoff 1st plays 2nd, 3rd plays 4th and so on. If there is an uneven number of teams the last place team will not qualify for the extra game. Tie breakers are the following: **1.** Wins head to head **2.** Runs allowed **3.** Runs scored.

20. 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, smushballs. Only exception soft toss into a net.

21. 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.

22. Pitching Log

- a. Each team must print entire roster on the back of their pitching log: Roster includes: player name, uniform #, league age and date of birth of each player
- 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 coaches do not comply, the game is forfeited.
- d. If the pitching log is not supplied prior to the game, the coach is suspended for the next game.