

Boys Junior/Senior (13-16yr old's) Quadtown League Rules 2019

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 starts the first week of June Summer/3rd week of August Fall

- Monday & Wednesday Games (Juniors) 5:30p.m./6:30p.m. or 8:00p.m (Fenton only).
Fall start time varies due to daylight hours.
- Tuesday & Thursday Games (Seniors) 6:30p.m. Fall start time varies due to daylight hours.
- 12 game schedules. 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 Holly, 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 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 communities 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; i.e. L for Linden, F for Fenton, LF for lake Fenton, H for Hartland, H for Holly).

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.

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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:

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

- 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 3rd strike is **NOT** an out. The runner may attempt to advance to 1st base if 1st base in unoccupied or 1st 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. Adult coaches at first and third coaching boxes **only**.
- b. A uniformed player with batting helmet may assist adult coach at first base.
- c. No Electronic devices are allowed on the field or inside the fence.
- d. Dug-Out coaches **must stay** within the dugout confines.

11. Rainout Cancellations

- a. During extreme weather League Presidents may call off all games. This decision will be made before 4:00 p.m./5:00 p.m. or 7:00 p.m. for late game.
- b. After 4:00 p.m./5:00 p.m. or 7:00 p.m. all rainouts are decided at the field – show up at the field to find out.
- c. After 4:00 p.m./5:00 p.m. or 7:00 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' Quadtown 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!

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. Completion of the inning (top and bottom) being played at the 2 hour signal shall occur.
- 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.

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13. Pitching Instruction

- a. A Younger age group (League age 13/Junior) 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 2nd inning. Failure to comply will result in a forfeit (League age is based off of Little League Age Chart). **Note:** A younger age group pitcher is not required for Seniors.

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

18. Scores

- a. Both teams 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 Monday/Wednesday-Juniors or Tuesday/Thursday-Seniors after league play completed. No time limit for Championship game only, must be played out.
- b. 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.
- c. Top 2 teams make the playoffs. Tie breakers are the following: **1.** Wins head to head **2.** Runs allowed **3.** Runs scored.

20. 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.

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.