

Boys Quad Town League Rules 2008

Fenton - Lake Fenton – Hartland – Linden

Revised 1/8/2008

These are official:

Mission Statement

The Quad Town 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.

***Quad Town League to start 1st week of May.**

Minors (9 & 10 years old)

Monday & Wednesday Games

Majors (11 & 12 years old)

Tuesday & Thursday Games

- 12 game schedule. Schedule must be completed 2 weeks prior to season start.
- Playoffs (*Tournament*) begin at the completion of league schedule, with a 1 game guarantee;
- Championship games are at the completion of league schedule. Dates to be announced.

****Pat Martin is Head Umpire for Linden & Fenton. Hartland may be utilizing Mr. Martin also. Umpires must be in at least 9th grade. NO PARENT, SIBLING OR RELATIVE MAY UMP A PLAYERS GAME**

1. Field Size.

- A. Pitching mound to home plate is 46 feet
- B. Home plate to first base is 60 feet
- C. Safety base (Double base) at 1st base shall be used:
 - 1) 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 will be allowed to advance to the next base if they are more than half way to the base at the time of the interference. Otherwise, runners will return to the last base touched prior to the interference.
 - 2) 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.
 - 3) If there is no play being made at the double base, the batter-runner may use either the white or the colored portion.
 - 4) When returning to the base or when tagging up, the runner must use the white portion.

2. Drafting a Team

- a. Because of the different sizes of each community, each league divided the team as they see fit. **(This is not a travel league please be as fair as possible.)**

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, etc.)

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

- a) Starting time is 6:30 p.m.
- b) Length of game is 1 hour and 45 minutes or 6 innings whichever comes first.
- c) A timer will be supplied for each playing field. This timer to be supplied by the individual towns for their home fields. (Please agree on whose clock will be used before the game starts if a timer is not available.) This is not protestable.
- d) The umpire is the sole party responsible for setting, starting and facilitating the timer.
- e) 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.
- f) Upon completion of the 3rd out in the bottom half of an inning, the following inning is automatically begun.
- g) A tie score will stand.
- h) The home team will have field warm-up from 6:00-6:10 p.m. and visiting team will have field warm-up from 6:15-6:25 p.m.

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5. Number of Fielded Players & Forfeit Parameters.

- a. Each team shall field 10 players (includes 4 outfielders). If a team is unable to play 4 outfielders they may play with 3 outfielders as long as the minimum number of players is met. The opposing team does not have to play down.
- b. 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.
- c. A team may only play with less than the 8-player minimum if injury/illness occurs during play of the game.
- d. Please note that there is no grace period, game time is start time.

6. Rainout Cancellations.

- a. All Rainouts are decided at the field – show up at the field to find out.
- b. After 5:00 p.m. a game may ONLY be cancelled due to weather by the umpire.
- c. The hometown Quad Town Rep. shall block out specific dates in which he will schedule games not played as a result of the weather.
- 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 2 dates to make ups games first.)
- 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.
- f. Rainouts are automatically rescheduled on Friday of the same week, same place and time unless otherwise notified.

7. 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.

8. 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 or she chooses.
- c. All batters must wear a helmet with approved mask.
- d. **No big barrel bats (This is a Little League Rule) 2 _" Diameter Max.**

9. Pitching Parameters.

League Age	Pitches
a. 13-16	95 pitches per day
11-12	85 pitches per day
10 and under	75 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

- b. Rest Period
If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.
If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.
- c. Younger age group in division must pitch minimum of 1 innings per game (an inning will consist of 3 defensive outs or inning run cap). Time limit and/or mercy rule will not exempt this rule.
- d. Each team must give their pitching log to the opposing team **before the 1st inning**. The opposing team is responsible for recording the other team's pitched innings. Opposing coach **must sign** pitching log.
- e. If a team does not supply a pitching log, then the younger pitchers must be utilized on the mound throughout entire game. **Failure to comply will result in a forfeit.**

10. Pitcher Warm-Up.

- a. Individual receiving throws from pitcher must wear a catcher's mask, helmet and cup.

11. 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.

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12. 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.

13. Stolen Bases.

- a. Players are allowed to steal only after the pitched ball has crossed the plate.
- b. Pitchers Mound - The ball is considered dead once it is thrown back to the pitcher on the pitchers mound and all runners must immediately advance or return to a base.
 1. 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.
 2. Exception: if the pitcher makes any motion to attempt a play on a runner, the ball is still considered "live"
- c. A runner in the **minor division may not steal home**. Even when the ball is overthrown when stealing 3rd base. A runner on 3rd base must be forced into home by a batted ball or a walk.
- d. A runner in the **major division may steal home**.
- e. A dropped ball by the catcher on the 3rd strike is an out. The runner may not advance to 1st base, but **(Majors Only)** a runner at 3rd base may advance to home at his own risk.

14. 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 dug out confines

15. Score Cap.

- a. A cap of 5 runs scored is allowed per inning in the minor division.
- b. A cap of 7 runs scored is allowed per inning in the major division.
- c. There will be **no unlimited-runs inning**.
- d. After 4 innings the mercy rule will take effect; a cap of 11 runs ahead is established for the minor division, and a cap of 15 runs ahead is established for the major division

16. Scores

- a. Both coaches must report the score within in 24 hours of game completion. **Failure to do so will result in a forfeit.**
- b. Phone number and email address for scores will be given out at coaches meeting.

17. Appeals.

- a. Umpire judgment calls are not open for appeal.
- b. Appeals on rule interpretations will be presented to the Quad Town Reps. comprised of 1 member from each of the participating "towns" (Linden, Fenton, Hartland, 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 Indiana will make the tie-breaking decision.

18. Tournament Play

- a. **Tournament Play** – home team is highest seed.
- b. **Seed placement** – overall win-loss records shall be used.
- c. **Tied Records** – In the case of a tie, a head to head record will decide, if teams are still tied, the team that has allowed the fewest runs shall receive the higher placement.
- d. **Championship Game** - TBD – No time limit, games must be played out.
- e. **First & Second Place Awards** – TBD
- f. **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.
- g. **Max.** of 14 awards – extra awards are the responsibility of the town that wins the award.