

# Boys Minors Quadtown League Rules 2025

## 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 Week of April 21st Spring/Week of August 11<sup>th</sup> Fall**

**Spring Ages: 9 & 10 yr old's, Fall Ages: 8 & 9yr old's**

- Monday & Wednesday Games 6:30p.m. 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

- Pitching mound to home plate is 46 feet
- Home plate to first base is 60 feet
- 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 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.
  - 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! League age of players should be evenly distributed to each of the teams.)**
- Players are allowed to play games with two teams concurrently (travel, etc.) under the stipulation they are registered before each community's registration deadline.
- ALL changes to player rosters MUST be emailed to ALL presidents**

### 3. Team Uniforms

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

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- c. Community names should appear on hats or shirts. (First letter of community on hat front or left upper arm of shirt)

### 4. 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 the 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.

### 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 the start of the game.
- c. **Fall Ball** No player can sit out 2 innings before everyone has set out 1 inning.

### 6. Batting Policy

- a. All players **in uniform** shall bat round robin.
- b. A dropped ball by the catcher on the 3<sup>rd</sup> strike is not an out. The runner may not advance to 1<sup>st</sup> base.
- c. 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.
- d. All batters must wear a helmet (Mask is optional)
- e. All bats must have the USA stamp
- f. Absolutely no bat donuts of any kind can be used.
- g. It is the coach's responsibility to ensure all bats being used are legal for use in Little League.
- h. **If an illegal bat is used (Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:)**
  - a. (1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such an election shall be made immediately at the end of the play.
  - b. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

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- c. Any of the remaining adults in the dugout may be used as the one adult base coach at any time during the duration of the game.
- d. When an illegal bat is discovered, it **MUST** be removed from the game at that point.

**MINORS ONLY: There is no infield fly rule.**

### 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 may not pitch in more than one game in a day.
- ii. 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.
- iii. A player removed (removed means either pulled that inning or goes to another position or sits the bench in the next inning) from the mound can not go back in as a pitcher.

### 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 only after the pitched ball has crossed the plate.
- b. No leading off.
- c. No head first sliding into a base, unless returning to the base.
- d. 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.
  - i. 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.
  - ii. Exception: if the pitcher makes any motion to attempt a play on a runner, the ball is still considered "live".

### 10. Base and Dugout Coaches

- a. A uniformed player with a batting helmet can 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

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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.

### **Quadtown Supplemental Rules & Information**

#### **11. 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. The umpire is the sole party responsible for setting, starting and facilitating the timer.
- d. No new inning to begin after the 1 hour 45-minute 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. 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. Each team should get a field for warm up (10 minutes if access allows). The visiting team will have a field warm-up from 6:00-6:10 p.m. and the 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 canceled due to weather by the umpire.
- c. The home teams League Rep will be responsible for rescheduling the game and requesting an umpire.
- d. If a scheduled game is canceled due to weather or some other factor it MUST be rescheduled within a week of the original date. If a rainout occurs on the rescheduled 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

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games.

- g. If REAL feel temp is below 40 degrees 3 hours before the games are scheduled to start games will be canceled. **At 3:30 look to see what the temp is supposed to be at the 6:30 pm game time. Quadtown cancellation. Games can not be canceled by coaches, they will only be canceled by league presidents.**

**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 9 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 3<sup>rd</sup> 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 8 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 3<sup>rd</sup> 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. Pitcher Warm-Up

- a. A rostered player in uniform can warm up a pitcher and must wear a catcher's mask, helmet and cup. A coach is allowed to warm up the pitcher.
- b. Having players warm up outside the fence or having parents warm up players is not allowed.

**Reference Little League Rule 1.17 and 3.09**

### 15. Hit Batter

- a. If three (3) batters are hit with an **unavoidable pitched ball** (as determined by the 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 for the rest of the game.

### 17. Score Cap

- a. A cap of 5 runs scored is allowed per inning in the Minor division.
- b. There will be no unlimited-runs inning.
- c. After 4 innings the mercy rule will take effect; 11 runs ahead is established for the Minor division

### 18. Scores

- a. Winning team must submit score via \*\*\*More info to come\*\*\*  
Report the score within 24 hours of game completion. Failure to do so may result in a forfeit.  
Forfeit score will result in a 6-0 score.
- b. Games on the final day of the regular season **must** be submitted no later than midnight. If games are not submitted, they will count as a loss.

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### 19. Playoffs

- a. **Championship/Playoff Games** – First Monday or Wednesday after league play completed. No time limit for Championship games only, must be played out.
- b. Top 4 teams from each division will make the playoffs. Total of 8 teams. Tie breakers are the following: **1.** Wins head-to-head **2.** Runs allowed **3.** Runs scored.
- c. If the game is tied and the 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. **First & Second Place Awards** – TBD
- f. **Fall Ball** will have a one game playoff 1<sup>st</sup> plays 2<sup>nd</sup>, 3<sup>rd</sup> plays 4<sup>th</sup> 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, smush balls. Only exception is soft toss into a net.

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### 21. Rule Violations

- a. Coaches not following Little League and/or Quadtown rules will serve a one game suspension pending Quadtown Board's ruling.

### 22. Appeals

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

### 23. 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.

### Quadtown All-Star Tournament Rules & Information

All rules from above apply with a couple exceptions below

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- a. Maximum of 12 players per a team, each community will decide how they pick their players
- b. Younger pitcher requirement is not applicable.
- c. No time limit for game, must be played out (6 innings). Mercy rule still applies.
- d. No awards or trophies for the All-Star tournament.
- e. Bracket format and a draw will be held prior to the tournament to determine home/away teams and seeding.
- f. If the game is canceled due to bad weather conditions Quadtown Reps will set a date for makeup.