

Girl's Junior/Senior Quadtown League Rules 2025

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.

Quadtown Leagues starts the week of June 2nd Summer

Summer League Ages 13/14/15 & 16 yr old's

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

Quick Reference Guide to Little League Rules

1. Field Size

- a. Base Lines - There shall be sixty (60) feet between bases.
- b. Pitching rubber - Jr/sr will be 43 feet from home plate.
- c. Pitching circle - A pitching circle with a radius of 8 feet will be drawn using the center of the pitching rubber as the center point of the circle.
- d. Game Ball - ball shall be a 12" yellow raised seam ball.
- e. Team Uniforms - Players must wear their team shirts (tucked in).
- f. Other Apparel - Batters, runners, catchers and uniformed player base coaches must wear helmets. Players should have tennis shoes or sports shoes with rounded plastic cleats. Metal cleats are permitted. A face guard is not mandatory for players but allowed under parent's discretion.
- g. Safety Base – 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 a play is being made at 1st base and the batter-runner touches only the white portion.
 - ii. Other base runners must return to their base of origin.
 - iii. 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.
 - iv. If there is no play being made at the double base, the batter-runner may use either the white or the colored portion.
 - v. 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! League age of players should be evenly distributed to each of the teams.)**
- 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.
- c. **ALL changes to player rosters MUST be emailed to ALL presidents**

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3. Team Uniforms

- a. Shirts & Hats will be supplied to players.
- b. Shirts will bear sponsor names, or a name may be chosen and utilized on the team shirt if a sponsor is not available.
- 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 (9) players (includes 3 outfielders).
- b. If a team cannot field 9 players due to injury, illness or lack of attendance, a minimum of eight (8) players will be required to field a team.
- c. A team may only play with less than the 8-player minimum if injury/illness occurs during play.
- d. 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 the scheduled game. Failure to do so will result in a forfeit.
- e. 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.

6. Batting Policy

- a. Round Robin - All players shall bat round robin
- b. Throwing of Bat - A batter is automatically out when she throws her bat. The umpire is allowed to issue, at his/her discretion, one warning per team if he/she chooses.
- c. Batter's Box - The batter must have both feet planted **within** the batter's box. PENALTY: The Batter is considered out if the ball is hit and their foot is completely out of the batter box.
- d. 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.
- e. Bunting is allowed.
- f. No Baseball bats allowed.
- g. **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.

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- 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.
- 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.

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.

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. Stealing – Stealing is only permitted when the ball is in play.
- b. Players shall not leave their base until the ball has been released by the pitcher.
- c. No head first sliding into a base, unless returning to the base.
- d. Once the ball is thrown back to the pitcher inside the pitcher's circle and all runners must **immediately** advance or return to a base.
Exception: if the pitcher makes any motion to attempt a play on a runner, they may continue to advance or return to a base.

10. Base and Dugout Coaches

- a. A uniformed player with a batting helmet can be designated as base coaches at first & third.
- 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 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

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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. Home team shall furnish a new game ball and the visiting team shall furnish a used back-up game ball. 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 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 canceled due to weather or some other factor it MUST be rescheduled within a week of the 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.
- 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!

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13. Pitching Instructions

- a. Pitchers may pitch no more than six (6) innings per game.
total of ten (10) innings in two (2) consecutive games within a seven-day period.
(This is a revolving seven-day period; Sunday through Saturday)
- b. Intentional walks are not allowed.
- c. Prior to pitching, the pitcher shall take a position with his/her pivot foot in contact with the pitcher's plate. This contact must be or partially on the top surface of the pitcher's plate. The non-pivot foot must be on or behind the pitcher's plate. No crow hopping.
- d. League ages 15 or 16 (Seniors) can only pitch a combined total of 2 innings (6 outs) per a game.

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 and chest protector.
- b. Coaches can warm up a pitcher at any time during the game. 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.

16. Score Cap

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

17. Scores (will update when plan is in place)

- 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 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.

18. Playoffs

- a. **Championship** – First Tuesday or Thursday after league play completed. No time limit for Championship games only, must be played out.
- b. **We will have the top 2 teams in the Championship game.** Tie breakers are the following: **1.** Wins head-to-head **2.** Runs allowed **3.** Runs scored.

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- 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**

19. 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.

20. 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.

21. 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.

22. 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 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.