

# Girls Quad Town League Rules 2010

## Fenton - Lake Fenton – Hartland – Linden - Holly

**1. RULES AND REGULATIONS** – “Girls Minors/Majors” is governed by the national Little League Baseball/Softball Official Regulations and Playing Rules, except as modified and/or enhanced by the local rules. Each manager shall be given a copy of each set of rules and shall be responsible for studying them and explaining them to the players.

**2. HOME TEAM** – The team listed 1<sup>st</sup> on schedule will be the home team and will occupy the third base line dugout. Home team shall furnish a new game ball and visiting team shall furnish used back-up game ball.

**3. UMPIRES** – Head umpire shall schedule officials for all games. There shall be at least one adult umpire provided for each regulation game.

**4. DRAFTING A TEAM** - All ball players must be placed on a team one of two ways – a random draw or a team draft.

- A. **Late registrations** – Any player entering the league after the draft/draw must be assigned the team next up in random draw order or team draft order.
- B. **Frozen players** – A team may freeze only players of the following:  
Manager, Coach and Sponsor **or** Manager, Coach and Assistant Coach

### **5. FIELD AND EQUIPMENT -**

- A. **Base Lines** - There shall be sixty (60) feet between bases.
- B. **Pitching rubber** – Majors will be 40 feet from home plate. Minors will be 35 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**
  - i. **Minors** - Game ball shall be a 11” yellow raised seam ball.
  - ii. **Majors** - Game ball shall be a 12” yellow raised seam ball.
- E. **Team Uniforms** - Players must wear their team shirts (tucked in) & team hats.
- F. **Other Apparel** - Batters, runners, catchers and uniformed player base coach must wear **helmets with masks**. Players should have tennis shoes or sports shoes with rounded plastic cleats. Metal cleats are prohibited.
- G. **Safety Base** – Safety base (Double base) at 1st base shall be used:
  - a) 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. 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.
  - b) 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.
  - c) If there is no play being made at the double base, the batter-runner may use either the white or the colored portion.
  - d) When returning to the base or when tagging up, the runner must use the white portion.

**6. START & LENGTH OF GAME** – Game begins promptly at 6:30pm with all managers, coaches and players reporting at 6pm. Length of game is for 1 hour and 45 minutes or 6 innings which ever occurs first. Umpire shall be responsible for egg timers, which shall be set for 1 hour and 45 minutes. Completion of the inning (top and bottom) being played at the 1 hour and 45 minute signal shall occur.

- A. **Regulation Game** – 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.
- B. **Inning** - A new inning begins immediately after the 3<sup>rd</sup> out of the previous inning and ends when each team either has three outs or has scored seven runs.
- C. **Tie games** – A tie score (after 6 innings or 1 hour and 45 minutes, which ever occurs first) will stand.
- D. **Infield Warm-up** - Home team has infield for warm-up from 6:05-6:15pm and visiting team has infield for warm-up from 6:15- 6:25pm.
- E. **Score Cap/ Mercy Rule**
  - i. **Majors** - There will be a seven (7) run limit per inning and no “unlimited run” inning. The mercy rule will be in effect; 15 runs ahead after 4 innings or 8 runs ahead after 5 innings.
  - ii. **Minors** - There will be a five (5) run limit per inning and no “unlimited run” inning. The mercy rule will be in effect; 11 runs ahead after 4 innings or 6 runs ahead after 5 innings.

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**7. PLAYERS** – Each team shall field ten (10) players and the tenth player shall play the position of outfielder or rover (the rover can be placed anywhere in the outfield, but is not allowed on the infield).

**Exception:** If a team cannot field 10 players due to injury, illness or lack of attendance, a minimum of eight (8) players will be required to field a team.

**Exception:** A team may only play with less than the 8-player minimum if injury/illness occurs during play of the game.

- A. **Offense** – All players in uniform shall bat round robin.
- B. **Defense**- Each uniformed player must be given a position on the field for at least 6 defensive outs, except for any disciplinary action announced prior to the start of the game or any disciplinary action during the game for behavior occurring during the game.
- C. **Substitutions** – There are no restrictions on substitutions.

**8. MANAGERS AND COACHES** – A maximum of one (1) manager and one (1) coach shall be allowed in the dug out. 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.

- A. **Time Outs** -Manager or coach may request “time” from the umpire before attempting to demonstrate a technique or explaining a play to players or batters during the progress of the game.
- B. **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.
- C. **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 tee ball area for unacceptable behavior.
- D. **Scores** - The manager of each team must report the results of the game to appropriate web site within 24hours. Reports must include the following: *Team Names, score, innings played & Umpire’s name*
- E. **Clean up** – Managers and coaches are required to see that trash is cleaned up after the game. No food or glass is allowed in the dugout.
- F. **Base coaches** – Adult coaches may be in first and third coaching boxes with a uniformed player assisting at first base. Uniformed player must wear a helmet.

### 9. PITCHING –

- A. Pitchers may pitch no more than six (6) innings per game.
  - i. **Minors** - total of eight (8) innings in two (2) consecutive games within a seven-day period.
  - ii. **Majors** - 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. **Exception:** Rain Make-Up games. Pitching Log will be used to determine a pitcher’s remaining innings from rainout week. Any make-up innings need to be denoted on pitching log with an “R”.
- C. Each team is required to pitch a league-age 11 Major / age 9 Minor player (Age as of Jan 1<sup>st</sup>) at least one (1) innings per game. If a team has less than five age 11 Majors / age 9 Minors players, the required “younger pitcher” can be any of the 5 youngest players on the roster as long as this is brought to the attention of the opposing coach prior to the beginning of the game.
- D. Intentional walks are not allowed.
- E. Pitcher must start with both feet touching the pitching rubber. No crow hopping allowed.
- F. 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, the pitcher must be replaced by another.
- G. A player, once removed as pitcher, may not pitch again in the same game.
- H. **Pitching Log** – 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
- I. Each team must supply opposing manager with their pitching log **prior** to each game. Failure to do so results in the requirement of pitching an 11 year-old pitcher Majors - 9 year-old pitcher Minors during the entire game. Failure to comply will result in a forfeit. Managers must fill out pitching log for opposing team during each game and return it at the completion of the game.

### 10. BATTING –

- 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.

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- 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. **Infield Fly** – There is no infield fly rule
  - E. **Runs per inning**
    - i. **Minors** - Only five (5) runs are permitted per inning.
    - ii. **Majors** - Only seven (7) runs are permitted per inning.
  - F. **On-Deck Warm-up** – There will be **no** on-deck warm-up swings.
  - G. **Courtesy Runners** – Courtesy runners shall be allowed for pitchers and catchers with 2 outs, however, courtesy runner must be the last player batted out.
  - H. **Third strike** - the third strike is considered an out regardless of whether or not it is caught.
- 11. BASE STEALING** – runner(s) advancing when a pitched ball is not hit fair.
- A. **Stealing** – Stealing is only permitted when ball is in play.
  - B. **Minors Only** - there is **no stealing of home at any time**, regardless if the catcher makes a throw to make a play on a base runner. (Majors division may steal home)
  - C. **Leaving a Base** – players are not allowed to steal a base until the ball reaches the batter. Leading off from a base is not allowed.
  - D. **Pitchers Once** the ball is thrown back to the pitcher inside the pitchers circle and all runners must immediately advance or return to a base.
  - E. **Exception:** if the pitcher makes any motion to attempt a play on a runner, they may continue to advance or return to a base.
- 12. FORFEITS** - 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 league coordinator 5 days prior to scheduled game. Failure to do so will result in forfeiture.
- 13. RAINOUT CANCELLATIONS AND RECHEDULING GAMES –**
- A. Before 5:00 pm check host cities website or contact home team coach for any cancellations.
  - B. After 5:00 p.m. a game may **ONLY** be cancelled due to weather by the umpire at the field.
  - C. Rainouts and Cancellations are automatically rescheduled on Friday of the same week, on the same field and at the same time unless otherwise notified.
  - 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.
- 14. APPEALS –**
- A. Umpire judgment calls are not open for appeal.
  - B. Appeals on rule interpretations will be presented to a board comprised of 1 member from each of the participating “towns” (Fenton, Lake Fenton, Linden, and Hartland).
  - C. The board members from the involved “towns” will be allowed to take place in discussion but will not be allowed to vote. In the event of a tie, the head umpire and/ or Little League office in Indiana will make the tie-breaking decision.
- 15. TOURNAMENT PLAY** – home team is highest seed.
- A. **Seed placement** – overall win-loss records shall be used.
  - B. **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.
  - C. **Championship Game** - TBD – No time limit, game must be played out.
  - D. **First & Second Place Awards** – TBD
  - E. **Funding of Awards and Tourney costs** – By June 1<sup>st</sup>, 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.
  - F. **Max of 14 awards** – extra awards are the responsibility of the town that wins the award.