Boys Coach Pitch 2026

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 League starts week of April 21st Spring/ Week of August 11th Fall

Spring Ages: 7 & 8yr old's, **Fall Ages:** 6, 7yr old's

- Tuesday & Thursday Game 6:30 start time. Fall start time varies due to daylight hours.
- Minimum 10-game schedule, completed 2 weeks prior to season start.

Quick Reference Guide to Little League Rules

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:
      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 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.
      ii. 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.
      iii. If there is no play being made at the double base, the batter-runner may use either the white or the colored portion.
      iv. 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!)**
   b. Players are allowed to play games with two teams concurrently (travel, etc.) under the stipulation they are registered before registration deadline.

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; i.e. (F for Fenton).

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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 if the minimum number of players is met. The opposing team does not have to play down.
   b. Outfielders must play in the outfield and are not allowed to come into the infield to make plays on routine ground balls on the infield (outfielders are permitted to back up the play).
   c. 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.
   d. A team may only play with less than the 8-player minimum if injury/illness occurs during play of the game.
   e. Please note that there is no grace period, game time is start time.

Quadtown Supplemental Rules

5. **Start & Length of Game** (including warm-up times)
   a. Starting time is 6:30 p.m.
   b. Length of game is 1 hour and 30 minutes or 6 innings whichever comes first.
   c. The coaches are responsible for setting, starting and facilitating the timer.
   d. No new inning to begin after the 1 hour 30-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. The team listed last on the schedule will be the home team and will occupy the third base line dugout. 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.

6. **Individual Playing Time Parameters**
   a. No player shall sit out 2 defensive innings in a single game before all players have sat out 1 defensive inning.
   Exceptions: Disciplinary action announced prior to the start of the game or any disciplinary action during the game for behavior occurring during the game.
   b. Defensive playing time WILL be spread equally between ALL players regardless of talent level.
   c. Defensive positions WILL be rotated between ALL players regardless of talent level.
   d. No player shall play in the same defensive position for more than 2 innings (full or partial).

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7. **Batting Policy**
   a. All players **in uniform** shall bat round robin.
   b. Each batter has 4 pitches to hit a fair ball. If the batter does not hit a fair ball the tee will be set up for **two** swings (hit or miss). If the batter does not hit a fair ball from the tee, the batter is out.
   c. **Pitched ball**: if a batted ball does not pass the 20ft arc line or a defensive player fields it before it crosses the 20ft arc line, it is a foul ball.
   d. **Off the tee**: If a batted ball does not cross the 20ft arc line or a defensive player fields it before it crosses the 20ft arc line it is a Foul ball and the player is declared out. If both the tee and the ball are struck and the ball travels into fair territory beyond the 20ft arc line it shall be considered fair.
   e. **Outfield hit**: When a fielded ball is thrown back from the outfield and touches the infield dirt or a defensive player standing on the infield dirt, a runner must stop at the base they are on, or if they are between two bases can only advance to the next base (at the risk of being thrown out). Note: if two players are between the same bases only the lead runner may advance, the following runner must return to the previous base.
   f. **Infield hit (on the infield dirt)**: The batter and runners may advance no more than one base.
      When the batter hits a fair ball off the tee the batter and all base runners may NOT advance more than 1 base
   g. All batters must wear a helmet (Mask is optional).
   h. Absolutely no bat donuts of any kind can be used.
   i. No on-deck batter is allowed
   j. A batter is automatically out when he throws his bat. The umpire may issue, at his/her discretion one warning per team if he/she chooses.
   k. All bats must have the USA Stamp.
   l. **It is the coach's responsibility to ensure all bats are legal for use in Little League**.
   m. **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.
      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.

n. Only low flight balls can be used in the outfield during warmups i.e. wiffle, smushballs. Only exception is soft toss into a net.

Coach Pitch: There is no infield fly rule.

8. Substitutions & Courtesy Runners

a. No Sub Runners
b. If a runner is hurt the player who made the **last batted out** is the courtesy runner.
c. No intentional walking

9. Base and Dugout Coaches

a. Only adult coaches/parents shall act as 1st and 3rd base coaches, only one per a base.
b. No Electronic devices are allowed on the field or inside the fence.
c. 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.
d. Only two (2) uniformed and board approved managers/coaches may be on the field during their team's defensive play in games played for the first 2 weeks. During the remainder of the regular season and playoffs, all defensive coaching shall be done behind an imaginary line from the backstop fence parallel to the first or third base line of your own team's bench. In addition, each team may have one (1) scorekeeper who may not enter the playing field but may be present in the dugout.
e. 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.
f. Player Behavior: Managers/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.
g. Spectator Behavior: Managers/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 little league grounds for unacceptable behavior.

10. Pitching Parameters

a. Coach or other adult shall be the offensive pitcher and pitch to their own team.
b. The ball will be pitched overhand.
c. The offensive pitcher must go to foul territory on an outfield hit.
d. The offensive pitcher must pitch the entire inning unless injured.
e. The offensive pitcher must make an attempt to get out of the way of a ball in play and make every effort to not hinder the defensive player's ability to field the ball.

If no attempt is made, the batter is out. If an attempt is made to get out of the way of a hit ball but the offensive pitcher is struck anyway, the ball is considered a dead ball and shall be re-pitched.

f. When the offensive pitcher is on the field, the defensive pitcher must be in the pitching circle. When the offensive pitcher is off the field and the tee is in use, the defensive pitcher must be in contact with the pitching rubber until the ball is hit.
g. A pitched ball that bounces before crossing the plate is a dead ball.
h. The offensive pitcher must stand in an area in line with and between home base and the pitching rubber, 20-30 feet from the rear point of home plate
i. No coaching by the offensive pitcher. Coaches may give batting instructions prior to hitting the ball, but after the ball is hit the offensive pitcher is not allowed to continually coach the batter or runners around the base. **Penalty**: after one warning by the umpire, the runner that the umpire deems as being "coached" will be called out.

11. Rainout/Cold Weather 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. all rainouts are decided at the field – show up at the field to find out.
c. If a scheduled game is canceled due to weather or some other factor it MUST be rescheduled to be played within a week of the original date. If a rainout occurs on that date, then you will have another week to get it scheduled.
d. 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)
e. 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.

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!

12. Base Runner

a. The base runner must stay in contact with the base until the ball is hit. Penalty: After the completion of the play the defensive team has the option of taking the result of the play or having the batter return to bat with the same pitch count they had prior to the play.

13. Umpires

a. The league shall provide one paid (12 year old Intermediate league or older) umpire. In the event no paid umpire is available, there shall be 2 adult volunteer umpires, one provided from each team for each regulation game. One shall be the home/3rd base umpire and the other shall be the 1st/2nd base umpire.

14. Score Cap

a. A cap of 5 runs scored is allowed per inning in the coach pitch division.
b. There will be **no unlimited-runs inning.**
c. No mercy rule in affect

15. Scores (Will update when we have a plan)

a. Winning team must submit score via online website: http://www.lakefentonlittleleague.org
Report the score within 24 hours of game completion. Failure to do so may result in forfeit for both teams.
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 count as a loss.

16. Playoffs

a. **Championship/Playoff Games –** First Tuesday or Thursday after league play completed. No time limit for Championship games only, must be played out.
b. Top 4 teams will make the playoffs. 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. **Fall Ball** will play one extra game. 1st plays 2nd, 3rd plays 4th 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.

17. Rule Violations

a. Coaches not following Little League rules will serve a one game suspension.

18. Appeals

a. Umpire judgment calls are not open for appeal.
b. Appeals on rule interpretations will be presented to the Fenton Little League Reps.
c. To appeal a misinterpretation of the playing rules you must:

Notify the umpire of the protest prior to the next pitch or before all infielders have left air territory.

File a written protest within 24hrs of the game's conclusion to the Boys League VP.