

2016 Quad Town Softball League
18 & Under, 14 & Under, 12 & Under
Recreational Town or City Teams Only
League Rules and Guidelines

Games/Time Limits

- Games shall consist of seven (7) innings. **Slaughter rule:** If one team is 12, 10 or 8 runs ahead after 3, 4 or 5 innings, or after 2½, 3½ or 4½ innings, if the home team is ahead by 12, 10 or 8 or more runs respectively, the team with the 12, 10 or 8 run lead shall be the winner. In addition, if a game is halted due to rain, or darkness, and four (4) innings have been completed, prior to the expiration of the One (1) hour and 30 minute time limit, the four (4) innings shall constitute a complete game. Games that are not complete will be continued from the exact point where they left off. Tie games shall be completed via the international tiebreaker rule. International tie breaker for all tied games at the end of regulation. Teams will send the last player to make an out in the previous inning to 2nd base to start their half of the inning with no outs.

*******Cancellation of Games & Make-up Games*******

Games will not be re-scheduled because managers or coaches can't be there. No exceptions will be granted. In the event of bad weather, each town will communicate with each other to determine cancellation. In the event of severe and prolonged rain, games may be canceled ahead of the scheduled start time, and the visiting coach notified via a telephone call. It is each team's responsibility to have a minimum of seven (7) players at the field by the scheduled start time. Failure to do so will result in a forfeit. A game may be started, played and finished with as few as seven (7) players. Double forfeitures will be ruled when neither team is present.

*******Line-ups-Offense*******

*A continuous batting order is used. The team batting order shall consist of a minimum of seven (7) players. All players should be listed in the pre-game batting order. Players must bat in their appropriate slot. If a player listed on the line-up fails to appear, that slot in the batting order will be eliminated without penalty. If the player arrives late, her manager must enter her at the bottom of the batting order. All late arrivals will be placed at the bottom of the batting order if on the line up or not, without penalty. In the event of injury, illness to a player or if the player leaves prior to the completion of the game, the following procedure will be followed; If it's a base runner, the last batter to have made an out will be inserted for the base runner. If it is a batter, the next time the player is due to bat, her spot will be eliminated without penalty if she cannot re-enter. She may re-enter if **injured** or **ill** at any time during the game if she is physically able. In the event of an ejection, the next time the ejected player is due to bat, her spot will count as an out.*

Each girls name (no nicknames) and numbers must be on the line-up card and scorebook for every game so that it matches the team roster, so if any coach needed to check a scorebook it would match the team roster.

Run Limits per Inning

12U and 14U Division – 5 runs maximum per inning. The inning is over after the 5th run scores for the team batting.

Line-ups-Defense

A maximum of nine (9) players is allowed on the field. A game may be started, played and finished with as few as seven (7) players. If one team has seven (7) players and the other has a full compliment of players, there is no penalty to be assessed against the team with its full compliment. That team may still field nine (9) players. Substitutions are allowed every inning without consequence to the replaced player. Substitutions are to play the complete inning unless injured. **With the exception of the pitcher and catcher, NO player can sit out two innings without everyone else sitting out one inning and no player can sit out three innings without everyone else sits out two ect....** **Exception to this rule is unless a player is being disciplined.** It will be left up to each manager to abide by this rule. Please use the honor system. The opposing manager will not check and see if you are playing your girls fairly. The parents on the team will be the judge of you as a manager. However, if the opposing manager finds out that you did not play any player at least every other inning, then you might be subject to a forfeit for that game. This notification must be addressed within 2 days after the game. Please, let us not even have to enforce this rule. Unlimited substitutions will be allowed.

Batting Helmets & Bats

All batters, base runners and on-deck hitters must wear batting helmets. Face guards on the helmets is MANDATORY. All bats must be official softball bats. If the opposing manager wants to check your bats, they must be approved by that opposing manager. No Little League or baseball bats of any kind can be used for softball.

Metal Spikes

No metal spikes will be allowed by any players in any division.

Game Ball

The league will be using the Optic 12" or 11" N.S.A. approved ball. The home team will provide two game balls.

Dugouts

The home team will occupy the third base dugout. Each team will clean up their side of the field and dugout after each game, including dugout and spectator stands areas. Please inform parents and spectators.

Pitching

NSA fast pitch regulations shall apply. Pitchers may pitch an unlimited number of innings per week. If any pitcher in any age division, starts hitting girls with the softball while pitching (meaning a direct hit) **she will be removed from the pitchers mound for that particular game under the following**

conditions: the pitcher hits 3 girls in any particular inning or hits 5 girls per game. 18U and 14U will pitch from 43'. 12U will pitch from 40'.

Reporting Scores

The winning team will go to www.stjohnsoftball.com website on the front page under to report the final score of each game after each game. Failure to report the game score within 48 hours after the start of scheduled game time, will result in a LOSS for both teams. Tell game date, game time, who played, and who won.

Umpires

The home team will provide a home plate and a field umpire.

Protests

Protest fee is \$100.00 per game. This fee is non-refundable if you win or lose the protest. Written protests must be submitted to the Quad Town Board of Directors within twenty-four (24) hours of occurrence. No exceptions will be granted. The coordinator will submit the manager's protest to the home plate umpire of said game and the home team umpire-in-chief, and a ruling will be made within ninety-six (96) hours of its receipt. Any league decision will be decided with one vote via e-mail or written ballot from one representative of each town involved in Quad Town.

Travel Girls / Organized Teams

A girl will be considered a travel ball player (TBP- OT) in the Quad Town League if she plays in 'A' or 'B' game/tournament or subs (regardless if rostered or not), for any TB/OT in any or all NSA, ASA, USSSA, Little League or Babe Ruth sanctioned tournaments or if she is rostered on a TB team roster for the months of the calendar year of TB or prior to and during the current Quad Town Season. All (TBP- OT) must be declared on the Quad Town League Team Roster and Line ups by May 1st of every season and TB Team Name stated by their name.

The maximum number of travel team players/OT player that can be either on the roster or playing as a substitute for a Quad Town League team will be three (3) per game. Only three (3) girls who are on a traveling team will be allowed to be on the roster of a Quad Town League team. Three (3) girls on the roster only regardless of age division can play on one particular Quad Town League team. Because the Quad Town League has a continuous batting order, no particular Quad Town League team can have any more than (3) travel girls on the roster or substitutes playing in any one particular game. Travel girls who are playing as a substitute must wear their town team uniform when playing as a substitute in any game.

Travel Ball Pitchers will be allowed in 14U and 18U. 14U will have a two inning restriction for **Quad Town Tournament ONLY! No restrictions for regular season and end of season tournament.**

12U Travel Ball players / Organized team players will be restricted from catching and pitching.

A girl will be considered a organized team player if any of the following exist: If the girl belongs to another team outside of the Quad Town listed town ball organizations, if the team plays organized scrimmages, round robins, sanctioned or non sanctioned tournament games, if the player belongs to a team that is formed by tryouts or any team that Quad Town does not feel fits the "town ball" criteria of Quad town tournament or Quad Town regular season play will not be permitted to pitch or catch in the 12U division. This rule will also apply for the 8U and 10U division during Quad Town Tournament.

Penalty: If throughout the Quad Town Year including Quad Town tournament we find out and verify that a team has more than 3 TBP on their roster, that team will forfeit all remaining regular season games and be disqualified from participating in the QT year end tournament. This decision will be final and not up for discussion or no league protest will be allowed.

All other Rules

When there is no applicable local rule, NSA fast pitch rules shall apply.

Substitute Player Rules

A player(s) from a lower age group from the same town or city or a player(s) from the same age group from the same town or city or a player(s) that is a member of the Quad Town League 18U, 14U or 12U Girls Softball Quad Town League may be used as a substitute. 12U can bring up 10U girls from the same town or city. They can be used as a substitute(s) in the 18U, 14U or 12U Divisions under the following conditions:

The substitute player(s) may not play in place of a regular roster player. I. E. if a team has nine or more roster players at a game then the substitute(s) may not play the field or bat.

If the team has fewer than nine roster players at a game then a substitute(s)/ pull ups or same division may play. Max. pull ups/lateral are limit to 3 players.

The substitute player(s) shall not miss any of the scheduled games in her age group in order to substitute in an older group or same age group.

Substitute player(s) must be listed on lineup card. At no time shall there be more than 3 TB/OT players on a team.

TB/OT player(s) shall not be used as substitute player(s), unless they are on an existing league team (Town/Quad-Town)

Substitute player(s) must have her own team shirt to wear during the game (shirt from team on which she is listed on the roster).

Number of substitute players shall be limited to three (3) per team per game. Will not be allowed to pitch or catch and must play the outfield. Pull ups and lateral must be from the same town/city.

Substitute player(s) must be at the bottom of the batting order.

Substitute player(s) must be a member of the town or city league for who she is substituting for or a player that is a member of the Quad Town Softball League 18U, 14U or 12U, Girls Softball League. 12U can bring up 10U girls from the same town or city. 18U can use 18U, 14U. 14U can use 14U, 12U. 12U can use 12U, 10U players.