

# QUAD COUNTY

## BASEBALL & SOFTBALL LEAGUE RULES

### (10U Division)

#### Town Representatives

1. Haysville – Nick Norris | 316-529-5922
2. Mulvane – Avery Dillon | 316-651-7281
3. Clearwater – Carol Barrientez | 620-584-2323
4. Belle Plaine – Troy Moree | 316-204-1540
5. Douglass - Jason Brewer | 316-619-7696
6. Rosehill - Josh Meyer | 316-776-9880
7. Derby – Curtis Baxter | 316-788-3781
8. Winfield – Aaron Fuller | 620-221-2160
9. Oxford – Missy Swanson | 620-218-8775
10. Udall - Gina Hoffman | 620-262-5317
11. Wellington – Connor Pilant | 620-326-3323
12. Independent – Lauren Speer | 913-220-1256
13. Ark City – Landon West | 620-441-4300
14. South Haven – Casey Cullen | 620-660-9382

#### GENERAL QCL RULES

1. All teams competing in QCL play shall abide by these rules and shall agree to report all games, scores and information as required.
2. Town representatives will be responsible for turning in the game reports for home games. Coaches are not responsible for turning in the game results.
3. Rules below are to be used in conjunction with the current USSSA Rulebook.
4. All games shall be played as originally scheduled.
5. If a game is called due to weather or other unforeseen circumstances, the home coach shall give the visiting coach 2 dates as possible make up dates. If the visitor cannot make either one of those dates work, it is a forfeit by the visiting team. All rescheduled games due to weather may be rescheduled Monday-Friday.
  - a) If a game is called due to weather or other unforeseen circumstances and the home team is unable to reschedule that game, it will be a forfeit by the home team. EXCEPTIONS: 1). If a game is cancelled twice or more due to weather and does not get played during the season, it will go down as a no contest. Ever attempt must be made to reschedule the game 2). The visiting team, if able, can host the game. (The originally scheduled home team is still responsible for any and all game costs). If the original scheduled visiting team cannot host, it becomes a forfeit for the home team.

- b) The reschedule must be on the calendar and confirmed with both coaches within 10 days of the postponed game, regardless of who is hosting the game. Failure to do so will result in that game not being played. It will not count towards either team's record.
- c) Once a postponed/canceled game is rescheduled, if one team does not show-up for the rescheduled game, it shall be counted as a forfeit with the team who failed to show-up as the loser. Failure to show-up to a scheduled OR rescheduled game can mean:
  - i. Not having enough players at game time that meets the minimum amount required to start a game.
  - ii. A team showing up later than 15 minutes after the scheduled game time with the required number of players needed to start the game.
- d) A game can also be forfeited by a team for any of the reasons below:
  - i. Refuses to continue play after the game has started.
  - ii. Persists in tactics designed to delay or shorten the game.
  - iii. Willfully and persistently violates any one of the rules after being warned by the Umpire.
  - iv. Cannot provide the required number of eligible players to start or continue a game.

## **League Play**

1. Game time starts immediately following the plate meeting.
2. Appropriate music without cursing may be played in the dugout up until game time. No walk-up music or music between innings will be allowed.
3. Coaches are responsible for their players and spectators supporting their team, before, during, and after the game. If a player or fan is behaving inappropriately, it is up to the coach to handle the situation. A coach, spectator or player will be asked to leave the complex if the issue is not addressed. A coach will be asked to leave the complex if the issue is not addressed. If a coach or parent attempts to strike, grab, push or touch an umpire or opposing coach in an aggressive manner, they will immediately be escorted from the complex and banned from the league for life. They may only be reinstated after consultation with the League Board. The host team's local organization shall be responsible for ensuring compliance of this section and shall call local law enforcement if necessary.
4. Coach Ejection: If a coach is ejected from a game, they must immediately leave the entire complex and will serve a (1) game suspension which will be served the next scheduled game. The 2nd ejection can result in a suspension of up to a calendar year (so if the 2nd ejection occurs June 30th, they cannot coach or participate in league activities until June 30th of the following year) or if severe enough permanent banishment from the QCL. This shall be determined by the town representatives of the two teams involved in the game when the 2nd ejection occurred. All ejections will be recorded and kept by an appointed league representative. Final disciplinary actions will also be reported to the same league representative.
  - a) Any umpire working a game when an ejection occurs will be required to fill out an incident report and return it to their town representative immediately.
5. Player Ejection: Any player ejected from a game shall either immediately remove themselves from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the supervisor.
6. Chatter – Baseball & Softball Divisions
  - a) Nothing derogatory directed towards the other team, fans or coaches. Nothing to entice a swing (hey, batter, batter), no fence shaking/bats struck on any part of the dugout. Only positive chants directed to their own team meant build team unity without disrupting the progress of the game. The umpire or site supervisor has the right to restrict or eliminate chants if, in their opinion, the chant violates this rule.

## **Rosters**

1. There are no district boundaries limiting where a player can play. Per QCL rules, any team can have up to 3 kids out of their school district on their league roster.
2. A player can be rostered on a USSSA tournament team AND also be rostered on a QCL roster
  - a) EXCEPTION: A player cannot be rostered on two teams playing in the same tournament.
3. Roster Substitutions
  - a) In order to use a player as a “fill in” to meet the 8 player requirement to avoid a forfeit, that player must be rostered on a QCL roster or be participating on a current Machine Pitch team from the same town. Player must meet the age cutoff required for the team they are substituting for. This player CANNOT pitch for the team they are substituting for or the game will be an automatic forfeit for that team.

## **Post Season League Tournaments**

1. Must use league roster to compete in any league tournament (no All-Star teams).
  - a. EXCEPTION: A maximum of 3 players can be added from the same town in order to meet the 8 player requirement so long as they meet the age cutoff and are on a current league roster. No player can be on 2 rosters of teams who are participating in the same tournament. The head coach MUST notify the tournament host of any roster changes prior to the tournament.
  - b. If, after hitting the 3 player maximum, the team can still not field 8 players, they are not allowed to pull any more players, regardless of the exception stated above.
2. League tournaments for all age divisions will take a pre-determined number of the top teams to form the tournament field. The number taken is based on total number of teams in each age division. Seeding will be based on record.
  - a. Rules followed at the league championships:
    - i. Tournament format (single elimination)
    - ii. Game times and dates will be determined by the individual host town.
    - iii. The league tournament fee will be \$100 per team for **all** tournaments

# Quad County League Baseball Rules

ABBREVIATED PLAYING RULES	Age 9-10
Base Distance	60 Ft.
Pitching Distance Comp.	46 Ft.
<b>INNINGS</b>	
Single Game	5
If Doubleheader	4 / 4
Legal Game*	2 1/2
Runs/Innings Limit	5
Time Limit (No new inning can start after 1 hour 20 minute mark)	1 1/2 hours
*(Must finish current inning depending on the game scenario)	
<b>RUN RULE</b>	
Fifteen after	3 innings
Ten after	4 innings
Infield Fly	Yes
Run on Dropped 3rd Strike	No
Steal Bases	Yes
Steal Home*	No
Number of Fielders	9
Number of Batters	Entire Lineup
Courtesy Runners	No
<b>NUMBER OF PLAYERS</b>	
To Start Play	8
To Continue Play After Start*	7
Metal Cleats Allowed	No
Player's Age as of May 1 <sup>st</sup> , 2026	10

\*Once the time limit has expired, there are only certain ways in which the game will NOT continue. The following scenarios will result in the end of the game.

- At the time limit, the home team is ahead and batting (finish current hitters at bat first).
- At the time limit, the losing team has no way to tie or overturn the score due to the run limits per inning rule.

\*Legal Game: A legal game is the minimum required innings, if time limit has been reached or if 1 hour of play has been completed. If the required number of innings is not met and the game met 1 hour of play due to a live game being cancelled due to weather the team winning will be deemed the winner.

\*Steal Home: Runners can only advance home as a result of a batted ball or runner being walked in.

- All players on lineup bat with free substitution. Injured players are NOT considered an automatic out. An ejected player is an automatic out in subsequent at-bats. Game is forfeited if the total number of players goes below 7 players (thus can NOT play with only 6 players).

\*To Continue Play after Start: If a team dropped down to only having 7 players, any injured player's position becomes an automatic out in the batting order.

## QCL Baseball Bat Regulations

### 1. 10U BASEBALL DIVISION

All bats must have the permanent USSSA 1.15BPF stamp (made by an approved manufacturer) or have the “USA Bat” stamp.



## Extra Innings

1. 10U Baseball games will not have extra innings.

## Pitcher Rules

1. If an excessive number of batters are being hit by a pitch from the SAME pitcher, the umpire may issue a warning, and if necessary, may then call for a change of pitcher. This is a safety rule and is a judgement call.

## QCL Baseball General Pitching Rules

1. ONE warning per pitcher per game on balk rule, all other balks after warning shall be accessed.
2. A calendar week is Monday through and including Sunday.
3. A player may play up an age division to avoid a forfeit. The player must have approval of his regular coach and will only play if there are not enough to field a team. This player can NOT pitch.
4. Rules not addressed by the Quad County League Rules or the abbreviated rules will be governed by the National Rulebook for USSSA (9/10) for the applicable age group.

## Pitching Limitations: 10U Baseball

1. A pitcher, regardless of age, may pitch six (6) innings per calendar week. This applies to all games regardless of when played. This includes rescheduled and make-up games.
2. If a pitcher delivers one (1) pitch in an inning, he shall be charged for one (1) inning pitched.
3. The calendar week is Monday through and including Sunday.
4. A baseball pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than two (2) innings in any one game. Each game in which a pitcher pitches is considered an assignment.
5. Games in which an ineligible pitcher has been used as specified in paragraphs 1, 2, 3, and 4 shall be declared a forfeit. The withdrawal of an ineligible pitcher after the pitcher is announced or after a warmup pitch is delivered but before that pitcher has pitched a ball to a batter shall NOT be considered a violation. League Officials are urged to prevent forfeits.
6. Each game in which a pitcher pitches is considered one (1) “assignment”. Therefore, a pitcher in the same game may start out as a pitcher, play another position, and return to the mound and this would still be considered as one (1) assignment.
7. A pitcher may pitch a maximum of 5 innings for 10U).

## Baserunner Rules

1. If a coach touches a player in order to send them to a base or stop their progress to another base, that runner will be called out.
2. Crash Rule in effect for all divisions
  - a) Base runner is not required to slide but must attempt to avoid any contact. If in the umpire's judgement the contact was flagrant, the runner is out and given a warning or can be ejected.
3. Stealing

10U BB - The runner may attempt to steal with the risk of being put out when the pitched ball crosses the plate. Runners are only allowed to steal (1) base. Runners cannot advance to the next base.

- i. A runner on 3<sup>rd</sup> base may not steal home on a pitched ball. Runners on 3<sup>rd</sup> base can only advance on a batted ball or if forced in (walked or hit by pitch). A runner on 3<sup>rd</sup> base cannot advance home on a passed ball to the backstop or on a throw down to a base that results in a passed ball in the infield.
- ii. No lead offs will be allowed in the 10U division.
- iii. There are no limits on overthrows nor a limit on how many bases per overthrow as a result of a batted ball.

# QUAD COUNTY LEAGUE SOFTBALL RULES

<b>ABBREVIATED PLAYING RULES</b>	<b>Age 9-10</b>
Base Distance	60 Ft.
Pitching Distance Comp.	35 Ft.
Pitching Circle	8 Ft. Radius 16 Ft. Diameter
<b>INNINGS</b>	
Single Game	5
Doubleheader	4 / 4
Legal Game*	2 1/2
Runs/Innings Limit	5
Time Limit (No new inning can start after 1 hour 20 minute mark)	1 1/2 Hours
*(Must finish current inning depending on the game scenario)	
<b>RUN RULE</b>	
Twelve after	3 <sup>rd</sup>
Ten after	4 <sup>th</sup>
Infield Fly	Yes
Run on Dropped 3rd Strike	No
Steal Bases	Yes
Steal Home*	No
International Tie Breaker	No
Number of Fielders	10
Number of Batters	Entire Lineup
<b>Number of Players</b>	
To Start Play	8
To Continue Play after start*	7
Softball Size	11"
Metal Cleats allowed	No
Players Age prior to August 31, 2025	10

\*Once the time limit has expired, there are only certain ways in which the game will NOT continue. The following scenarios will result in the end of the game.

- At the time limit, the home team is ahead and batting (finish current hitters at bat first).
- At the time limit, the losing team has no way to tie or overturn the score due to the run limits per inning rule.

\*Legal Game: A legal game is the minimum required innings, if time limit has been reached or if 1 hour of play has been completed. If the required number of innings is not met and the game met 1 hour of play due to a live game being cancelled due to weather the team winning will be deemed the winner.

\*Steal Home: Runners can only advance home as a result of a batted ball or runner being walked in.

\* All players on lineup bat with free substitution. Injured players are NOT considered an automatic out. An ejected player is an automatic out in subsequent at-bats. Game is forfeited if the total number of players goes below 7 players (thus can NOT play with only 6 players).

\*To Continue Play after Start: If a team dropped down to only having 7 players, any injured player's position becomes an automatic out in the batting order.

### **QCL SOFTBALL BAT Regulations**

The bat shall be round in cross section, straight in length and measure not more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. All key graphics, including USSSA and 1.20BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.



### **International Tie Breaker Rule**

1. 10U Softball - If, after the completion of the 5<sup>th</sup> inning or the time limit is reached, the score is tied, the game result will end with a tie.

### **Softball Pitching Limitations**

1. In the 10U Softball division, a pitcher, regardless of age, may pitch in no more than 10 innings per calendar week. Applies to all games regardless of when played. This includes rescheduled and make-up games.
2. If a pitcher delivers (1) pitch in an inning she shall be charged for (1) inning pitched.
3. The calendar week is Monday through Sunday.
4. Games in which an ineligible pitcher has been used shall be deemed a forfeit.

### **Softball Pitching Rules**

1. The pitch begins and cannot be discontinued when the hands are separated once they have been placed together.
2. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall take not more than one step which must be forward, toward the batter and simultaneous with the delivery.
  - a) EXCEPTION: When removing self from the pitcher's position.
3. The pivot foot must remain in contact with the pitcher's plate or push off and drag away from the pitcher's plate or be airborne prior to the non-pivot foot touching the ground. The pitcher may leap from the pitcher's plate, land with the non-pivot foot and with a continuous motion deliver the ball to the batter. The pivot foot may follow through with the pitcher's continuous motion.
  - a) Note 1: It is not a step if the pitcher slides their foot in any direction on the pitcher's plate, provided contact is maintained.
  - b) Note 2: Technique such as the "crow hop" is illegal
4. Penalty for Illegal Pitching
  - a) One (1) warning per pitcher will be issued. 2<sup>nd</sup> Offense equals a dead ball/a ball on batter.
5. Pitching Windup
  - a) Pitchers may use any of the following windups' desired provided below:
    - i. No motion to pitch is made without immediately delivering the ball to the batter.
    - ii. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and return the ball to both hands in front of the body.
    - iii. The pitcher does not use a windup in which there is a stop of reversal of the forward motion.
    - iv. The pitcher does not make more than 1 ½ revolutions of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
    - v. The pitcher does not continue to wind up after taking the forward step or after the ball is released.
    - vi. If an excessive number of batters are being hit by a pitch from the same pitcher, the umpire may issue a warning, and if necessary, may then call for a change of pitcher. This is a safety rule and is a judgement call.

## \*Rule Change\*

6. Each batter will face a player pitcher. No walks will be allowed. Once a player pitcher has thrown 4 balls to a batter, the batter will continue their at bat with the existing count and will receive UP TO 3 additional pitches thrown by the offensive coach until they either have hit a ball fair or strikes out.
  - a) Example: If a batter has a count of 4 balls and no strikes, they will receive up to 3 pitches to hit a ball fair or strike out. If a batter has 1 strike, they get 2 pitches, etc.
7. Player Pitcher
  - a) Once the coach pitcher takes their position, the player pitcher must be even or behind the pitching rubber on either side BEFORE the coach pitches the ball. This is a safety rule.
8. COACH Pitcher
  - a) When a COACH is pitching, a batter cannot end their bat on a foul ball unless the defense catches it in the air.
  - b) The coach pitcher must come from the dugout or from base coaching and be designated prior to the game. Coach pitchers must remain in the dugout or at their base unless they are pitching.
  - c) Coach pitchers must begin their pitching motion with both feet inside the pitching circle. The coach pitcher's forward stride may take their stride foot outside the circle. NO Coach pitcher will be required to pitch from the rubber/pitcher's plate.
  - d) The pitch from the coach pitcher MUST be underhand. The coach is allowed one step forward and must release the ball.
  - e) Any pitch delivered from a coach can be deemed a "no pitch" by the home plate umpire if the ball lands on or anywhere in front of home plate, goes behind the batter, completely over their head. The batter will have a maximum of 2 extra pitches per at bat from the coach pitcher if a ball is deemed as a "no pitch". If the last pitch from the coach pitcher is not a foul ball or hit into fair territory, the batter is out. There are no walks from a coach pitcher.
  - f) If the batter completes a swing, regardless of pitch location, it will be called a strike.
9. If a batter is hit by a pitch from a player pitcher, the ball is dead and the batter is awarded 1<sup>st</sup> base as they normally would. If the batter is hit by a pitch from a COACH pitcher, the ball is deemed a "no pitch" and will be re-played. No base is awarded.
  - a) If the batter were to swing at a pitch from a coach pitcher and is hit by the pitch, it shall be called a strike.
10. If a batted ball hits the coach pitcher BEFORE a defensive player touches it, it is a dead ball and the pitch will be re-played. A batted ball that strikes a coach pitcher AFTER it is touched by a defensive player is considered a LIVE ball and in play. After delivering the pitch, the coach must do their best to avoid interfering with the play.
  - a) If a pitch from a coach pitcher is hit fair, that coach MUST stay in place and make an attempt to avoid contact with a defensive player or a live ball.
  - b) Any coach who, in the opinion of the umpire, interferes with a defensive player making a play on the ball or does not make an ATTEMPT to avoid a thrown ball, will be called for offensive interference. Result: The ball is dead, the batter is out, and any runner that advanced must return to their last tagged base. This is a judgement call.
11. Bunts are only allowed when facing a PLAYER pitcher.
12. The COACH Pitcher CANNOT communicate with the batter prior to a pitch (i.e. count down or give hand motions prior to a pitch).

## Hitting

1. Bunting will be allowed on a pitch from the player pitcher only.

## **Baserunner Rules – 10U**

1. Runner can leave when the ball has left the pitchers hand.
2. No lead offs allowed.
3. Crash Rule is in effect for all divisions.
  - a) Base runner is not required to slide but must attempt to avoid any contact. If in the umpire's judgement the contact was flagrant, the runner is out and given a warning or can be ejected.
4. If a coach touches a player in order to send them to a base or stop their progress to another base, that runner will be called out.

10U Softball - The runner may attempt to steal with the risk of being put out when the pitched ball leaves the pitchers hand. Runners are only allowed to steal (1) base. Runners cannot advance to the next base.

- a A runner on 3<sup>rd</sup> base may not steal home on a pitched ball. Runners on 3<sup>rd</sup> base can only advance on a batted ball or if forced in (walked or hit by pitch). A runner on 3<sup>rd</sup> base cannot advance home on a passed ball to the backstop or on a throw down to a base that results in a passed ball in the infield.
- b There are no limits on overthrows nor a limit on how many bases per overthrow as a result of a batted ball.

***REVISED 2/13/2026***