

# Quiet Corner 4-Point Pitch Summer League 2026

Revised 3/5/2026

## ***When & Where***

- The season will play every Thursday from June 11 to August 20 at the Pomfret Community Center, 207 Mashamoquet Road starting at 6:00pm.
- An end-of-season tournament is scheduled for Thursday August 27.

## ***Players***

- A player must be at least 16 years old and have a basic understanding of the game and the rules.

## ***Fees and Registration***

- League fees are \$15 per person. \$5 of the league fee will be applied to end of season tournament appetizers/desserts. Remaining league fees will cover hall expenses and operations. All financial transactions will be posted on the league web site.
- There are three ways you can register for the league:

1. Register and pay electronically through the Pomfret Online Registration Platform! Scan the QR code below or go to the following Pomfret Recreation website:

**<https://secure.rec1.com/CT/pomfret-ct/catalog?filter=c2VhcmNoPTQyMTI2ODY=>**

Go under the Activities and Programs Tab and scroll down to 'Summer Pitch League'



2. Go to the league website ([www.quietcornerleagues.com](http://www.quietcornerleagues.com)), click on Pitch Home under the Pitch menu, then click the Registration Form button and print out a form. Complete and mail with your check to Pomfret Recreation Dept., 5 Haven Rd., Pomfret Center, CT 06259 - **OR** -

3. Submit the form and payment on the first night of the league.

## **Equipment**

- All equipment (cards) will be supplied by the league.

## **Format**

- Play is broken up into two different concurrent formats: a weekly competition and a league competition.
  - A total of 5 games will be played each week. The number of people who show to play each week will dictate the specific format for that evening's play. Players may end up playing doubles or cutthroat in any of the 5 games.
  - Each game will be played to 11 points, or until a 20-minute time limit has been reached. If the 20-minute time limit is reached with a game still in play, the players will complete the round that they are in the middle of playing. A round is considered in play if cards have already started being dealt.
  - Each week players will be given a scoresheet to fill out after each game they play. Players total their points they accumulated for each game. In addition, players record 2 additional points for each doubles game they won, and 3 points for each cutthroat game they won. For example, Ken and Maria were winning their game 9-5 when time expired. Both Ken and Maria will each record 9 Game Points and 2 Win Points for that game.
  - For example, in game 1, Team 1 totaled 7 points and team 2 won with 12 points. Team 2 then has a total of 15 points attained for the first game of their match, and Team 1 has attained 7 points.
  - If one or more teams/players end in a tie after reaching 11 or more points, or when the 20-minute time expires, players will then split the Win Points. For example, Ken and Maria both reached 12 points in a cutthroat game. The game ends, and both players will record 12 Game Points and 1.5 Win Points for that game. The third player will still record their own Game Points.
  - After each game is played, the two losing players will rotate clockwise to the next table for the next game. If there was a tie, the last person or team who dealt the last hand will stay at that table.
  - When starting a new game of doubles, you must team up with a player that you have NOT played with previously for that night if possible.
  - After the last game, players will tally their total points and hand their scoresheet into the league chairman.

- **Weekly Competition**

- Each week participants will contribute \$1 to the evening prize pool.
- The three players with the most Total Points at the end of the night will share the evening prize pool. In case of a tie, the total Game Points will be the tiebreaker. If there is still a tie, then the two place awards will be split evenly.

- **League Competition**

- Each week your Win Points and Total Points will be cumulatively added with previous weeks. Player standings for each category will be updated weekly on the league website. This will determine the 'Champion' for the season in each category and will be displayed on the league website.
- You must play at least 70% of the games to be eligible to become a 'Champion'.

## ***Rules of Play***

- **Dealing**

- Deal cards to each player three at a time, receiving 6 cards total.
- If a dealer mistakenly exposes a card during dealing, or deals the wrong number of cards, all cards are immediately collected, the deck reshuffled, then the hand re-dealt.

- **Points and Counting**

- Players bid to become the 'pitcher'. The player to the left of the dealer will bid first. The lowest bid a player can make is 2 and the highest is 4; or they can just pass on their bid. (We do not do 'smudge' bids).
- The dealer, being the last to bid, may have the privilege of *stealing the bid* by bidding the same as the highest bid. However, the dealer must make at least the minimum bid if all other players have passed.

- **The Play**

- When the bidding phase is over the pitcher will lead the play by choosing a card. For example, if the Pitcher plays the 10 of Hearts the trump suit will be Hearts. Heart cards then become the most valuable cards in the game, outranking the other suits. Each turn players must put down a card and must follow the trump suit if you can.
- If you are unable to follow the suit then you can play any card. Once every player has played one card you will need to decide who has won the trick. Tricks are won by playing the highest value trump card. OR, if no trumps are played during the round the highest value lead card will win. The winner of the previous trick will then start the next one. Play

continues until players have played all their cards and all 6 tricks have been played.

- Scoring
  - The player with the highest trump card will score 1 point. The player with the lowest trump card will also score 1 point. The player who won the trick when the Jack of the trump suit was played will also score 1 point. Finally, there is the game point as well. The game point is awarded to the player who has the highest value of cards.
  - When it comes to the game point only the aces, face cards, and number 10 cards count. Aces count as 4, Kings count as 3, Queens count as 2, Jacks count as 1, and finally, number 10 cards count as 10.
  - The pitcher who won the bid must score at least the amount they bid at the start of the game. If they fail to at least equal their bid then their points will be deducted by the amount they bid. This is known as being 'set back'.

## ***Setback Cups***

- Each time a team/player gets 'set back' they must add a quarter to a setback cup. The remaining non-winning players for the evening will be randomly drawn to split the quarters collected for that evening. Bring those quarters each week!

## ***Etiquette, Terms, and Conditions***

- Disputes - If there is a dispute that cannot be resolved by the participants during a game, they will call over the acting league chairman to resolve the dispute.
- Spectators will NOT interfere with any game.
- As a matter of courtesy players are requested NOT to leave the table during a game unless necessary.
- Alcohol consumption is NOT allowed at the Pomfret Community Center.
- The recreation department and this league will not tolerate excessive foul language, or disruptive or overly aggressive behavior. If exhibited, you may be asked to leave the premises and/or may be subject for dismissal from the league. The team would forfeit the current and/or future games that the person was going to play. Dismissed players may not be replaced by the team but can use substitutes for the remainder of the season. There will be no refunds.

## ***End of Season Tournament and Gathering***

- The End of Season event will be held on Thursday August 27. All league members can participate in the tournament. Teams will be randomly drawn from the pool of participants, and a bracket will be created at that time.
- The tournament will be double elimination, with each round consisting of one doubles game to 11.
- Cost to enter the tournament will be \$10. 1<sup>st</sup> place will receive 70% of the prize pool and 2<sup>nd</sup> place will receive 30%.