

Reno American Little League

White Rules

Revised April 6, 2019



Reno, Nevada
Charter Number 428-01-07

1 **Purpose**

2 The objective of Reno American Little League shall be to implant firmly in the children of
3 the community the ideals of good sportsmanship, honesty, loyalty, courage and respect
4 for authority so that they may be well adjusted, stronger and happier and will grow to be
5 good, decent, healthy and trustworthy citizens.
6

7 The purpose of the White Rules is threefold. First, they are intended to emphasize and
8 clarify some of the rules in the Little League Official Regulations and Playing Rules (the
9 “Green Book”), which are commonly misunderstood or not known by managers and
10 coaches. Second, they cover numerous playing rules and guidelines that have been
11 adopted by Reno American Little League. Finally, they detail how the league takes care
12 of certain logistical operations, such as the draft, post-season manager and player
13 selections, etc.
14

15 By Little League rule, no league can make their local rules less stringent than the
16 National rules as spelled out in the most recent version of the Little League Green Book
17 and Operating Manual. Reno American Little League abides by this edict, so *if there*
18 *are any rules in the RALL White Rules that appear to conflict with the current year*
19 *Green Rule Book or the current year Operating Manual, the Little League Rules will take*
20 *precedence.*
21

22 Except as noted, the rules apply to all levels of play.
23

24 **Conduct / Decorum / Expectations**

25 All volunteers, parents or coaches on the field at any time are required to have a current
26 cleared background check completed.
27

28 Any abusive or erratic conduct by a manager, coach, or player will not be tolerated.
29 Such an infraction will be grounds for removal from the ballpark area. This will be
30 ordered by the umpire of the game or a Board Member on Duty (BMOD) and result in a
31 1 game suspension. The board of directors may impose further sanctions as deemed
32 necessary.
33

34 Any abusive or erratic conduct by a fan will not be tolerated. Such an infraction will be
35 grounds for removal from the ballpark area. This will be Ordered by a Board Member on
36 Duty (BMOD) or RALL board member that is present. The board of directors may
37 impose further sanctions as deemed necessary. (Rule 9.01 (g))
38

39 Fighting, violent conduct of any nature, heckling of any of the participants of a game
40 (players, coaches, or umpires) or obstruction of an umpire in any manner by any

1 manager, coach, player, or fan will be grounds for immediate ejection from the ballpark
2 area without warning.

3
4 Any manager or coach in an inebriated state during games or practices will be subject
5 to immediate ejection from the ballpark area and the board of directors will take further
6 appropriate action as deemed appropriate.

7
8 Balls and strikes, base calls, infield flies, etc., are judgment calls and are not to be
9 debated by coaches, players or fans. Reference "Green Book" Rule 9.02 (a).

10
11 **Note:** Managers must be granted time out prior to making an appeal to the umpire who
12 made the call.

13
14 The team manager is responsible for all persons in their respective dugout area. They
15 are also responsible for the conduct of their fans. **If a fan becomes abusive towards
16 any person, the manager is responsible to get the fan under control. If the fan
17 remains abusive, the fan shall be escorted from the ballpark area by a BMOD and
18 the manager may be subject to ejection.**

19
20 ***Managers and coaches are expected to be role models and lead by example.*** The
21 executive board of directors, and/or board member on duty, will address any conduct
22 detrimental to the game by managers or coaches. Penalties may include, but are not
23 limited to, the following:

- 24
25 a. A warning by the umpire with written notice to the board of directors.
26 b. Ejection from the ballpark area with an additional 1 game suspension.
27 c. An extended suspension issued by the President (subject to appeal to the full
28 board of directors).
29 d. Ejection from the league (subject to appeal to the full board of directors).

30
31 **Note:** The umpire must report all unsportsmanlike conduct in a timely manner to the
32 chief umpire. Such incidents must be communicated to the league president in writing
33 within 24 hours after the end of a game in which all violations of rules and other
34 incidents worthy of comment occurred, including the ejection of any manager, coach, or
35 player. After receiving the umpire's report that a manager, coach, or player has been
36 ejected, the league president shall require such manager, coach, or player to appear
37 before members of the executive board of directors (at a minimum the president and
38 vice president(s)) to explain the conduct. In the case of an ejected player, the manager
39 of the team on which the player plays shall appear with the player in an advisory
40 capacity.

1 The manager, coaches, and players of the participating teams are required to stay in
2 the dugout or bullpen during the game. This does not apply to the T-ball, Farm or AA
3 divisions. Players, in particular, are *not* allowed to be sitting in the stands, running to the
4 snack bar (except to use the restroom), or being outside of the playing field fences.

5
6 Managers, coaches, or players throwing bats, helmets or other equipment in anger may
7 be subject to ejection from the game.

8
9 The only persons allowed in the dugout during a game are the players on the team, the
10 team manager, and 2 team coaches who must be consistent throughout the game. At
11 least one adult manager/coach/team parent shall be in the dugout at all times during the
12 playing of the game. This does not apply to the T-ball, Farm or AA divisions.

13
14 No liquor or tobacco products are allowed within the Little League ballpark area. Any
15 violator will be ejected from the ballpark area.

16
17 Managers and coaches are strongly recommended not to allow themselves to be in a
18 situation where they are alone one-on-one with any of the children. Managers and
19 coaches should be with at least 1 other adult when working with the players. Managers
20 and coaches should not give rides to any of the players unless his/her own children are
21 present. After practices and games, managers may not leave the ballpark area until all
22 of the players on the team have left.

23
24 Managers having concerns or complaints with regard to other managers or coaches at
25 his/her level should communicate those concerns or complaints to the division
26 representative at the appropriate level. When a complaint(s) have been filed against a
27 given manager or coach, the division representative will bring those complaints to the
28 executive board for discussion and appropriate action.

29 30 **Manager and Coach Responsibilities**

31 **Practice and Parent Coordination**

32 The team manager and/or coaches from each team are required to attend a coaches
33 meeting and field orientation day for an explanation of the rules. Failure to attend either
34 can lead to immediate removal from the team.

35
36 The team manager shall schedule a meeting with the parents of the players on his/her
37 team within the first two weeks of the practice season. The purpose of this meeting is to
38 outline the goals and values that are held by the manager and coaches and also to let
39 the parents know what is expected of the parents and their children) as players.

1 All managers are responsible for their equipment, team uniforms, and other assigned
2 items entrusted to their care throughout the season.

3
4 All managers and coaches are responsible to clean the field(s) and dugout(s) at the
5 completion of play.

6
7 Managers and coaches are required to attend field maintenance work days whenever
8 scheduled throughout the year. Parent participation is also strongly encouraged on
9 these days. Failure to attend can lead to immediate removal from the team.

10
11 All managers and coaches are responsible to know the rules and regulations, which
12 govern play in Little League baseball (Green Book), as well as the White Rules of Reno
13 American Little League.

14
15 All managers and coaches are required to participate in the league's fundraising efforts.
16 Managers and coaches are also expected to encourage players and parents to attend
17 and support the league's Cap Day activities. Failure to attend can lead to immediate
18 removal from the team.

19

20 **Practice, Pre & Post Game Responsibilities and Schedule**

21 **Practice Times**

22 During officially scheduled practice time, the team(s) scheduled for the fields will have
23 the exclusive right to utilize the batting cages and associated soft toss area behind that
24 cage. Example: teams scheduled to practice on Field 1 will use Batting Cage 1 &
25 associated soft toss area. And the team on Field 2 will use Batting Cage 2 and so on.

26

27 When no official practices are scheduled, the rule will be first come, first served. Should
28 another team arrive to use a cage, those teams utilizing the cages will limit their practice
29 to thirty (30) minutes from the time the team that is waiting arrives if no other cage is
30 available.

31

32 If a team is utilizing more than one batting cage during a time when no practice is
33 scheduled, it will immediately relinquish one of the cages to any team that arrives to use
34 the cage.

35

36 **Pre-Game**

37 **Batting Cages**

38 Teams scheduled for the regular season or tournament games at Terrace shall have
39 exclusive use of the batting cages and soft toss area prior to the beginning of the
40 scheduled game. Those teams scheduled to play on Field 1 shall use the Field 1 batting

1 cage. Those teams scheduled for a game on Field 2 shall have the use of the Field 2
2 batting cage, and so on.

3
4 The scheduled time for the home team to use the designated batting cage and
5 associated soft toss area will begin 75 (1 hour & 15 minutes) minutes prior to the start of
6 the scheduled game. The scheduled time for the visiting team to use the designated
7 batting cage will begin 45 minutes prior to the start of the scheduled game.

8
9 Example: If a game is scheduled at 5:30 PM, the cage will be available to the home
10 team at 4:15 PM and the visiting team at 4:45 PM. For 7:30 PM game,s the cages will
11 be available to the home team at 6:15 PM and the visiting team at 6:45 PM.

12
13 **When a team has completed pre-game warm-ups in the batting cages and no**
14 **team is following in the cage, it is the responsibility of the manager or coaches**
15 **to be sure that the cage is cleaned and locked before proceeding to the field.**

16
17 Any manager or coach not adhering to these guidelines will be dealt with by the board
18 of directors with possible penalties including, but not limited to, loss of cage privileges.

19
20 All batters must wear a protective batting helmet while using the batting cages.

21
22 Managers are responsible for the behavior of players both inside and outside of the
23 batting cages. Players should not be left unsupervised in and/or around the batting
24 cages. Players should not swing bats unless they are under the supervision of a
25 coach inside the batting cage or at the soft toss station.

26 27 **Field responsibilities pre and post-game**

28 Pregame field preparations and post-game cleanup is the responsibility of both teams.

29
30 Pregame - chalk, bases, clean, sweep, drag & water; all as needed and weather
31 permitting.

32
33 Post-Game - drag field, water infield, clean dugouts, sweep grass, put away bases
34 and secure field.

35
36 Teams will not practice on the infield prior to a game. Each team will have access to
37 their designated half of the outfield for pregame warm up.

38
39 The post-game talk will be taken outside the playing fields if another game is
40 scheduled immediately following.

1 **Rules of Play and On Field Guidelines**

2
3 The gate to the dugout is to be kept closed at all times.

4
5 The team designated the “home team” shall occupy the third base dugout.

6
7 If a player is not present by the first pitch of the top of the second inning, it is up to the
8 manager’s discretion whether or not the player will participate in the game.

9
10 There is no “on deck” position. All “on deck” circles, cages, bullpen and other
11 designated warm-up areas are prohibited due to safety concerns. The batter will be
12 required to go from the dugout to assume the batter’s position in the batter’s box. (Rule
13 1.08, Note 1)

14 **Exception:** Junior Division

15
16 Only the first batter of each half inning will be permitted outside the dugout between
17 half-innings. (Rule 1.08, Note 2)

18 **Exception:** Junior Division

19
20 After hitting the ball, any batter who throws the bat in such a manner as to be
21 considered a danger in the opinion of the umpire shall be given a warning by the
22 umpire. If, after this warning, the player throws the bat again, the umpire may ask for the
23 player to be removed from the game and the play will stand. Removal will not be
24 considered an ejection.

25
26 A base runner is out if the runner does not slide or attempt to get around a fielder who
27 has the ball and is waiting to make the tag. Note: There is no rule that says a player has
28 to slide. The intent is to avoid a collision, so the runner’s option when the fielder has the
29 ball is to slide or avoid a tag or surrender. The key determinant is the defensive player is
30 in possession of the ball and is waiting to make a tag.

31
32 **Note:** If the impact of a runner breaks a base loose from its position, no play can be
33 made on that runner, at that base, if the runner had reached that base safely. If there is
34 continual action, involving a subsequent runner, the base plate becomes the actual
35 base for the purpose of the umpire rendering a decision.

36
37 All players will wear a cup while playing. All catchers must use a catcher’s glove and full
38 protective catching equipment. In T-ball, a protective cup and use of a catcher’s glove
39 are not required.

1 All make-up games will be scheduled at the discretion of the Player Agent(s) & Vice
2 President(s). Normal pitching rules and regulations apply in make-up games.

3
4 Managers and coaches are required to have their team exit/ enter the field quickly
5 during inning changes.

6
7 Players are allowed to “chatter” while on defense. Yelling or “chatter” is allowed when a
8 team is on offense as long as it is directed to the offensive team. No defensive player
9 shall yell anything directed at the batter while the batter is in the batter’s box. No player
10 on offense shall yell anything directed at the pitcher or defense.

11
12 Any formal protest from a team concerning a rule violation shall go to the umpire-in-
13 chief for a recommendation before going to the protest committee for a ruling.

14 15 **Line up and Playing Time**

16 At the Major, Minor AAA, and Minor AA and Farm levels, a lineup card must be
17 prepared and copies given to the opposing manager and/or coaches, the plate umpire
18 and the official scorekeeper before the commencement of the game. Player’s last
19 names, uniform numbers, and positions shall be included in this listing. Any changes in
20 the batting order and/or substitutions shall be immediately conveyed to each party noted
21 above.

22
23 **Note:** All players assigned to the team shall be listed on the lineup card for each
24 game. If a player is not present, the manager must list the absence on the official lineup
25 card.

26 27 **Scorekeeping and Pitch Counts**

28 League standings and scores will be kept for the Major, AAA, AA, and Farm divisions.

29
30 Each designated home team shall provide an adult scorekeeper and a pitch counter for
31 each game. These designated individuals will sit at the designated scorer’s table during
32 the game. The visiting team may provide their own representatives to ensure accuracy.

33
34 It is the responsibility of the visiting team to operate the scoreboard for each game.

35
36 The pitch count recorder must provide the current pitch count for any pitcher when
37 requested by either manager or an umpire. However, the manager is responsible for
38 knowing when his/her pitcher has reached their individual pitch count.

39

1 The official pitch count recorder should inform the umpire-in-chief when a pitcher has
2 delivered his/her maximum limit of pitches for the game. The plate umpire will inform the
3 pitcher's manager that the pitcher must be removed. However, the failure by the pitch
4 count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to
5 notify the manager, does not relieve the manager of his/her responsibility to remove a
6 pitcher when that pitcher is no longer eligible.

7
8 All pitch count rules are located in the Little League Rulebook. Regulation VI

9 10 **Time Limits**

11 Games will be of regulation 6 innings (7 innings at the Junior Division). It is
12 recommended that games be played as long as possible, within the time limits
13 established to afford the players the opportunity to develop their skills.

14
15 **Juniors:** No time limit is in place unless there is a game scheduled after the current
16 game. If there is a game scheduled after the current game no inning will start after 2
17 hours 15 minutes as long as it is a complete game. A game is considered complete if 5
18 innings are played, 4½ innings if the home team is leading. The city park's curfew for
19 Junior games is 10 PM. All pitching and substitution rules, as outlined in the LL
20 rulebook, will be adhered to.

21 **Majors:** No time limit is in place. A game is considered complete if 4 innings are
22 played, 3½ innings if the home team is leading. If double header games are scheduled,
23 no new inning after 2 hours provided the game is considered complete.

24 The city park's curfew for Majors games is 10 PM. If 6 innings are not complete when
25 the curfew is reached, the game will be suspended until the next scheduled Majors
26 game. Prior to beginning the next scheduled Majors game the suspended game will be
27 completed from the point it was suspended. All pitching and substitution rules, as
28 outlined in the LL rulebook, will be adhered to.

29 **Minor AAA:** No new inning is allowed after 1:45; a regulation game may end in a tie. A
30 game is considered complete if 4 innings are played, 3½ innings if the home team is
31 leading.

32 **Minor AA:** No new inning is allowed after 1:30; a regulation game may end in a tie. A
33 game is considered complete if 4 innings are played, 3½ innings if the home team is
34 leading.

35 **Farm:** No new inning is allowed after 1:30; a regulation game may end in a tie. A
36 game is considered complete if 4 innings are played, 3½ innings if the home team is
37 leading.

38 **T-ball:** 1:00 maximum

1 **DIVISION SPECIFIC RULES**

2 **Juniors**

3 All Rules in the Green Book will be followed.

5 **Majors**

6 General

7 Minimum of nine (9) players per team and one adult in the dugout is required to start
8 and complete a game. If a game cannot be played because of the inability of either
9 team to: Place nine (9) players on the field begins, and or, place at least one adult in
10 the dugout as manager or acting manager, this shall not be ground for an automatic
11 forfeiture, but shall be referred to the Board of Directors for a decision. (Rule 4.16) after
12 the game has begun (due to injury, illness, etc.) the game will be suspended. In both
13 instances, the games are not an automatic forfeit, but will warrant board review and may
14 be rescheduled. (Rule 4.17)

15
16 2 adult coaches are allowed to coach the bases while their team is on offense, and one
17 of them may have a player with a helmet with him or her in the coach's box. Base
18 coaches are to remain within the confines of the base coach's box adjacent to the base.
19 **There must be an adult bench coach at all times.**

21 Playing Time and Positions

22 Each player present for a game shall play a minimum of 2 innings consecutively (six
23 defensive outs) and one each game.

24
25 After 4 innings have been played (3½ innings if the home team is ahead), if one team is
26 ahead by 10 or more runs, the further play will be terminated and the team with the lead
27 will be declared the winner.

29 **AAA - MINORS**

30 General

31 A 5 run per inning limit is in effect for the entire game. If the limit of runs per inning is
32 scored before the team in the field records three outs, the half inning is over. There will
33 not be an open inning.

34
35 AAA division games will not be extended past the time limit in order to break a tie.

36
37 Minimum of 9 players per team is required to start and complete a game. If a team is
38 unable to provide 9 players after the game has begun (due to injury, illness, etc.) the

1 game will be suspended. In both instances, the games are not an automatic forfeit, but
2 will warrant board review and may be rescheduled.

3
4 2 adult coaches are allowed to coach the bases while their team is on offense, and one
5 of them may have a player with a helmet with him or her in the coach's box. Base
6 coaches are to remain within the confines of the base coach's box adjacent to the base.
7 There must be an adult bench coach at all times.

8

9 Playing Time and Positions

10 Each player present for a game shall play a minimum of 2 innings consecutively (6
11 defensive outs) and one at-bat each game.

12

13 Offense - Batting

14 All players will bat in a continuous order determined by the manager at the beginning of
15 each game, even when the player is not playing in the field.

16

17 Base stealing is allowed in the AAA division. The base runner must stay in contact with
18 the base until the pitch has reached home plate.

19

20 Pitching

21 12-year-old players are not allowed to pitch in any division other than Majors.

22

23 **AA - MINORS**

24 General

25 Any approved coach is allowed in the field of play while his/her team is in the field. The
26 adult coach shall be in such a position in the outfield as to give instruction to the
27 defensive players. The manager or coach shall not interfere with play in any manner
28 and coaches shall not address the umpire from their position in the field.

29

30 A five-run per inning limit is in effect for the entire game. If the limit of runs per inning is
31 scored before the team in the field records three outs, the half inning is over. There will
32 not be an open inning.

33

34 Minor AA division games will not be extended past the time limit in order to break a tie.

35

36 Minimum of 8 players per team is required to start and complete a game. If a team is
37 unable to provide 8 players after the game has begun (due to injury, illness, etc.) the
38 game will be suspended. In both instances, the games are not an automatic forfeit, but
39 will warrant board review and may be rescheduled.

40

1 Playing Time and Positions

2 Each player present for a game shall play a minimum of two innings consecutively (six
3 defensive outs) and one at-bat each game. If a team is unable to provide 9 players after
4 the game has begun (due to injury, illness, etc.) the game will be suspended. In both
5 instances, the games are not an automatic forfeit, but will warrant board review and may
6 be rescheduled.

7
8 Offense - Batting

9 All players will bat in a continuous order determined by the manager at the beginning of
10 each game.

11
12 There will be no walks. After the pitcher has thrown ball 4, the coach from the team at
13 bat shall throw 3 consecutive pitches, the batter shall either put the ball in play or be
14 declared out. The coach may only throw 3 pitches, even if the last pitch is not a strike
15 unless the last pitch is fouled. The coach must pitch the ball from the pitching rubber.
16 Stealing is not allowed. If a player is “hit by pitch,” the pitch shall be registered as “ball
17 four” and the coach shall commence pitching 3 more pitches. If determined by the
18 umpire and managers that the batter is physically unable to continue his/her at-bat, then
19 the batter may return to the dugout without penalty. The intent is for the players to pitch
20 and bat as opposed to walking. If a coach hits a player it is considered one of the 3
21 allotted pitches.

22
23 All further advancement by any base runners will stop when the ball is returned to the
24 infield and an infielder has control of the ball. At that time, the runner may advance one
25 base as their own peril. In spite of this rule, defensive players are encouraged to “make
26 the play” in an effort to instruct the players in the proper play of the game.

27
28 There is no base stealing at the Minor AA levels.

29
30 All base runners may advance 1 base on an overthrow at the runner’s own risk on the
31 first throw of any play originating in the infield. No additional advancement may be made
32 on any additional overthrows.

33
34 Pitching

35 11-year-old players are not allowed to pitch in the Minor AA division.

36
37 In order to teach the skill of pitching, in Minor AA, the distance of the mound will be
38 shortened to 42-feet during the first half of the regular season. The Player Agent will
39 declare when the first half of the season has been completed and the regular pitching
40 distance will be used during the second half of the regular season. The intent is for the

1 players to learn how to pitch if the pitcher is able to pitch from the mound they should.
2 “Coach pitch” will take place from the regulation pitching mound rubber. *If a player is
3 pitching from the 42-foot mound a coach needs to position himself near the pitcher to
4 assist with fast “comeback hits” as a safety precaution.
5

6 The defensive team needs to supply a coach to assist their catcher in retrieving passed
7 balls in an effort to keep the game moving at a reasonable pace. The catcher is to
8 return (throw) the ball to the pitcher. The intent is to keep the game moving at a
9 reasonable pace while also encouraging the catcher and pitcher to work in tandem.
10

11 **Farm**

12 General

13 At least one umpire will be assigned to each Farm game.
14

15 A coach from the team on offense will be in charge of feeding balls into the pitching
16 machine.
17

18 Each “home team” manager is responsible for the pitching machine to be in place and
19 operational no later than 10 minutes prior to the scheduled start of the game. The
20 “home team” manager is also responsible for removal and proper storage of the pitching
21 machine, electric cord and bases at the conclusion of the final game to be played that
22 night or day.
23

24 The home team will be the official scorekeeper. League standings will be kept and
25 posted with RALL standings.
26

27 A per inning limit is in effect for the entire game. If the limit of runs per inning is scored
28 before the team in the field records three outs, the half inning is over.
29

30 Any approved coach is allowed in the field of play while his/her team is in the field. The
31 adult coach shall be in such a position in the outfield as to give instruction to the
32 defensive players. The manager or coach shall not interfere with play in any manner
33 and, for the Farm level; coaches shall not address the umpire from their position in the
34 field.
35

36 Minimum of 8 players per team is required to start and complete a game. If a team is
37 unable to provide 8 players after the game has begun (due to injury, illness, etc.) the
38 game will be suspended. In both instances, the games are not an automatic forfeit, but
39 will warrant board review and may be rescheduled.
40

1 Playing Time and Positions

2 Each player will play a minimum of 2 innings at one of the following positions: pitcher,
3 1st base, 2nd base, 3rd base or shortstop, and a minimum of two innings at one of the
4 following positions: catcher, left field, left-center field, right center field or right field.
5 Each player will sit the bench for at least one inning and no more than two innings
6 unless there are 11 or fewer players present for the game. No player shall play any
7 position more than 2 innings in the Farm division.

8
9 In the Farm division, no player shall play in the infield more than 2 innings
10 consecutively.

11
12 Managers are encouraged to play each player at every position during the course of the
13 season.

14
15 Offense - Batting

16 The batting order for both the Farm levels shall be determined by uniform number (i.e.:
17 #1, #2, #3, #4, etc.). Every player on the team will bat in a continuous batting order. If
18 the #9 batter in the order makes the last out of a game, the next batter in the order (#10)
19 shall start the batting order for the next game.

20
21 There are no walks in Farm. Batters may strike out at the Farm level, the batter will be
22 called out on 3 swings or 5 pitches, whichever comes first.

23
24 If the pitched ball from the pitching machine hits a batter, the ball will be declared “dead”
25 and ruled a “no pitch.” The umpire may declare “no pitch”, if the pitch is judged to be
26 outside the strike zone and unhittable, provided the batter didn't swing.

27
28 A batted ball striking any part of the pitching machine (including the cord) will be called
29 “dead” with the batter being awarded a one-base hit. All base runners shall advance
30 one base only.

31
32 Bunting is not allowed at the Farm level.

33
34 There is no base stealing at the Farm level.

35
36 Base runners must stay in contact with the base until the batter hits the ball.

37
38 All base runners may not advance a base on an overthrow.

39
40 Defense - In Field

1 In Farm, 10 defensive players may be used on the field. 6 infield players and 4 outfield
2 players shall be utilized. A “rover” position is not authorized.

3

4 The defensive team shall supply a coach to assist the catcher in retrieving passed balls
5 in an effort to keep the game moving at a reasonable pace. The catcher is to return
6 (throw) the ball to the pitcher. The intent is to keep the game moving while also teaching
7 the catcher and the pitcher to work in tandem.

8

9 All further advancement by any base runners will stop when the ball is returned to the
10 infield by the team in the field, whether or not the ball is controlled by an infielder. At that
11 time, the umpire shall call time and the ball shall be thrown to the pitcher, who will give it
12 to the umpire.

13

14 At the point when the ball returned to the infield and crosses the plane of the infield,
15 any base runner(s) having advanced beyond 20 feet of the base last passed, may
16 advance to the next base at his/her peril. When the base runner(s) is (are) within 20 feet
17 of the base last passed, he/she shall return to that base.

18

19 The infield fly rule does not apply at the Farm Division levels.

20

21 Pitching

22 A pitching machine shall be used for all innings of all games at the Farm level.

23

24 The pitching machine will be set between 37 and 40 M.P.H. as determined by the
25 umpire and team managers involved in the game.

26

27 The player who occupies the defensive position of pitcher shall remain in line with the
28 pitching machine within the circle around the pitcher’s mound.

29

30 **T-Ball**

31 General

32 No umpires will be used at the T-ball level.

33

34 Any approved coach is allowed in the field of play while his/her team is in the field. The
35 adult coach shall be in such a position in the outfield to give instruction to the defensive
36 players.

37

38 Playing Time and Position

39 In T-ball, all players play defensively: 6 infield players and the remaining players in the
40 outfield

1 Offense - Batting

2 The batting order for both the T-ball levels shall be determined by uniform number (i.e.:
3 #1, #2, #3, #4, etc.). Every player on the team will bat even if they are not playing in the
4 field when they come up in the batting order. If the #9 batter in the order makes the last
5 out of a game, the next batter in the order (#10) shall start the batting order for the next
6 game.

7

8 In the T-ball division, a half inning is complete when each player on the offensive team
9 has completed an at-bat or 3 outs are recorded; whichever comes first

10

11 Bunting is not allowed at the T-ball level.

12

13 The batting tee shall be used for all innings of all games at the T-ball level.

14

15 No strikeouts will be called at the T-ball level.

16

17 There is no base stealing at the T-ball level.

18

19 There is no advancement on an overthrow at the T-ball level.

20

21 If a ball is hit beyond the infield, runners may advance up to 2 bases at their own risk. If
22 a ball is not hit beyond the infield, runners may only advance one base at their own risk.

23

24 Defense - In Field

25 The infield fly rule does not apply at the T-ball levels.

26

27 **DRAFT PROCEDURES**

28 The guidelines for the draft are to be conducted upon the completion of preseason
29 tryouts in accordance with the Little League Baseball Operating Manual. Reno
30 American Little League will follow Draft Plan A (returning property players) for the
31 Majors Division, Draft Plan B (complete team redraft) for Minors AA and AAA, and Draft
32 Plan C (blind draft) for the Farm and T-Ball Division.

33

34 No division may begin its draft prior to the completion of the division preceding, with the
35 exception of the T-ball draft. The order will be Major, Minor AAA, Minor AA, and Farm.

36

37 All players 8-years-old and older must try out. Players that are 7-years-old are
38 encouraged to try out if they are considering playing in the Minors AA Division. The
39 Player Agent shall receive notification from the parent 48 hours prior to tryouts.

40

1 Major Level – Draft Plan A

- 2 1. Eligible players who were on a Major level team the previous season will remain
3 on that team.
- 4 2. Additional considerations per the Operating Manual and Local Rules are below.
 - 5 a. Major Division teams should not have more than 8 players from the same
6 age group at the conclusion of the draft.
 - 7 b. Major Managers must be a board member in “Good Standing”
 - 8 c. Major Managers will be selected in the following manner: The president
9 will nominate all returning managers, these managers will (individually and
10 in draft order) verbalize reasons they should be elected to manage a
11 Major team. The nominated individual will then leave the room to allow for
12 discussion by the board of directors. Once all returning managers have
13 had a chance to address the board of directors and the board of directors
14 has had a chance to discuss each returning manager, an election will take
15 place (secret ballot vote) as to whether or not each returning manager
16 shall be awarded his/her team from the previous year. Those returning
17 managers receiving a majority vote will continue as a Major Manager for
18 the team from the prior year. The President will then present his
19 appointees for all remaining available teams. In alphabetical order, those
20 individuals wishing to manage a remaining available Major team will
21 verbalize the reasons they should be elected to manage a Major team.
22 The nominated individual will then leave the room to allow for discussion
23 by the board of directors. Once all interested individuals have had a
24 chance to address the board of directors and the board of directors has
25 had a chance to discuss each nominee, a vote will be taken by the board
26 of directors, by secret ballot, to rank order each nominee. The highest
27 ranked nominee will be awarded the Major team of his/her choice; the
28 second highest ranked nominee will then be awarded the Major team of
29 his/her choice, and so on until all Major Manager Positions are filled.
- 30 3. Draft order for the Major teams is determined by the final regular season standings of
31 the previous year. The last place team will have the first draft choice in each round,
32 followed by the second-to-last place team, followed by the third-to-last place team, etc.
33 Ties shall be resolved first by head-to-head record, and then by coin flip on draft day.
- 34 4. **Manager’s Options:** Manager’s options shall be claimed before the draft in
35 accordance with the Little League Operating Manual as outlined in the section
36 entitled Options on Sons, Daughters, and Siblings (also see 8 below).
- 37 5. **Coach’s Options:** Per the Operating Manual, Coach’s options are available
38 only to coaches returning to the same Major team with 2 or more years of
39 consecutive coaching experience (manager or coach) at any level. A new coach
40 shall not be appointed or approved until after the draft to avoid “Red Shirting” of

1 players through selective coaching appointments. A coach, so qualifying, may
2 exercise an option in writing to the Player Agent through his manager.

- 3 6. The Operating Manual provides latitude for leagues to make rules regarding nine
4 (9) year olds playing in the Majors Division. Per our local rules, nine (9) year old
5 players may be drafted to the Major level only when the player has a sibling on
6 the team and the parent is a coach or manager or the 9-year-old has been
7 approved by the Board to participate in the Major division after tryouts.
- 8 7. Each team requiring eight or more players prior to the draft to complete the roster
9 will be allowed one bonus pick at the end of Round 4. Should one or more teams
10 have fewer than four (4) players at the beginning of the draft, the affected
11 team(s) shall select a player or players from the tryout pool until the affected
12 team(s) reaches the minimum level of four (4) players at the completion of Round
13 4.

14
15 **Note:** If more than one team is selecting supplemental players (described above)
16 during to the draft, the affected teams shall select players in the order in which
17 they are to draft players during the regular draft. If 2 or more teams need an
18 unequal number of players to reach the minimum of 4 players to start the draft,
19 the team(s) needing more players will make a selection or selections until all
20 teams making supplemental selections reach an equal need level. The regular
21 draft order will dictate the order in which the supplemental selections are taken at
22 each need level.

- 23
24 8. Only players participating in the tryout will be eligible for the Major draft (except
25 12-year-olds). Only circumstances involving injury, sickness, a death in the
26 family, or vacation will be considered extenuating. Extenuating circumstances will
27 only be considered by the executive board of directors following written
28 notification to the president of the league and the parent(s), guardian(s) or family
29 representative(s) must appear before the board of directors explaining the
30 circumstances.
- 31 9. To assure that all eligible 12-year-olds are drafted to the Major level, the draft will
32 be limited to only 12-year-olds being selected once the number of available
33 roster openings on the Major rosters equals the number of remaining 12-year-
34 olds left in the draft.

35 **Minors AA and AAA – Draft Plan B**

- 36 1. Managers will be appointed by the President in consultation with the Player
37 Agent. Board Members in good standing will have priority in selection followed
38 by prior non-Board Member managers of good standing.

- 1 2. The Operating Manual does not allow coaches options for Draft Plan B in the
2 Minors Division. Coaches will be appointed after players are drafted to avoid
3 “Red Shirting” of players through selective coaching appointments.
- 4 3. All of the manager’s sons, daughters or legal dependents who are eligible to play
5 on said manager’s team shall be drafted in or before the following round:
6 a. 10 or younger: round 5
7 b. 11: round 4
- 8 4. Managers shall draw numbers to determine the order of the draft. The draft
9 order will begin with #1, #2, #3, etc. and then continue in reverse order (#10, #9,
10 #8, etc.) for the second round. The rounds will alternate forward and backward in
11 a serpentine order until complete.
- 12 5. When drafting sibling combinations from the available player pool, the manager
13 may exercise the sibling option by selecting the sibling in the next round. If the
14 sibling is not selected in the following round, that player will be available for any
15 manager to draft.

16 **FARM and T-Ball Division – Draft Plan C**

- 17 1. Managers will be appointed by the President in consultation with the Player
18 Agent. Board Members in good standing will have priority in selection followed
19 by prior non-Board Member managers of good standing. New manager
20 candidates are encouraged even if they have no prior coaching experience.
- 21 2. Draft Plan C is a blind draft where the manager, and the manager’s child or
22 children are first assigned to each team and then the remainder of the roster is
23 filled by the Player Agent by randomly assigning players to each team with the
24 objective of trying to balance the age mix for each team.
- 25 3. The Operating Manual does not allow coaches options for Draft Plan C.
26 Coaches will be appointed after players are drafted.
- 27 4. The goal is to establish roster sizes ranging from 10 to 12 players depending
28 upon the number of available manager volunteers.

29 **Player Replacement Procedures**

- 30 1. The player agent will act as the mediator between players and/or parents with the
31 league or a specific manager. The player agent will handle the situation or report the
32 problem to the board of directors for discussion, investigation and resolution.
- 33 2. If a team loses a player during the regular season and the team total falls below 12
34 players, the manager must notify the Player Agent who provides the manager with
35 an eligible list of replacement players. The manager shall select a player from the
36 division below which his/her team is in to select a player to move up: Major picks
37 from Minor AAA, Minor AAA picks from Minor AA, Minor AA picks from Farm, and
38 Farm picks from T-ball. A manager in the Major or Minor AAA cannot select a child

1 who did not attend the tryouts. Those children who declared to be “Minor Only” will
2 only be eligible for a Minor AAA call-up. *Players that chose to be “Minor Only” will*
3 *not be allowed to be pulled up into the Major division.* The replacement player pulled
4 onto a Major team then remains on the team for the remainder of his time in the
5 league.

- 6 3. The manager wishing to pick up a player must select the player and then
7 communicate his choice to the player agent. The player agent will then go through
8 the proper procedure to move the player up.
 - 9 a. The manager cannot discuss the move with the player, the player’s
10 parents, or the player’s current manager until contact has been made with
11 the player agent.
- 12 4. The player or the parent(s) of the player may refuse the move to a higher division. If
13 they refuse, the player may not go up to another team at a later date during the
14 season.
- 15 5. A player brought up to the Major division during the season will remain with the team
16 the following year if he/she is eligible to return.
- 17 6. Any time a player misses three consecutive games for any reason, the player’s
18 manager must immediately notify the player agent. The player agent will contact the
19 player’s family and determine if the player is going to return to the team during the
20 present season or if the player is not going to return for any of the following reasons.
 - 21 a. He/she moves to another city or state too distant to commute for practice
22 and play.
 - 23 b. He/she is injured and will not be able to return during the present season.
24 (Any player missing two weeks from the time of an injury must receive a
25 doctor’s release stating he/she will be able to play before the end of the
26 season.)
 - 27 c. He/she has for personal reason decided to terminate his/her relation with
28 the team.
 - 29 d. Any other justifiable reason reviewed and approved by the board of
30 directors.
- 31 7. Additional player replacement procedures to be followed by the Manager and/or
32 Player Agent are as follows:
 - 33 a. If the player agent does determine that the player is not going to return
34 during the present season he will contact the league president. If the
35 league president determines that the player is not going to return for any
36 valid reason, the president will contact the manager of the affected team
37 and said manager will have one week to select a player from the next
38 lowest level. If, after the one-week period, a replacement has not been
39 chosen, the player agent shall select a replacement player for the affected
40 team.

- 1 b. If a player misses two consecutive weeks of preseason practice the
2 manager will contact the player agent and the player agent will determine
3 the status of the player.
- 4 c. If the player agent is unable to contact the player's family within 7 days the
5 player will be assumed to have abandoned his/her roster spot.
- 6 d. If a manager knows a player is going on an extended vacation or is in any
7 way going to miss more than three games with an excused absence, it is
8 that manager's responsibility to inform the parents to contact the player
9 agent before leaving.
- 10 e. Any manager who does not report a player who misses three consecutive
11 games to the player agent will be suspended for one game for every game
12 not reported over three.
- 13 f. No player will be replaced in the last two weeks of the season or the post-
14 season tournament.
- 15 g. If after the player agent is convinced that a player will return to the team,
16 and the player misses three additional games for any reason other than an
17 injury, the manager must notify the player agent and the whole process
18 will start over. If the manager does not notify the player agent after three
19 additional missed games the above penalty will be implemented.
- 20 8. The Operating Manual provides latitude for leagues to establish a "Replacement
21 Player Pool" for each division to assign players to teams that are short players for a
22 particular game and cannot field a team with the minimum number of players. If
23 there is determined to be such a need for a "Replacement Player Pool" for a
24 particular season, the Player Agent will create and manage the pool on a
25 random/rotating basis as follows:
 - 26 a. The intention of the "Replacement Player Pool" is to supplement teams
27 when they have player absences due to illness, vacations or other short-
28 term absences. It is not intended to supplement teams that have longer
29 duration absences due to injured players.
 - 30 b. The "Replacement Player Pool" will be established for each division using
31 players that are willing to play extra games during the regular season.
 - 32 c. Pool players must be used from the same division (i.e. players from AAA
33 Minors cannot be used as pool players in Majors).
 - 34 d. The Manager shall notify the Player Agent as soon as possible when it is
35 known that their team will be short of players. Notification to the Player
36 Agent on the day of the game will not guarantee the availability of a pool
37 player. A minimum notice of 24 hours is recommended.
 - 38 e. Managers and/or coaches will not have the right to randomly pick and
39 choose players from the pool. The Player Agent will make the selection
40 from the pool.

- 1 f. Pool players will not be able to pitch except for the player's regular season
2 scheduled games.
- 3 g. Pool players that are called and show up at the game site must play nine
4 consecutive outs and bat once in the game even if the team is able to field
5 the minimum number of rostered players by game time.
- 6 h. The "Replacement Player Pool" will not be available during postseason
7 play.
- 8 9. The manager who loses a player because of personal dislike, team problems or the
9 player's inability to meet the manager's expectations will be reviewed by the player
10 agent and addressed by the executive board of directors for appropriate action.

1 **Post Season League Tournament Rules**

2 The Post Season League Tournament will be played under regular season rules.
3

4 **Tournament Team Selection Process**

5
6 8/9/10, 9/10/11, 10/11/12-year-old All-Stars & Hooligan/Renegades Teams
7

8 **Summary:**

9 The tournament selection committees meet for the purpose of selecting the All Star &
10 Renegade/Hooligan teams. Major/AAA Managers will nominate players from their teams
11 that they feel are qualified to participate on the Tournament Teams to develop the
12 ballot. Each player appearing on the ballot will be voted on by the Tournament Selection
13 Committee. The Tournament Selection Committee will start voting in order of regular
14 season standings for their preferred player until a player receives 6 votes. The player
15 receiving six votes first will be placed #1 on the list. The player receiving six votes
16 second will be placed #2 on the list, and so on until each team reaches 12 players. No
17 member of the Tournament Selection Committee may vote for the same player in
18 consecutive rounds.
19

20 **Player Eligibility:**

21 9/10/11, 10/11/12 year old All-Star & Hooligan Teams – Players must have played in at
22 least 60% of the regular season Major division games and be nominated by their
23 manager.
24

25 8/9/10 All-Star & Renegades Teams – Players must have played in at least 60% of
26 regular season games in either the Major or AAA division and be nominated by their
27 manager.
28

29 **All Star & Hooligan Selection Committee:**

30 The All Star & Hooligan Selection Committee shall be made up of all Major Managers
31 as well as Reno American's President and Player Agents. Each member shall have
32 one vote.
33

34 **Renegade Selection Committee:**

35 The Renegade Selection Committee shall be made up of all AAA Managers as well as
36 Reno American's President and Player Agents. Each member shall have one vote.

1 **Tournament Team Manager Selection:**

2 At the Tournament Team Selection meeting and only after the combined list for the
3 teams have been posted, the league president shall accept nominations for Tournament
4 Team Managers. Eligible managers or coaches may nominate themselves. After
5 nominations have closed, the entire board of directors present at the meeting votes on
6 the slate of nominees, with the nominee receiving the most votes being named the
7 Tournament Team Manager.

8

9 **Manager Qualifications:**

10 The 10/11/12 All Star Manager must come from the Major division and have served as a
11 regular season Major team manager.

12

13 The 8/9/10, 9/10/11 All-Star, Hooligan and Renegades Team Managers may be a Major
14 or AAA manager or coach.

15

16 All Tournament Team Managers must also be a board member in good standing.

17

18 **Tournament Teams Assistant Coaches:**

19 All approved Tournament Team Managers shall declare their two assistant coaches at
20 the Tournament Team Selection meeting. All assistant coaches must be ratified by a
21 majority vote of the board.

22

23 **Announcement of Tournament Teams:**

24 All Star Teams may not be announced and start practicing until June 1 or two weeks
25 prior to the start of the All Star tournament for their respective division (whichever is
26 earlier).

27

28 Renegade and Hooligan teams may be announced and start practicing as soon as they
29 are formed. These teams have no date or time restrictions.

30

31 **Additional Information:**

32 If an individual feels they are not qualified to serve on one of the Tournament Selection
33 Committees, they may decline to participate.

34

35 Any ties in voting for the Player/Manager selection process will be broken by the league
36 president.

37

38 Once all teams are formed the player list will be forwarded to the vice president. The
39 vice president will retain the list until all team managers are selected and teams are
40 announced.

1 Once the Tournament Team Managers are selected; they will have the option of
2 increasing the number of players on their team from 12 up to 14. (It should be noted, All
3 Star teams with rosters of 13-14 have different minimum play requirements than a team
4 of 12).

5
6 At the Tournament Selection meeting, the board of directors who are present shall vote
7 on whether or not to field a Reno American Renegade and/or Hooligan team.

8

9 **9/10 Renegade Team & Tryout:**

10 The RALL Executive Board of Directors will decide no later than 2 weeks after the
11 conclusion of the post season tournament to conduct tryouts. If tryouts will not be held
12 then the AAA managers will participate in the selection of the Renegade team.

13

14 **Eligible Players to Participate in Renegade Tryout if decided:**

15 All nine and ten year old players who played in the Major division will be invited.

16

17 AAA Manager nominated 9 & 10 year olds. Up to two weeks before the end of the
18 regular season, minor AAA managers will nominate up to 2 players from their team to
19 attend the Renegade tryouts. In the event a minor AAA manager believes he has more
20 than 2 players on his team that deserve to be invited; that manager may request
21 additional players from his team be added to the list. This request must be submitted to
22 the league president. The league president will decide if the manager will be given
23 additional nominations.

24

25 The Renegade Selection Committee shall use the same criteria they use for the
26 selection of the other Tournament teams, factoring in a player's performance during the
27 regular season as well as results from the 1 day Tryout.

1 **Reno American Little League Discipline Guidelines by Type of**
 2 **Offense**

3
 4 The purpose of this list is to provide a guideline for consistent discipline for any decorum
 5 expectation violations. If a situation arises for which there is no guideline, it is the
 6 expectation that the decisions made to address that conduct be added to this
 7 Addendum establishing clear and consistent discipline guidelines. If at any time a
 8 league discipline guideline is more lenient than the expectations of our parent
 9 organization, Little League®, at any level (District, Region or International) or the
 10 behavior puts our ability to run our league (e.g. violates conditions set forth in field
 11 permits) expect that more severe action will be taken.

12

Taunting, ridiculing or arguing with an umpire, coach, player, or fan	1 st Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Manager, Coach or Player during a game.
	2 nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 rd Offense	Ejection from program
Use of abusive or vulgar language or intimidating or vulgar body language	1 st Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Manager, Coach or Player during a game.
	2 nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 rd Offense	Ejection from program
A manager making physical contact with an umpire or	1 st Offense	Immediate ejection from the park and indefinite suspension

attempting to intimidate	2 nd Offense	Permanent removal from the program
Use of any type of tobacco product on field	1 st Offense	Warning and requirement to discontinue use immediately.
	2 nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 rd Offense	Ejection from program
Intoxicated person on field	1 st Offense	Immediate ejection from the park on second offense subject to additional game(s) suspensions
	2 nd Offense	Ejection from program
Possession of or use of alcohol on field	1 st Offense	Immediate ejection from the park and subject to additional game(s) suspensions
	2 nd Offense	Ejection from program
Intentional throwing of equipment or other objects by a non-player	1 st Offense	Immediate ejection from the park on second offense subject to additional game(s) suspensions
	2 nd Offense	Ejection from program
Engaging in disruptive or inappropriate behavior	1 st Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Manager, Coach or Player during a game.

	2 nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 rd Offense	Ejection from program
Conduct that endangers others	1 st Offense	Immediate ejection from the park on second offense subject to additional game(s) suspensions
	2 nd Offense	Ejection from program
Hostile action taken by parent	1 st Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Manager, Coach or Player during a game.
	2 nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 rd Offense	Ejection from program

- 1 Disclaimer: The league reserves the right to evaluate each and every incident
- 2 independently and has the responsibility to ensure that the discipline matches the
- 3 offense.