

# Reno American Little League

## White Rules

Revised March 30, 2022



Reno, Nevada  
Charter Number 428-01-07

## **Purpose**

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

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

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

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

This version of the White Rules replaces the 2021 approved rules.

## **Conduct / Decorum / Expectations**

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

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

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

1 Fighting, violent conduct of any nature, heckling of any of the participants of a game  
2 (players, coaches, or umpires) or obstruction of an umpire in any manner by any  
3 manager, coach, player, or fan will be grounds for immediate ejection from the ballpark  
4 area without warning.

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

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

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

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

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

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

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

1 of the team on which the player plays shall appear with the player in an advisory  
2 capacity.

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

8  
9 Managers, coaches, or players throwing bats, helmets or other equipment in anger may  
10 be subject to ejection from the game.

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

16  
17 No liquor or tobacco products are allowed within the Little League ballpark area. Any  
18 violator will be ejected from the ballpark area.

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

26  
27 Coaches, Managers, Board Members and Umpires are considered mandated reporters.  
28 If there is a need to report an issue please contact [backgrounds@renoamerican.com](mailto:backgrounds@renoamerican.com)

29  
30 Managers having concerns or complaints with regard to other managers or coaches at  
31 his/her level should communicate those concerns or complaints to the division  
32 representative at the appropriate level. When a complaint(s) have been filed against a  
33 given manager or coach, the division representative will bring those complaints to the  
34 executive board for discussion and appropriate action.

## **Manager and Coach Responsibilities**

### **Practice and Parent Coordination**

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

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

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

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

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

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

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

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

### **Practice Times**

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

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

1 If a team is utilizing more than one batting cage during a time when no practice is  
2 scheduled, it will immediately relinquish one of the cages to any team that arrives to use  
3 the cage.  
4

## 5 **Pre-Game**

### 6 **Batting Cages**

7 Teams scheduled for the regular season or tournament games at Terrace shall have  
8 exclusive use of the batting cages and soft toss area prior to the beginning of the  
9 scheduled game. Those teams scheduled to play on Field 1 shall use the Field 1 batting  
10 cage. Those teams scheduled for a game on Field 2 shall have the use of the Field 2  
11 batting cage, and so on.  
12

13 The scheduled time for the home team to use the designated batting cage and  
14 associated soft toss area will begin 75 (1 hour & 15 minutes) minutes prior to the start of  
15 the scheduled game. The scheduled time for the visiting team to use the designated  
16 batting cage will begin 45 minutes prior to the start of the scheduled game.  
17

18 Example: If a game is scheduled at 5:30 PM, the cage will be available to the home  
19 team at 4:15 PM and the visiting team at 4:45 PM. For 7:30 PM game,s the cages will  
20 be available to the home team at 6:15 PM and the visiting team at 6:45 PM.  
21

22 **When a team has completed pre-game warm-ups in the batting cages and no**  
23 **team is following in the cage, it is the responsibility of the manager or coaches**  
24 **to be sure that the cage is cleaned and locked before proceeding to the field.**  
25

26 Any manager or coach not adhering to these guidelines will be dealt with by the board  
27 of directors with possible penalties including, but not limited to, loss of cage privileges.  
28

29 All batters must wear a protective batting helmet while using the batting cages.  
30

31 Managers are responsible for the behavior of players both inside and outside of the  
32 batting cages. Players should not be left unsupervised in and/or around the batting  
33 cages. Players should not swing bats unless they are under the supervision of a  
34 coach inside the batting cage or at the soft toss station.  
35

### 36 **Field responsibilities pre and post-game**

37 Pregame field preparations and post-game cleanup is the responsibility of both teams.  
38

39 Pregame - chalk, bases, clean, sweep, drag & water; all as needed and weather  
40 permitting.  
41

1 Post-Game - drag field, water infield, clean dugouts, sweep grass, put away bases  
2 and secure field.

3  
4 Teams will not practice on the infield prior to a game. Each team will have access to  
5 their designated half of the outfield for pregame warm up.

6  
7 The post-game talk will be taken outside the playing fields if another game is  
8 scheduled immediately following.

## 9 10 **Rules of Play and On Field Guidelines**

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

12  
13 The team designated the “home team” shall occupy the third base dugout.

14  
15 If a player is not present by the first pitch of the top of the second inning, it is up to the  
16 manager’s discretion whether or not the player will participate in the game.

17  
18 There is no “on deck” position. All “on deck” circles, cages, bullpen and other  
19 designated warm-up areas are prohibited due to safety concerns. The batter will be  
20 required to go from the dugout to assume the batter’s position in the batter’s box. (Rule  
21 1.08, Note 1)

22 **Exception:** Junior Division

23  
24 Only the first batter of each half inning will be permitted outside the dugout between  
25 half-innings. (Rule 1.08, Note 2)

26 **Exception:** Junior Division

27  
28 After hitting the ball, any batter who throws the bat in such a manner as to be  
29 considered a danger in the opinion of the umpire shall be given a warning by the  
30 umpire. If, after this warning, the player throws the bat again, the umpire may ask for the  
31 player to be removed from the game and the play will stand. Removal will not be  
32 considered an ejection.

33  
34 A base runner is out if the runner does not slide or attempt to get around a fielder who  
35 has the ball and is waiting to make the tag. Note: There is no rule that says a player has  
36 to slide. The intent is to avoid a collision, so the runner’s option when the fielder has the  
37 ball is to slide or avoid a tag or surrender. The key determinant is the defensive player is  
38 in possession of the ball and is waiting to make a tag.

39  
40 **Note:** If the impact of a runner breaks a base loose from its position, no play can be  
41 made on that runner, at that base, if the runner had reached that base safely. If there is

1 continual action, involving a subsequent runner, the base plate becomes the actual  
2 base for the purpose of the umpire rendering a decision.

3  
4 All players will wear a cup while playing. All catchers must use a catcher's glove and full  
5 protective catching equipment. In T-ball, a protective cup and use of a catcher's glove  
6 are not required.

7  
8 All make-up games will be scheduled at the discretion of the Player Agent(s) & Vice  
9 President(s). Normal pitching rules and regulations apply in make-up games.

10  
11 Managers and coaches are required to have their team exit/ enter the field quickly  
12 during inning changes.

13  
14 Players are allowed to "chatter" while on defense. Yelling or "chatter" is allowed when a  
15 team is on offense as long as it is directed to the offensive team. No defensive player  
16 shall yell anything directed at the batter while the batter is in the batter's box. No player  
17 on offense shall yell anything directed at the pitcher or defense.

18  
19 Any formal protest from a team concerning a rule violation shall go to the umpire-in-  
20 chief for a recommendation before going to the protest committee for a ruling.

## 21 22 **Line up and Playing Time**

23 Continuous batting order will be used for Farm, AA and AAA divisions, players will bat  
24 throughout the game. Defensive mandatory play rules are still in effect. Minimum play  
25 rules are in effect for the Major and Junior divisions.

26  
27 At the Major, Minor AAA, and Minor AA and Farm levels, a lineup card must be  
28 prepared and copies given to the opposing manager and/or coaches, the plate umpire  
29 and the official scorekeeper before the commencement of the game. Player's last  
30 names, uniform numbers, and positions shall be included in this listing. Any changes in  
31 the batting order and/or substitutions shall be immediately conveyed to each party noted  
32 above.

33  
34 **Note:** All players assigned to the team shall be listed on the lineup card for each  
35 game. If a player is not present, the manager must list the absence on the official lineup  
36 card.



## **Scorekeeping and Pitch Counts**

Gamechanger may be used for official scorekeeping however official printouts of the game may be required if requested.

League standings and scores will be kept for the Major, AAA, AA, and Farm divisions. Each designated home team shall provide an adult scorekeeper and a pitch counter for each game. These designated individuals will sit at the designated scorer's table during the game. The visiting team may provide their own representatives to ensure accuracy.

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

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

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

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

## **Time Limits**

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

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

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

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

6  
7 **Minor AAA:** No new inning is allowed after 1:45; a regulation game may end in a tie. A  
8 game is considered complete if 4 innings are played, 3½ innings if the home team is  
9 leading.

10  
11 **Minor AA:** No new inning is allowed after 1:30; a regulation game may end in a tie. A  
12 game is considered complete if 4 innings are played, 3½ innings if the home team is  
13 leading.

14  
15 **Farm:** No new inning is allowed after 1:30; a regulation game may end in a tie. A  
16 game is considered complete if 4 innings are played, 3½ innings if the home team is  
17 leading.

18  
19 **T-ball:** 1:00 maximum

## 20 21 **DIVISION SPECIFIC RULES**

### 22 23 **Juniors**

24 All Rules in the Green Book will be followed. All pitching and substitution rules, as  
25 outlined in the LL rulebook, will be adhered to.

### 26 27 **Majors**

#### 28 General

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

37  
38 2 adult coaches are allowed to coach the bases while their team is on offense, and one  
39 of them may have a player with a helmet with him or her in the coach's box. Base  
40 coaches are to remain within the confines of the base coach's box adjacent to the base.

## Playing Time and Positions

Each player present for a game shall play a minimum of 2 innings consecutively (six defensive outs) and one at bat each game. All pitching and substitution rules, as outlined in the LL rulebook, will be adhered to.

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

## **AAA - MINORS**

### General

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

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

2 adult coaches are allowed to coach the bases while their team is on offense, and one of them may have a player with a helmet with him or her in the coach's box. Base coaches are to remain within the confines of the base coach's box adjacent to the base. 1 adult coach must be in the dugout.

### Playing Time and Positions

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

### Offense - Batting

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

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

### Pitching

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

## AA - MINORS

### General

Any approved coach is allowed in the field of play while his/her team is in the field. The adult coach shall be in such a position in the outfield as to give instruction to the defensive players. The manager or coach shall not interfere with play in any manner and coaches shall not address the umpire from their position in the field. **There must be an adult bench coach at all times positioned in the dugout.**

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

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

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

### Playing Time and Positions

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

### Offense - Batting

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

All further advancement by any base runners will stop when the ball is returned to the infield and an infielder has control of the ball. At that time, the runner may advance one

base as their own peril. In spite of this rule, defensive players are encouraged to “make the play” in an effort to instruct the players in the proper play of the game.

There is no base stealing at the Minor AA levels.

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

## Pitching

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

In order to teach the skill of pitching, in Minor AA, the distance of the mound will be shortened to 42-feet during the first half of the regular season. The Player Agent will declare when the first half of the season has been completed and the regular pitching distance will be used during the second half of the regular season. The intent is for the players to learn how to pitch if the pitcher is able to pitch from the mound they should. “Coach pitch” will take place from the regulation pitching mound rubber. \*If a player is pitching from the 42-foot mound a coach needs to position himself near the pitcher to assist with fast “comeback hits” as a safety precaution.

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

## **Farm**

### General

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

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

A 5 run per inning limit is in effect for the entire game. If the limit of runs per inning is scored before the team in the field records three outs, the half inning is over.

Any approved coach is allowed in the field of play while his/her team is in the field. The adult coach shall be in such a position in the outfield as to give instruction to the defensive players. The manager or coach shall not interfere with play in any manner and, for the Farm level; coaches shall not address the umpire from their position in the field. There must be an adult bench coach at all times positioned in the dugout.

1 Minimum of 8 players per team is required to start and complete a game. If a team is  
2 unable to provide 8 players after the game has begun (due to injury, illness, etc.) the  
3 game will be suspended. In both instances, the games are not an automatic forfeit, but  
4 will warrant board review and may be rescheduled.  
5

#### 6 Playing Time and Positions

7 Each player will play a minimum of 2 innings at one of the following positions: pitcher,  
8 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base or shortstop, and a minimum of two innings at one of the  
9 following positions: catcher, left field, left-center field, right center field or right field.

10 Each player will sit the bench for at least one inning and no more than two innings  
11 unless there are 11 or fewer players present for the game. No player shall play any  
12 position more than 2 innings in the Farm division.  
13

14 In the Farm division, no player shall play in the infield more than 2 innings  
15 consecutively.  
16

17 Managers are encouraged to play each player at every position during the course of the  
18 season.  
19

#### 20 Offense - Batting

21 The batting order for both the Farm levels shall be determined by uniform number (i.e.:  
22 #1, #2, #3, #4, etc.). Every player on the team will bat in a continuous batting order. If  
23 the #9 batter in the order makes the last out of a game, the next batter in the order (#10)  
24 shall start the batting order for the next game.  
25

26 There are no walks in Farm. Batters may strike out at the Farm level, the batter will be  
27 called out on 3 swings or 5 pitches, whichever comes first.  
28

29 Any ball that hits the coach pitcher will be considered a dead ball and players will be  
30 awarded one base.  
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  
41

## Defense - In Field

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

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

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

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

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

## Pitching

Coach Pitcher will pitch with both feet within the 10 foot dirt circle at the pitchers mound.

## **T-Ball**

### General

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

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

### Playing Time and Position

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

### Offense - Batting

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

1 out of a game, the next batter in the order (#10) shall start the batting order for the next  
2 game.

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

6  
7 Bunting is not allowed at the T-ball level.

8  
9 The batting tee shall be used for all innings of all games at the T-ball level.

10  
11 No strikeouts will be called at the T-ball level.

12  
13 There is no base stealing at the T-ball level.

14  
15 There is no advancement on an overthrow at the T-ball level.

16  
17 If a ball is hit beyond the infield, runners may advance up to 2 bases at their own risk. If  
18 a ball is not hit beyond the infield, runners may only advance one base at their own risk.

19  
20 Defense - In Field

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

22  
23 **DRAFT PROCEDURES**

24 Reno American Little League used Draft Plan B for Juniors, Majors, AAA, AA divisions  
25 and Draft Plan C for Farm and T-Ball divisions for the 2022 season.

26 **Player Replacement Procedures**

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



1        *division*. The replacement player pulled onto a Major team then remains on the  
2        team for the remainder of his time in the league.

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

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

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

## Post Season League Tournament Rules

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

## Tournament Team Selection Process

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

### **Summary:**

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

### **Player Eligibility:**

**ADDRESS AND BIRTHDATE CHECKS will be conducted prior to the final placement of a player on a team.**

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

1 8/9/10 All-Star & Renegades Teams – Players must have played in at least 60% of  
2 regular season games in either the Major or AAA division and be nominated by their  
3 manager.  
4

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

6 The All Star & Hooligan Selection Committee shall be made up of all Major Managers  
7 as well as Reno American's President and Player Agents. Each member shall have  
8 one vote.  
9

10 **Renegade Selection Committee:**

11 The Renegade Selection Committee shall be made up of all AAA Managers as well as  
12 Reno American's President and Player Agents. Each member shall have one vote.  
13

14 **Tournament Team Manager Selection:**

15 At the Tournament Team Selection meeting and only after the combined list for the  
16 teams have been posted, the league president shall accept nominations for Tournament  
17 Team Managers. Eligible managers or coaches may nominate themselves. After  
18 nominations have closed, the entire board of directors present at the meeting votes on  
19 the slate of nominees, with the nominee receiving the most votes being named the  
20 Tournament Team Manager.  
21

22 **Manager Qualifications:**

23 The 10/11/12 All Star Manager must come from the Major division and have served as a  
24 regular season Major team manager.  
25

26 The 8/9/10, 9/10/11 All-Star, Hooligan and Renegades Team Managers may be a Major  
27 or AAA manager or coach.  
28

29 All Tournament Team Managers must also be a board member in good standing.  
30

31 **Tournament Teams Assistant Coaches:**

32 All approved Tournament Team Managers shall declare their two assistant coaches at  
33 the Tournament Team Selection meeting. All assistant coaches must be ratified by a  
34 majority vote of the board.  
35

36 **Announcement of Tournament Teams:**

37 All Star Teams may not be announced and start practicing until determined by the RALL  
38 BOD to the start of the All Star tournament for their respective division (whichever is  
39 earlier).  
40

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

3  
4 **Additional Information:**

5  
6 If an individual feels they are not qualified to serve on one of the Tournament Selection  
7 Committees, they may decline to participate.

8  
9 Any ties in voting for the Player/Manager selection process will be broken by the league  
10 president.

11  
12 Once all teams are formed the player list will be forwarded to the vice president. The  
13 vice president will retain the list until all team managers are selected and teams are  
14 announced.

15  
16 Once the Tournament Team Managers are selected; they will have the option of  
17 increasing the number of players on their team from 12 up to 14. (It should be noted, All  
18 Star teams with rosters of 13-14 have different minimum play requirements than a team  
19 of 12).

20  
21 At the Tournament Selection meeting, the board of directors who are present shall vote  
22 on whether or not to field a Reno American Renegade and/or Hooligan team.

23  
24 **9/10 Renegade Team & Tryout:**

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

28  
29 **Eligible Players to Participate in Renegade Tryout if decided:**

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

31  
32 AAA Manager nominated 9 & 10 year olds. Up to two weeks before the end of the  
33 regular season, minor AAA managers will nominate up to 2 players from their team to  
34 attend the Renegade tryouts. In the event a minor AAA manager believes he has more  
35 than 2 players on his team that deserve to be invited; that manager may request  
36 additional players from his team be added to the list. This request must be submitted to  
37 the league president. The league president will decide if the manager will be given  
38 additional nominations.

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

## **Reno American Little League Discipline Guidelines by Type of Offense**

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

Taunting, ridiculing or arguing with an umpire, coach, player, or fan	1 <sup>st</sup> Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Manager, Coach or Player during a game.
	2 <sup>nd</sup> Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 <sup>rd</sup> Offense	Ejection from program
Use of abusive or vulgar language or intimidating or vulgar body language	1 <sup>st</sup> Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Manager, Coach or Player during a game.
	2 <sup>nd</sup> Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 <sup>rd</sup> Offense	Ejection from program

A manager making physical contact with an umpire or attempting to intimidate	1 <sup>st</sup> Offense	Immediate ejection from the park and indefinite suspension
	2 <sup>nd</sup> Offense	Permanent removal from the program
Use of any type of tobacco product on field	1 <sup>st</sup> Offense	Warning and requirement to discontinue use immediately.
	2 <sup>nd</sup> Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3 <sup>rd</sup> Offense	Ejection from program
Intoxicated person on field	1 <sup>st</sup> Offense	Immediate ejection from the park on second offense subject to additional game(s) suspensions
	2 <sup>nd</sup> Offense	Ejection from program
Possession of or use of alcohol on field	1 <sup>st</sup> Offense	Immediate ejection from the park and subject to additional game(s) suspensions
	2 <sup>nd</sup> Offense	Ejection from program
Intentional throwing of equipment or other objects by a non-player	1 <sup>st</sup> Offense	Immediate ejection from the park on second offense subject to additional game(s) suspensions
	2 <sup>nd</sup> Offense	Ejection from program

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

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