



LOCAL LEAGUE RULES

2026

Richland National Little League

P.O. Box 141

Richland, WA 99352

RNLL Board Approved:

02/10/2026

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1. APPLICABILITY

- 1.1. These Local Playing Rules of the Richland National Little League Baseball (RNLL) shall be binding for the calendar year of 2026 (01/01/2026 - 12/31/2026). During that period, a two-thirds (2/3) majority vote (where a quorum exists) of the RNLL Board of Directors at any regular or special meetings of the Board may amend these Local Playing Rules in the best interest of the program of Little League Baseball. Local Playing Rules may not conflict with the Official Rules and Regulations of the Little League Baseball, Incorporated – commonly referred to as “The Blue Book”. These Local Playing Rules apply to RNLL and are designed to specifically administer the program of Little League Baseball in a safe and healthy manner.

2. BOARD OF DIRECTORS

- 2.1. There will be at least 5 elected Directors on the Board.
- 2.2. The offices filled by the Directors are:

2.2.1. Executive Officers:

- a) *President
- b) *Vice President
- c) *Secretary
- d) *Treasurer
- e) *Player Agent

2.2.2. Other Officers:

- a) *Coaching Coordinator, Upper Division (required)
- b) *Lower Division Coordinator
- c) *Umpire in Chief (UIC)
- d) *Safety Coordinator
- e) League Information Officer
- f) Registration Coordinator
- g) Sponsor Coordinator
- h) Field Maintenance Coordinator
- i) Fundraising Coordinator
- j) Equipment Coordinator
- k) Uniform Coordinator
- l) Umpire Scheduling Coordinator
- m) Intermediates Coordinator

**Identifies Voting Positions*

- 2.3. The Board of Directors consists of nine (9) voting Board Members. There shall be a limit of ONE Manager holding a position of Executive Officer.

3. LEVELS OF PLAY AND PLAYER ELIGIBILITY

There shall be five levels of play. The five divisions are referred to as the Intermediate Division, the Majors Division, the Triple A Division, the Double A Division, and the Single A Division. Dual rostering is not permitted. The criteria of eligibility for participation within each league are described in this section.

4. TEAMS

4.1. Replacement Player Process

- 4.1.1. Players called up from the Triple A Division must be eligible for Majors Division play per Appendix A, Section 2.2 under the RNLL Majors Baseball Rules 2026 and per Little League Regulation IV. Once a

player is put on a Majors Division team, he\she must remain there unless he\she quits or is removed for a disciplinary reason. Players who quit or are removed for disciplinary reasons may not return to the current season play unless for a justifiable reason pending board approval.

4.1.2. All replacement transfers shall be conducted through the Player Agent, facilitated by the Coaching Coordinator and President or VP. The Player Agent shall not indicate to the candidate for player replacement, or to the candidate's parents, the team requiring said replacement until acceptance or refusal is given to the offer. Parental approval must be obtained for a replacement player prior to the transfer. A manager in need of a player can request a player through the Player Agent.

4.1.3. Candidates for replacement players may refuse advancement to the Majors Division with parental approval. If refusal is given, the player shall not be considered as a replacement player again for the duration of the current regular season.

4.1.4. Players who quit a Majors Division team after the draft selection process are not eligible for Majors Division participation for the current season. A player who quits a Majors Division team is not eligible to participate in the Triple A Division until the President and Player Agent, facilitated by the Coaching Coordinator, approves the transfer. The President and the Player Agent shall confirm the circumstances and the player's intentions before any replacement action is taken. Should the player who has quit wish to return to the Majors Division in the following season, he or she must return as a player candidate in compliance with Section 2.2.2 under the RNLL Majors Baseball Rules 2025.

4.2. Triple A Division

4.2.1. The Player Agent may call up a replacement player from the Double A Division as needed to maintain the team roster number. *Same rules apply in this Division as Majors Division regarding replacement players.*

4.2.2. All replacement transfers shall be conducted through the Player Agent. The Player Agent shall not indicate to the candidate for player replacement, or to his or her parents, the team requiring said replacement until acceptance or refusal is given to the offer. Parental approval must be obtained for a replacement player prior to the transfer.

4.3. Double A & Single A Divisions

4.3.1. The Player Agent may call up to a Double A Division team a replacement player from the Single A Division as needed to maintain the team roster number. *Same rules apply in this Division as Majors Division regarding replacement players.*

5. TRYOUTS AND PLAYER SELECTION (Intermediate Division Only)

5.1. Intermediate Division

5.1.1. The selection of players for teams within the Intermediate Division shall be conducted with tryout sessions and under the Little League Serpentine Draft Selection Plan as detailed in the Little League Operating Manual. RNLL amendments to the manual are outlined herein:

5.1.1.1. Sons and/or daughters of all approved Managers, eligible siblings of Intermediate players are eligible for protection in the draft. Siblings are not guaranteed to be on the same Intermediate team. Managers must state their intention to protect eligible players prior to the beginning of the draft and must state their intention to protect a sibling at the time the player is drafted. Assistant coaches' players may be protected if all managers agree.

5.1.1.2. The order of the draft for the first round will be established by random blind draw and shall serpentine through all rounds. For example (using 3 teams):

- a) First Round: Team 1, Team 2, Team 3
- b) Second Round: Team 3, Team 2, Team 1
- c) Successive rounds will repeat round 1 & 2
- d) Managers with a child/player will be assigned during the final round. If multiple children, during the final rounds.

6. GAMES

- 6.1. There shall not be a maximum of four (4) scheduled games per team each week except for make-up games agreed upon by both involved Managers and the Schedule Coordinator.
- 6.2. Every attempt shall be made to make-up suspended or postponed games as soon as possible. Late in the regular season, a make-up game need not be played if scheduling is difficult AND if the game has no bearing on standings. The Schedule Coordinator shall schedule and make all decisions regarding make-up games.

7. ALL-STAR TEAM ELIGIBILITY STATEMENT

- 7.1. Players eligible for the 13-year-old All-Star team will be selected from the rosters of the RNLL Intermediate teams. Players eligible for the 12-year-old (Little League), and 11-year-old All-Star teams will be selected from the rosters of RNLL Majors Division teams. Minors Division players, while technically eligible for the 11-year-old teams, will not be selected for RNLL All-Star teams unless an insufficient number of Majors Division players are available for selection. Players eligible for the 10-year-old All-Star team will be selected from the rosters of the RNLL Majors or AAA teams. The player selection process for selecting the 10-year-old All-Star team will give emphasis to players on the rosters of RNLL Majors Division teams.
- 7.2. Prior to All-Star team selection, each Intermediate, Majors and AAA Division managers will communicate with the players on their team to determine which players wish to be eligible for All-Star play. The RNLL Board will send out an All-Star Opt-in email to all league age 10, 11, 12 & 13-year-olds. Parents/players must “opt-in” to be eligible as potential All-Stars.

8. ALL-STAR TEAM MANAGERS

- 8.1. All current RNLL Intermediate, Majors or AAA Managers and/or coaches wishing to be considered for the position of Manager of the All-Star Tournament Team for 10, 11, 12 or 13-year-olds must notify the Player Agent or President with a letter, email or text prior to the All-Star voting date established by the RNLL Board.
- 8.2. Player Agent or President will consolidate a list of candidate Managers for each age group.
- 8.3. Two voting groups will be utilized to select the Managers. The two groups who will rank the Applicants for each age category are the All-Star Committee and the Board.
 - 8.3.1. The All-Star committee will be comprised of the President, Vice President, Player Agent, UIC & Upper Division Coaching Coordinator. If a member of the All-Star committee is a Manager, a Board member will be designated to fill that role on the All-Star committee.
 - 8.3.2. The All-Star Committee shall meet and discuss the pool of coaches and will rank their top three coaches for All-Star age Divisions 10, 11, 12 & 13. They shall suggest to the Board on whom they have narrowed down for each All-Star age division.
 - 8.3.3. The Board has the final vote on All-Star Manager selection.
- 8.4. All age groups (10, 11, 12 & 13) will be assigned a manager in this manner.
- 8.5. Managers will be notified by letter, text or email they have been selected as the All-Star Manager for the applicable age group.
- 8.6. The Manager and Coaches for the 10- and 11-year-old All-Star teams must be regular-season Managers or Coaches from the Majors or Minor League Division.
- 8.7. The Manager and Coaches for the 12-year-old All-Star team must be regular-season Managers or Coaches from the Majors Division.
- 8.8. Managers shall submit their two Coaches to the Player Agent and/or the President via letter, text, or email for approval by the Board. Assistant Coaches must be approved by the All-Star Committee and Board.

- 8.9. Coaches will be notified by letter, text or email they have been selected as Assistant Coaches for the All-Star team.

9. ALL-STAR TOURNAMENT TEAM (13-Year-Olds)

- 9.1. RNLL has implemented a policy whereby only players that are league age 13 can be selected to play on the 13-year-old Little League All-Star team.
- 9.2. An All-Star Team Selection session will be conducted by the Player Agent. In attendance will be the All-Star Committee, Manager Coordinators, and appointed ballot counters.
- 9.3. The method of selection of All-Star Tournament Team players shall be as follows:
 - 9.3.1. The Player Agent shall elect three ballot counters each season. Ballot counters must have children of a different age levels in order to be eligible. Ballot counters may not count ballots of the league age of their child.
 - 9.3.2. The Player Agent along with appointed Ballot Counters shall provide a list of eligible players league age 13 to each Intermediates Division team's 13-year-old players for voting. The Player Agent shall explain that the voting is based upon ability only. The votes must be written in pen. Any paper with crossed out votes will be discarded and will not be counted. Players may ask for another list.
 - 9.3.3. The Player Agent shall instruct each player to vote for up to five (5) players. Players will only vote for players in their own age group.
 - 9.3.4. After all the Intermediate Division team players have voted, the Player Agent and the Ballot Counters shall collectively tally the votes.
 - 9.3.5. The Intermediate Managers will be given a roster ballot sheet with 13 available positions. The Intermediate Managers will be given the same list of eligible players to select their top 12 choices for the 13U All-Star Team.
 - 9.3.6. The Player Agent facilitated by the All-Star Committee and Ballot Counters will collect all Manager roster ballots and compare the player voted top five players to the Intermediate Managers roster ballots. Any unanimous comparison votes on both the player vote and manager vote will be automatically placed on the All-Star Team. The Player agent will present to the Intermediate Division Managers the top five (5) candidates voted by the players before selecting the remaining players.
 - 9.3.7. The Player Agent shall provide a list of the remaining 13 year old Intermediates players not selected by vote. The Intermediate Division Managers along with the President and Vice President will discuss the strengths of the listed players. The remaining team members will then be determined by a consensus of the Intermediate Division Managers along with the President and Vice President.
 - 9.3.8. The 13U All-Star Team list must be presented and voted in by the board.
- 9.4. The names of the All-Star Tournament Team members shall be carefully withheld until the date specified by the District Administrator for player notification.

10. ALL-STAR TOURNAMENT TEAM (12 Year-Olds)

- 10.1. RNLL has implemented a policy whereby only players that are league age 12 can be selected to play on the 12-year-old Little League All-Star team except when there are less than 12 12-year-olds opt-in to All-Stars.
- 10.2. An All-Star Team Selection session will be conducted by the Player Agent. In attendance will be the All-Star Committee, Manager, Division Coordinators, and appointed ballot counters.
- 10.3. Each All-Star team will consist of 12 players. It is strongly recommended the All-Star Manager pick 1 extra player as an unannounced alternate.
- 10.4. The method of selection of All-Star Tournament Team players shall be as follows:

- 10.4.1. The Player Agent shall elect three ballot counters each season. Ballot counters must have children of a different age level to be eligible. Ballot counters may not count ballots of the league age of their child.
- 10.4.2. The Player Agent and Ballot Counters shall provide each Majors Division team's 12-year-old players with a list of eligible league age 12 players for voting. The Player Agent shall explain the voting is based upon ability only. The votes must be written in pen. Any paper with crossed out votes will be discarded and will not be counted. Players may ask for another list.
- 10.4.3. The Player Agent shall instruct each player to vote for five (5) players. Players will only vote for players in their own age group.
- 10.4.4. After all the 12-year-old players have voted, the Player Agent and the Ballot Counters shall collectively tally the votes.
- 10.4.5. The Player Agent facilitated by the All-Star Committee and Ballot Counters will collect all Manager roster ballots. The Player Agent will present the top 3 candidates selected by the players to the Majors Managers for unanimous consent to be placed on the All-Star Team.
- 10.4.6. The Player Agent shall provide a list of the remaining 12-year-old Major's players not selected by vote. The Majors Division Managers are given the opportunity to discuss the qualifications of each player opted-in to the All-Star selection, including the player's offensive and defensive abilities and the players overall sportsmanship.
- 10.4.7. After completion of the player discussion, the regular season managers are given a copy of the list of players being discussed and a voting form.
- 10.4.8. Each Majors Division Manager votes on a point system, with the top 4 receiving 3 points, the middle 4 receiving 2 points, and the last 4 receiving 1 point.
- 10.4.9. The votes are then tallied in private by the Player Agent and ballot counters. ***If either of these members have a player who is a candidate for the All-Star team, a different board member will tally the points.***
- 10.4.10. The 6 players receiving the highest number of points are automatically on the All-Star team.
- 10.4.11. The All-Star Manager then selects the final 3 All-Stars from the list of players that did receive at least one point. Players who did not receive at least one point are not eligible for the manager's selection. This is done to allow the coach to be able to balance out the team - i.e. have multiple catchers, or specific position players that the top 9 may be lacking.
- 10.4.12. The 12U All-Star Team list must be presented and voted in by the board.
- 10.5. The names of the All-Star Tournament Team members shall be carefully withheld until the date specified by the District Administrator for player notification.

11. ALL-STAR TOURNAMENT TEAM (11 Year-Olds)

- 11.1. RNLL has implemented a policy whereby only players that are league age 11 can be selected to play on the 11-year-old Little League All-Star team except when there are less than 12 11-year-olds opt-in to all stars.
- 11.2. An All-Star Team Selection session will be conducted by the Player Agent. In attendance will be the All-Star Committee, Division Coordinators, and appointed ballot counters.
- 11.3. Each All-Star team will consist of 12 players. It is strongly recommended the All-Star Manager pick 1 extra player as an unannounced alternate.
- 11.4. The method of selection of All-Star Tournament Team players shall be as follows:
 - 11.4.1. The Player Agent shall elect three ballot counters each season. Ballot counters must have children of a different age level to be eligible. Ballot counters may not count ballots of the league age of their child.
 - 11.4.2. The Player Agent and Ballot Counters shall provide each Majors & AAA Division team's 11-year-old players with a list of eligible league age 11 players for voting. The Player Agent shall explain the

voting is based upon ability only. The votes must be written in pen. Any paper with crossed out votes will be discarded and will not be counted. Players may ask for another list.

- 11.4.3. The Player Agent shall instruct each player to vote for five (5) players. Players will only vote for players in their own age group.
- 11.4.4. After all the 11-year-old players have voted, the Player Agent and the Ballot Counters shall collectively tally the votes.
- 11.4.5. The Player Agent facilitated by the All-Star Committee and Ballot Counters will collect all Manager roster ballots. The Player Agent will present the top 3 candidates selected by the players to the Majors Managers for unanimous consent to be placed on the All-Star Team.
- 11.4.6. The Player Agent shall provide a list of the remaining 11-year-old players not selected by vote. The Majors Division Managers are given the opportunity to discuss the qualifications of each player opted-in to the All-Star selection, including the player's offensive and defensive abilities and the players overall sportsmanship.
- 11.4.7. After completion of the player discussion, the regular season managers are given a copy of the list of players being discussed and a voting form.
- 11.4.8. Each Majors Division Manager votes on a point system, with the top 4 receiving 3 points, the middle 4 receiving 2 points, and the last 4 receiving 1 point.
- 11.4.9. The votes are then tallied in private by the Player Agent and ballot counters. ***If either of these members have a player who is a candidate for the All-Star team, a different board member will tally the points.***
- 11.4.10. The 6 players receiving the highest number of points are automatically on the All-Star team.
- 11.4.11. The All-Star Manager then selects the final 3 All-Stars from the list of players that did receive at least one point. Players who did not receive at least one point are not eligible for the manager's selection. This is done to allow the coach to be able to balance out the team - i.e. have multiple catchers, or specific position players that the top 9 may be lacking.
- 11.4.12. The 11U All-Star Team list must be presented and voted in by the board.
- 11.5. The names of the All-Star Tournament Team members shall be carefully withheld until the date specified by the District Administrator for player notification.

12. ALL-STAR TOURNAMENT TEAM (10 Year-Olds)

- 12.1. RNLL has implemented a policy whereby only players that are league age 10 can be selected to play on the 10-year-old Little League All-Star team except when there are less than 12 10-year-olds opt-in to all stars.
- 12.2. An All-Star Team Selection session will be conducted by the Player Agent. In attendance will be the All-Star Committee, Division Coordinators, and appointed ballot counters.
- 12.3. Each All-Star team will consist of 12 players. It is strongly recommended the All-Star Manager pick 1 extra player as an unannounced alternate.
- 12.4. Open tryouts will be held for all eligible 10-year-old baseball players who opt-in for All Stars at a designated time and location. Only players from the Majors and AAA Divisions may participate.
- 12.5. Attendance at tryouts is mandatory for those wishing to be considered for the team, unless an exception is granted by the league president and player agent.
- 12.6. Eligible 10-year-olds will be evaluated on hitting, fielding, base running, sportsmanship, and overall agility.
- 12.7. A player's regular-season performance will be a key factor in the selection process. Tryout results will not determine selection on their own, but will serve as an additional tool for coaches to evaluate each player.
- 12.8. The method of selection of All-Star Tournament Team players shall be as follows:

- 12.8.1. The Player Agent shall elect three ballot counters each season. Ballot counters must have children of a different age level to be eligible. Ballot counters may not count ballots of the league age of their child.
- 12.8.2. The Player Agent and Ballot Counters shall provide each Majors & AAA Division team's 10-year-old players with a list of eligible league age 10 players for voting. The Player Agent shall explain the voting is based upon ability only. The votes must be written in pen. Any paper with crossed out votes will be discarded and will not be counted. Players may ask for another list.
- 12.8.3. The Player Agent shall instruct each player to vote for five (5) players. Players will only vote for players in their own age group.
- 12.8.4. After all the 10-year-old players have voted, the Player Agent and the Ballot Counters shall collectively tally the votes.
- 12.8.5. The Player Agent facilitated by the All-Star Committee and Ballot Counters will collect all Manager roster ballots. The Player Agent will present the top 3 candidates selected by the players to the Majors Managers for unanimous consent to be placed on the All-Star Team.
- 12.8.6. The Player Agent shall provide a list of the remaining 10-year-old players not selected by vote. The Majors Division Managers are given the opportunity to discuss the qualifications of each player opted-in to the All-Star selection, including the player's offensive and defensive abilities and the players overall sportsmanship.
- 12.8.7. After completion of the player discussion, the regular season managers are given a copy of the list of players being discussed and a voting form.
- 12.8.8. Each Majors Division Manager votes on a point system, with the top 4 receiving 3 points, the middle 4 receiving 2 points, and the last 4 receiving 1 point.
- 12.8.9. The votes are then tallied in private by the Player Agent and ballot counters. ***If either of these members have a player who is a candidate for the All-Star team, a different board member will tally the points.***
- 12.8.10. The 6 players receiving the highest number of points are automatically on the All-Star team.
- 12.8.11. The All-Star Manager then selects the final 3 All-Stars from the list of players that did receive at least one point. Players who did not receive at least one point are not eligible for the manager's selection. This is done to allow the coach to be able to balance out the team - i.e. have multiple catchers, or specific position players that the top 9 may be lacking.
- 12.8.12. The 10U All-Star Team list must be presented and voted in by the board.
- 12.9. The names of the All-Star Tournament Team members shall be carefully withheld until the date specified by the District Administrator for player notification.

13. PLAYER, PARENT, MANAGER/COACH VIOLATIONS & DISCIPLINARY POLICY

- 13.1. The goal of the Code of Conduct is to provide guidelines to help ensure the proper environment is created in the Richland National Little League. Violations will be taken seriously, as even a few incidents can impact the environment for the entire league.
- 13.2. Code of conduct process noted in order of offenses: (depending on specific unsportsmanlike conduct)
 - 13.2.1. Manager: As noted, only head umpire may be addressed regarding a call/ruling:
 - 1) Warning (once)
 - 2) Benched
 - 3) Ejection
 - 13.2.2. Coaches: As noted, only the Manager may address the head umpire regarding a call/ruling:
 - 1) Warning (once)
 - 2) Benched
 - 3) Ejection – manager will be benched
 - 13.2.3. Player:

- 1) Warning (once)
 - 2) Benched
 - 3) Ejection (stays in dugout with team unless removed by parent)
- 13.2.4. Spectator:
- 1) Manager will receive warning
 - 2) If a Manager is unable to resolve situation, they will contact on-site league official
- 13.3. To report a possible violation of the Parent, Player, or Manager/Coach Code of Conduct please send a written notice (e-mail is acceptable) to the RNLL President. Contact information is available on the RNLL website (www.richlandnational.com). The RNLL Board will review all reports and take further action as necessary. Below are the guidelines for violations but are not limited to what is outlined.
- 13.3.1. First Offense: Upon the first offense by an individual, the RNLL Board, at a minimum, shall provide a written warning to the offender, detailing the consequences of future infractions. Depending upon the severity of the infraction, nothing precludes the RNLL Board from banning an offender from all RNLL activities, including, but not limited to, practices and games, for a period deemed appropriate by the RNLL Board.
- 13.3.2. Second Offense: The RNLL Board may institute a wide range of penalties for repeat offenders, beginning with the second offense, as deemed appropriate by the Board. Such penalties may include, but are not limited to:
- a) A ban from participating in all RNLL activities for a set period or number of games.
 - b) Player ineligibility for postseason play (All-Stars).
 - c) Manager or coach ineligibility for postseason play (All-Stars).
 - d) Severe violations can result in suspension from all RNLL activities for the remainder of the current season and/or tournament season.
- 13.3.3. Third Offense: The RNLL Board may choose to apply any of the penalties prescribed for a second offense. In the most extreme of circumstances, the RNLL Board may hold a meeting to determine whether the individual should be permanently banned from all future RNLL activities. The individual in question must receive notice of such a hearing at least one week prior to the meeting and must be given the opportunity to speak at the meeting.
- 13.3.4. Physical Abuse: Physical abuse of an official, coach, player, or spectator will result in immediate expulsion from the RNLL fields at the direction of an umpire or a RNLL representative. Anyone expelled for this reason may not return to the RNLL fields, or participate in any RNLL activity, until the RNLL Board approves.
- 13.3.5. Ejection From a Game: If a parent, player, Manager, or coach is asked to leave the game by an umpire or RNLL Board Member, that person must leave all fields and the access roads to the fields. Any ejections will be reviewed by the RNLL Board for consideration of further action, as appropriate.
- 13.3.6. Any parent, fan, or player who has been suspended or banned from league activities may petition, in writing, to the RNLL Board for a review of the penalty. The petition should be delivered to the league President, and the RNLL Board will meet as soon as reasonably possible to consider the petition. The aggrieved parties will have the opportunity at the meeting to present their appeal.
- 13.3.7. If an action is determined to violate the Player conduct guidelines, the Board of Directors may assess a more severe penalty including All-Star Tournament Team eligibility. This policy is consistent with, and in accordance with Little League Baseball, the National Little League Playing Rules, RNLL Constitution, Local League Rules, and Playing Rules.

APPENDIX A
Majors Baseball Rules 2026
RNLL Board Approved: 02.10.2026

1. GENERAL INFORMATION

Baseball rules will follow the Little League Rules and Regulations and RNLL Local League Rules with additional specifications as follows:

- 1.1. Majors Division is a player pitch played division.
- 1.2. Consists of players with developed skill. Further enhance playing skills and prepare players for more competitive and specialized baseball opportunities.
- 1.3. Richland National Little League (RNLL) strives to provide an experience focused on teaching the fundamentals of the game in a fun environment while incorporating a high level of physical activity.
- 1.4. RNLL provides team jerseys and hats that must be returned to the Team Manager at the end of the season.
- 1.5. Families provide baseball gloves, USA approved bats, cleats, pants, belt, and socks as agreed upon by the Manager.
- 1.6. Parent participation is strongly encouraged – coaching, field prep, team coordinator, etc.
- 1.7. The league website (www.richlandnational.com) is the official standings.

2. PLAYER ELIGIBILITY & SELECTION

- 2.1. Reference [LL Baseball Age Chart](#)
- 2.2. Any player candidate with a league age of 10, 11, or 12-year-olds shall be eligible to compete for participation in the Majors Division at either of two annual spring tryout sessions and shall indicate his or her intention of participating by registering no later than the morning of the final Majors Division tryout date. No player shall tryout at two tryout sessions in any given pre-season.
- 2.3. Player candidates must participate in one of the two tryout sessions to become eligible for the Majors draft and Allstars. A league age 10, 11, 12-year-old candidate who fails to participate in either tryout session may not be eligible for the draft unless he or she informs the RNLL President and Player Agent of the reason, and approved, no later than the morning of the final Majors Division tryout date and the RNLL Board of Directors determines the reason to be justifiable. If the player candidate misses the tryout sessions for a reason determined to be non-justifiable, he or she shall lose eligibility to be included in the drafting process and shall join the pool of players to be selected onto a Minor Division team (12-year old will join the Majors Division pool). Losing eligibility will also include any candidates who designate themselves as Triple A only draft prospects.
- 2.4. Player candidates who lose the eligibility to be included in the Majors draft are also ineligible to be called up to Majors during the regular and postseason play (RNLL Championship, City Tournament, and All-Stars).
- 2.5. Player candidates with a league age of 12 will be drafted by the Majors Division, unless the Little League Regulation V(a) Waiver Request Form for 12-Year-Old Participation in Minor Division has been approved by the RNLL Board of Directors.
- 2.6. Siblings within Majors division may be permitted on the same team based on analysis and Executive Board approval.
- 2.7. All Majors Division teams shall carry twelve (12) players, no more, no less, on their roster.
- 2.8. At no time shall a Majors Division team have on its roster more than seven (7) players of the same league age (Note: the maximum seven (7) player rule can be increased to eight (8) as a one year exception if approved by the Board).
- 2.9. In the event of a player being lost from a Majors Division team, the Team Manager shall maintain a 12-man roster by following the player replacement procedure detailed in Little League Baseball Regulation III(d). A Manager is not required to replace an injured player in the remaining 2-weeks of the regular season. A Manager must comply with selection of eligible replacement players from the Triple A Division

within 7 days unless extended by the Player Agent, facilitated by the Upper Division Coordinator and President/VP. The Player Agent must be notified within 24 hours by the Team Manager of the loss of a player.

- 2.10. If a player fails to show for games and/or practices for two weeks without communication between the player's family and the Manager and/or Coaches, then the player's roster spot will be considered for forfeiture. If a reasonable attempt has been made on the Manager's or Coach's part to contact the player, the Manager must contact the Player Agent and the Player Agent will give the player 48 hours to respond to a final attempt at communication. If after those 48 hours there is still no response, the player's position on the team will be forfeited. However, the player may return to play at the AAA level at the League President and Player Agent approval.
- 2.11. Sons and/or daughters of all approved Managers are eligible for protection in the draft.
- 2.12. Siblings are not guaranteed on the same Major's team, unless specified by parent/guardian and approved by Executive Board
- 2.13. Managers must state their intention to protect eligible players prior to the beginning of the draft. If such an option is stated for a sibling, the Manager must draft the sibling within the first two draft rounds of that player's age.
 - a) If an option is stated for the child of the Manager, such candidate must be drafted in the second round.
- 2.14. The order of the draft shall be established prior to the first round and will be determined by a random blind draw. The draft process will be serpentine through each round until rosters have been filled. For example (using 6 teams):
 - a) First Round: Team 1, Team 2, Team 3, Team 4, Team 5, Team 6
 - b) Second Round: Team 1, Team 2, Team 3, Team 4, Team 5, Team 6 (Managers Kid)
 - c) Third Round: Team 6, Team 5, Team 4, Team 3, Team 2, Team 1
 - d) Successive Rounds: Repeat pattern of second and third rounds in order.Mandatory 12-year-old rounds:

Managers must select all 12-year-old players until there are not enough 12-year-old players to finish a draft round. Those remaining players will be assigned during the final round of the draft to fill teams.

Subsequent Mandatory 12-year-old rounds
The draft will consist of 6 sections:
 - 1) Open round
 - 2) Manager child/player assignment.
 - 3) 12-year-old rounds
 - 4) Open round once 12-year-old rounds are completed.
 - 5) 11/10-year-old rounds
 - 6) Final round will be for assigning the remaining 12-year-old's along with any non-tryout 12-year-old.
 - 7) If there are not enough 12-year-old's during the final round, then an 11/10 year old player will be drafted.
- 2.15. Draft trades will be permitted IF, AND ONLY IF, all Managers present in the room unanimously agree to the trade. They also must be completed prior to any Manager leaving the draft room. Draft trades are not intended to gain any type of competitive advantage.

3. SCHEDULE

- 3.1. Majors Division shall consist of a maximum of 8 teams. If 8 teams are utilized a two 4- team division system may be used in which teams will be assigned to a Majors Division (North or South) by blind draw at the Majors Division draft session. If the number of teams is under 7, there will only be one division.
- 3.2. Practice and Games will begin the week after draft.
 - a) 3 games per week
 - b) 2 practices a week
 - c) ~20 games

- 3.3. League Championship Tournament & City Tournament
- 3.4. The regular season standings shall be determined by the win/loss records of the teams. The regular season final standings order will be used to seed RNLL's representatives in the League Tournament and the City Tournament.
- 3.5. In case of a tie for determining any position in the regular season standing the following full season results will be used (in order of importance):
 - a) For a 2 Team tie:
 - 1) Use the win/loss record in the games between the 2 teams.
 - 2) Use the total of the fewest runs against in the games between the 2 teams.
 - 3) Use the total of the most runs scored in the games between the 2 teams.
 - 4) Use the entire season total of the fewest runs against all teams.
 - 5) Use the entire season total of the most runs scored in the games against all teams.
 - b) For a 3 or more Team tie:
 - 1) Use the win/loss record for all the games involving the 3 or more teams.
 - 2) Use the total of the fewest runs against in the games involving the 3 or more teams.
 - 3) Use the total of the most runs scored in the games involving the 3 or more teams.
 - 4) Use the entire season total of the fewest runs against all teams.
 - 5) Use the entire season total of the most runs scored in the games against all teams.
- 3.6. At the end of the Regular Season, the top 4 teams will compete in a single elimination play-off. The winner shall be declared the League Champion Team. (Note: The outcome of this tournament will not affect the seeding of the City Tournament or the next year's draft order.) If a division system is used:
 - a) The division winning team with the overall best record shall receive the #1 seed.
 - b) The other division winning team shall receive the #2 seed.
 - c) The two "wild card" teams shall be the two teams (regardless of division) remaining with the best overall record.

4. TEAM MANAGER RESPONSIBILITIES

- 4.1. Team Managers must have their team's medical forms and a first aid kit provided by the league at the field for every practice and game.
- 4.2. Team Managers must contact the parents of the players on the team to solicit their help for fieldwork and related work parties.
- 4.3. Team Managers should recruit a Team Coordinator for assistance in fulfilling responsibilities.
- 4.4. Team Managers are responsible for ensuring the proper behavior of their players, players' parents, and/or guests.
- 4.5. Team Managers are responsible for ensuring their team is following all Little League International Rules and Regulations.
- 4.6. Manager of the "Home" team is responsible for the following:
 - a) Pre-game field preparation.
 - b) Provide an Official Scorekeeper, Gamechanger, Pitch Counter
 - c) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - d) The Home Team Manager or designee will enter the final score on the Sports Connect. This shall be done as soon as reasonably possible.
- 4.7. Manager of the "Visiting" team is responsible for the following:
 - a) Adult Game Coordinator
 - b) Scoreboard operator
 - c) Post-game field clean-up
 - d) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - e) If on Badger Field 1, putting up the US Flag and playing the National Anthem (first game of the day). And removing the US Flag in the final game of the day.
- 4.8. Team Managers are responsible for the playing equipment, uniforms, keys and any other RNLL property issued to them by the Equipment Coordinator. Managers shall sign for equipment, uniforms, keys and any other RNLL property at both the time of issuance and the time of return, noting inventory and

condition of items. Equipment, uniforms, keys and any other RNLL property shall be returned during the date/times established by the Equipment Coordinator.

5. PITCHING & BATTING

- 5.1. The pitcher's mound is a standard Little League length.
- 5.2. Live pitching shall take place during each inning of each game for the entire season and shall follow the rules described in RNLL Local League Rules as well as the Official Regulations and Rules of Little League.
- 5.3. Pitching Rules
- 5.4. Keeping Pitch Count During Games
 - a) Official Scorekeeper, the Home Team Manager will designate a Scorekeeper who will be responsible for tracking the number of pitches thrown by each pitcher via GameChanger.
 - b) The Home Manager, Visiting Manager, or Umpire may confer with the official Scorekeeper during the game or between innings to synchronize the Manager's dugout counting devices. The Scorekeeper shall provide the current pitch number to the Home Manager, Visiting Manager, or Umpires as requested.
 - c) The Home Team Scorekeeper shall be the official count during and after the game.
 - d) The Scorekeeper is responsible for notifying the Home Plate Umpire when the current pitcher has reached the maximum number of pitches (See Regulation VI(g) & below).
 - e) Pitchers must adhere to the following rest requirements:
 - 1) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 2) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - 3) If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - 4) If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - 5) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - f) Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 - g) A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
 - h) At the conclusion of the game, the Game will be closed out on GameChanger.
- 5.5. Batting Rules
 - a) The batting order shall use the complete roster with each player batting in turn throughout the game whether playing a defensive position in that inning or not.
 - b) Slug Bunting is NOT permitted. If a batter does attempt to slug bunt, the batter is out, the ball is dead, and all runners return to the base they last occupied. Contact does not need to be made.
 - c) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Exceptions:
 - 1) On a swing, slap, or check swing.
 - 2) When forced out of the box by a pitch.
 - 3) When the batter attempts a "drag bunt".
 - 4) When the catcher does not catch the pitched ball.
 - 5) When a play has been attempted.
 - 6) When time has been called.
 - 7) When the pitcher leaves the dirt area of the pitching mound or takes a position more than 5' from the pitcher's rubber after receiving the ball or the catcher leaves the catcher's box.
 - 8) On a three-ball count pitch that is a strike the batter thinks is a ball.

**Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch must be thrown, the ball is dead, and no runners may advance.*

6. FIELDING

- 6.1. Outs will be called.
- 6.2. In the field the team on defense will have players in the 9 standard baseball positions
 - a) Catchers will squat behind home plate with full protective gear issued or approved by RNLL.
- 6.3. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs. Free substitution and continuous batting order will be used. The board reserves the right to enforce the changes at any point in the season based on the major division coaches' recommendations and board approval.
- 6.4. Regular season will be played with free substitution and the entire roster entered into the batting order.
- 6.5. No player shall be out of the game defensively two consecutive innings during the regular season.
- 6.6. The RNLL Board reserves the right to require defensive lineup cards from managers in the case these rules are not being adhered to.

7. BASE RUNNING

- 7.1. Base paths are standard Little League regulation lengths.
- 7.2. Runners may advance at his/her own risk unless the play has been ruled dead by the umpire (foul ball, etc.)
- 7.3. Batters may attempt a run to 1st base on a dropped 3rd strike if 1st base is open or 2 outs in the inning.

8. UMPIRES

- 8.1. The league will provide a home plate & field umpire for the games.
- 8.2. Only the Manager may address the Head Umpire regarding a call/ruling.
- 8.3. The game clock shall begin when the first batter at the top of the first inning enters the batter's box. The umpire at this time should state "play ball" and the game clock shall begin.
- 8.4. If two youth umpires are provided, a designated adult shall serve as the Adult Game Coordinator. Refer to the Official Regulations and Rules of Little League Baseball Rule 9.03 (d) for responsibilities of the Adult Game Coordinator
- 8.5. After 3 outs the bases will be cleared, and teams rotate from offense to defense.

9. GAMES

- 9.1. Games are scheduled for six (6) innings.
- 9.2. Games will be played until a winner has been determined in accordance with Official Regulations and Playing Rules.
- 9.3. If a player arrives late to a game, the player shall be added to the end of the batting order. If a player must leave early from a game for any reason, there is no penalty to their team and the player's position in the batting order is skipped.
- 9.4. If a player leaves a game due to injury and is unable to bat their position in the order, they are skipped for the remainder of the current game (without penalty – no out is assessed). However, if a player is "temporarily" injured (e.g.: Hit by pitch) the player making the preceding out can be used as a substitute. If the injured player cannot take their position in the batting order, then they are removed from the game (without penalty).
- 9.5. The following Run Rule will be in effect in Major Division for purposes of scoring. If at least four(4) innings have been completed and the visiting team is up by 12 or more runs or if after 3 ½ innings the home team is ahead by 12 or more runs the game shall be complete. If time permits, the teams can complete the duration of time as a scrimmage.
- 9.6. If at least four (5) innings have been completed and the visiting team is up by 10 or more runs or if after 4 ½ innings the home team is ahead by 10 or more runs the game shall be complete. If time permits, the teams can complete the duration of time as a scrimmage.
- 9.7. If the final inning is NOT the 6th inning in the game, the following conditions apply:
 - a) If at least four (4) innings have been previously completed (3 ½ innings if the home team is ahead), the inning shall be completed (if necessary) as the final inning of a regulation game before the umpire

- terminates the game for time limit. If the game is halted during this final inning by the umpire due to weather, curfew or light failure, Rule 4.11 of the Little League Baseball Official Regulations and Playing Rules shall apply.
- b) If at least four (4) innings have not been previously completed (3 ½ innings if the home team is ahead), the umpire shall call the game and declare it "No Game". In this case, the game may be replayed later.
- 9.8. TIE GAME: When the completion of six innings, and the score is tied, starting in the top of the seventh inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base with no outs.
EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.
- 9.9. Any final score discrepancies shall be managed by the Vice President.

***These rules do not cover every situation. If there are questions, both team's coaches can work together to resolve it using their best judgment. The goal here is all about the kids having fun and wanting to play baseball or softball again next year.*

APPENDIX B
Triple A Baseball Rules 2026
RNLL Board Approved: 02.10.2026

1. GENERAL INFORMATION

Baseball rules will follow the Little League Rules and Regulations and RNLL Local League Rules with additional specifications as follows:

- 1.1. Triple A Division is player pitch played division.
- 1.2. Consists of players with developed skills who have not been selected for a Majors Division team. The intent is for this level to prepare players for play in the Majors Division. All remaining 11-year-old, 10-year-old and most 9-year-old players should be playing at this level.
- 1.3. Richland National Little League (RNLL) strives to provide an experience focused on teaching the fundamentals of the game in a fun environment while incorporating a high level of physical activity.
- 1.4. RNLL provides team jerseys and hats that must be returned to the Team Manager at the end of the season.
- 1.5. Families provide baseball gloves, USA approved bats, cleats, pants, belt, and socks as agreed upon by the Manager.
- 1.6. Parent participation is strongly encouraged – coaching, field prep, team coordinator, etc.
- 1.7. The league website (www.richlandnational.com) is the official standings.

2. PLAYER ELIGIBILITY & SELECTION

- 2.1. 9-10 year-olds, reference [LL Baseball Age Chart](#)
- 2.2. Any player candidate with the league age of 8, 9, 10 or 11-year-olds shall be eligible to participate in the Triple A level of play in the RNLL Minor Division. 8 and 9-year-old players must try-out at the age 9 tryout and are not guaranteed to be on a Triple A team.
- 2.3. Players league age 12 will be permitted to play in the Triple A Division provided they have completed the Little League Regulation V(a) Waiver Request Form for 12-Year-Old Participation in Minor Division which requires approval from RNLL Board of Directors.
- 2.4. Siblings of 9, 10, or 11 (Triple A) will be guaranteed on the same teams.
- 2.5. The number of players per team in the Triple A Division shall be determined by the Player Agent and Upper Division Coaching Coordinator.
- 2.6. Eligible players must participate in tryout sessions and be selected in a draft. All potential players must participate in one of two scheduled tryout sessions to be considered for the draft, otherwise they will be placed on a team by the Player Agent.
- 2.7. Prior to the draft, a discussion will be held to identify eligible players that potentially could be assigned to play in the Double A Division for justifiable purposes.
- 2.8. Managers' sons and daughters will be assigned to the applicable Managers team, prior to the draft.
- 2.9. Eligible siblings of a player selected in the draft must be selected within the next two draft rounds or be open to selection by any team.
- 2.10. The order of the draft shall be established prior to the first round and will be determined by a random blind draw. The draft process will be serpentine through each round until rosters have been filled. For example (using 6 teams):
 - a) First Round: Team 1, Team 2, Team 3, Team 4, Team 5, Team 6
 - b) Second Round: Team 6, Team 5, Team 4, Team 3, Team 2, Team 1
 - c) Successive Rounds: Repeat pattern of first and second rounds in order. The draft will consist of 6 sections:
 - 1) Open Round
 - 2) Manager's Kid
 - 3) 11 year old rounds until exhausted
 - 4) 10 year old rounds until exhausted
 - 5) 9/8 rounds

- 6) Final round will be assigning the remaining 11/10/9 year olds along with any non-tryout 11/10/9 year olds. No eligible 11 & 10 year old will be assigned to a AA team. 9 & 8 year olds must be drafted and therefore are not guaranteed placement on a AAA team.
- 2.11. Draft trades will be permitted IF, AND ONLY IF, all managers present in the room unanimously agree to the trade. They also must be completed prior to any manager leaving the draft room. Draft trades are not intended to gain any type of competitive advantage.

3. SCHEDULE

- 3.1. Practice and Games will begin the week after draft.
 - a) 2 games per week
 - b) 2 to 3 practices a week
 - c) ~16 games
- 3.2. League Championship Tournament & City Tournament
- 3.3. The season will be divided into 1st and 2nd halves for the purpose of structuring rules of play on the field (see Section 7 of this Appendix).
- 3.4. The league regular season standings shall be determined by the win/loss/tie records of the teams.
- 3.5. In case of a tie for determining any position in the regular season standing the following full season results will be used (in order of importance):
 - a) For a tie of any number of teams:
 - 1) Use the points awarded for all the games involving the tied teams. Each team is awarded 2 pts. per win and 1 pt. per tie).
 - 2) Use the total of the fewest runs against in the games involving the tied teams.
 - 3) Use the total of the most runs scored in the games involving the tied teams.
 - 4) Use the entire season total of the fewest runs against all teams.
 - 5) Use the entire season total of the most runs scored in the games against all teams.

4. TEAM MANAGER RESPONSIBILITIES

- 4.1. Team Managers must have their team's medical forms and a first aid kit provided by the league at the field for every practice and game.
- 4.2. Team Managers must contact the parents of the players on the team to solicit their help for fieldwork and related work parties.
- 4.3. Team Managers should recruit a Team Coordinator for assistance in fulfilling responsibilities.
- 4.4. Team Managers are responsible for ensuring the proper behavior of their players, players' parents, and/or guests.
- 4.5. Team Managers are responsible for ensuring their team is following all Little League International Rules and Regulations.
- 4.6. Manager of the "Home" team is responsible for the following:
 - a) Pre-game field preparation.
 - b) Provide an Official Scorekeeper, Gamechanger, Pitch Counter
 - c) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - d) The Home Team Manager or designee will enter the final score on the Sports Connect. This shall be done as soon as reasonably possible.
- 4.7. Manager of the "Visiting" team is responsible for the following:
 - a) Adult Game Coordinator
 - b) Scoreboard operator
 - c) Post-game field clean-up
 - d) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - e) If on Badger Field 1, putting up the US Flag and playing the National Anthem (first game of the day). And removing the US Flag in the final game of the day.
- 4.8. Team Managers are responsible for the playing equipment, uniforms, keys and any other RNLL property issued to them by the Equipment Coordinator. Managers shall sign for equipment, uniforms, keys and any other RNLL property at both the time of issuance and the time of return, noting inventory and

condition of items. Equipment, uniforms, keys and any other RNLL property shall be returned during the date/times established by the Equipment Coordinator.

5. PITCHING & BATTING

- 5.1. The pitcher's mound is a standard Little League length.
- 5.2. Live pitching shall take place during each inning of each game for the entire season and shall follow the rules described in RNLL Local League Rules as well as the Official Regulations and Rules of Little League.
- 5.3. Pitching Rules
- 5.4. Keeping Pitch Count During Games
 - a) In addition to the Official Scorekeeper, the Home Team Manager will designate a Pitch Counter who will be responsible for tracking the number of pitches thrown by each pitcher.
 - 1) As a pitch is thrown to the batter, the number will be crossed off the Game Pitch Log
 - 2) When the pitcher is removed from the game, the number of the last pitch thrown will be circled.
 - b) The Home Manager, Visiting Manager, or Umpire may confer with the official Pitch Counter during the game or between innings to synchronize the Manager's dugout counting devices. The Pitch Counter shall provide the current pitch number to the Home Manager, Visiting Manager, or Umpires as requested.
 - c) The Game Pitch Log (Home Team Pitch Counter) shall be the official count during and after the game.
 - d) The Pitch Counter is responsible for notifying the Home Plate Umpire when the current pitcher has reached the maximum number of pitches (See Regulation VI(g) & below).
 - e) Pitchers must adhere to the following rest requirements:
 - 1) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 2) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - 3) If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - 4) If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - 5) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - f) Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 - g) A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
 - h) At the conclusion of the game, the Game Pitch Log shall be delivered to the clubhouse.
- 5.5. Batting Rules
 - a) The batting order shall use the complete roster with each player batting in turn throughout the game whether playing a defensive position in that inning or not.
 - b) Slug Bunting is NOT permitted. If a batter does attempt to slug bunt, the batter is out, the ball is dead, and all runners return to the base they last occupied. Contact does not need to be made.
 - c) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Exceptions:
 - 1) On a swing, slap, or check swing.
 - 2) When forced out of the box by a pitch.
 - 3) When the batter attempts a "drag bunt".
 - 4) When the catcher does not catch the pitched ball.
 - 5) When a play has been attempted.
 - 6) When time has been called.
 - 7) When the pitcher leaves the dirt area of the pitching mound or takes a position more than 5' from the pitcher's rubber after receiving the ball or the catcher leaves the catcher's box.
 - 8) On a three-ball count pitch that is a strike the batter thinks is a ball.

**Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch must be thrown, the ball is dead, and no runners may advance.*

6. FIELDING

- 6.1. Outs will be called.
- 6.2. There will be no infield fly rule.
- 6.3. In the field the team on defense will have players in the 9 standard baseball positions
 - a) Catchers will squat behind home plate with full protective gear issued or approved by RNLL.
- 6.4. Unless there is an overriding safety concern, all players should play all positions throughout the course of the season.
- 6.5. Free substitutions are allowed.
- 6.6. No player shall be out of the game defensively two consecutive innings.
- 6.7. A maximum of four (4) runs may be scored by either team, during each of the first five innings of a game. There is no limit on the number of runs during any innings after the fifth inning.
- 6.8. The RNLL Board reserves the right to require defensive lineup cards from managers in the case these rules are not being adhered to.

7. BASE RUNNING

- 7.1. Base paths are standard Little League regulation lengths.
- 7.2. First Half of the Season – Base Running Rules:
 - a) Advancing to Second or Third Base:
 - 1) A runner may advance at their own risk to second or third base if a “live” pitched ball passes outside the circle surrounding home plate.
 - 2) Runners may not advance until the ball leaves the circle.
 - 3) No advancement is allowed if the play has been ruled dead by the umpire (e.g., foul ball)
 - b) Stealing Home:
 - 1) Runners cannot steal home, including on a ball thrown back by the catcher to the pitcher.
 - 2) EXCEPTION: Runners cannot steal home, including on a ball thrown back by the catcher to the pitcher:
 - 7.2.b.2.1. The catcher attempts a throw to a base and overthrows it, &
 - 7.2.b.2.2. The overthrow causes the ball to leave the infield, &
 - 7.2.b.2.3. The ball must leave the infield before the runner on third may advance.
- 7.3. In the second half of the season, a runner may advance at his/her own risk unless the play has been ruled dead by the umpire (foul ball, etc.)
- 7.4. There is an official scorebook (GameChanger) and scoreboard (when available).

8. UMPIRES

- 8.1. The league will provide a home plate & field umpire for the games.
- 8.2. Only the Manager may address the Head Umpire regarding a call/ruling.
- 8.3. The game clock shall begin when the first batter at the top of the first inning enters the batter’s box. The umpire at this time should state “play ball” and the game clock shall begin.
- 8.4. The visiting team is required to provide an adult to serve as the field umpire in the event one is not provided by the League. If two youth umpires are provided, the above designated adult shall serve as the Adult Game Coordinator. Refer to the Official Regulations and Rules of Little League Baseball Rule 9.03 (d) for responsibilities of the Adult Game Coordinator
- 8.5. After 3 outs the bases will be cleared, and teams rotate from offense to defense.

9. GAMES

- 9.1. Games are scheduled for six (6) innings.
- 9.2. The 10-run rule as detailed in the Official Little League rules will be in effect in Triple A games for purposes of scoring. If at least four (4) innings have been completed and the visiting team is up by 10 or more runs or if after 3 ½ innings the home team is ahead by 10 or more runs the game shall be complete. If time permits, the teams can complete the duration of time as a scrimmage.

- 9.3. First Half of Season: The inning beginning after one hour and thirty minutes (1:30) has elapsed from the game start time (umpire will keep the official clock) will be declared the final inning. By rule, an inning begins at the moment of the third out (or fourth run) by the home team. During the final inning, teams may score an unlimited number of runs (open inning). The game will conclude at the end of this final inning regardless of time (unless the home team is ahead, in which case the game will end after the visitors half inning).
- 9.4. Second Half of Season: The inning beginning after one hour and forty-five minutes (1:45) have elapsed from the game start time (umpire will keep the official clock) will be declared the final inning. By rule, an inning begins at the moment of the third out (or fourth run) by the home team. During the final inning, teams may score an unlimited number of runs (open inning). The game will conclude at the end of this final inning regardless of time (unless the home team is ahead, in which case the game will end after the visitors half inning).
- 9.5. If the final inning is NOT the 6th inning in the game, the following conditions apply:
 - a) If at least four (4) innings have been previously completed (3 ½ innings if the home team is ahead), the inning shall be completed (if necessary) as the final inning of a regulation game before the umpire terminates the game for time limit. If the game is halted during this final inning by the umpire due to weather, curfew or light failure, Rule 4.11 of the Little League Baseball Official Regulations and Playing Rules shall apply.
 - b) If at least four (4) innings have not been previously completed (3 ½ innings if the home team is ahead), the umpire shall call the game and declare it "No Game". In this case, the game may be replayed later.
- 9.6. Due to scheduling limitations, games between Minor Division teams that cannot be completed (i.e. called by weather and less than 4 innings) may not be resumed and will be scored as a tie (equal to ½ of a win and ½ of a loss in determining final league standings).
- 9.7. Any final score discrepancies shall be managed by the Vice President.

***These rules do not cover every situation. If there are questions, both team's coaches can work together to resolve it using their best judgment. The goal here is all about the kids having fun and wanting to play baseball or softball again next year.*

APPENDIX C
Double A Baseball Rules 2026
RNLL Board Approved: 02.10.2026

1. GENERAL INFORMATION

Baseball rules will follow the Little League Rules and Regulations and RNLL Local League Rules with additional specifications as follows:

- 1.1. Double A Division is a machine pitch played division.
- 1.2. Double A consists of players with basic skills requiring development. The intent is for this level to prepare players for play in the Triple A Division.
- 1.3. Richland National Little League (RNLL) strives to provide an experience focused on teaching the fundamentals of the game in a fun environment while incorporating a high level of physical activity.
- 1.4. RNLL provides team jerseys and hats that must be returned to the Team Manager at the end of the season.
- 1.5. Families provide baseball gloves, USA approved bats, cleats, pants, belt, and socks as agreed upon by the Manager.
- 1.6. Parent participation is strongly encouraged – coaching, field prep, team coordinator, etc.

2. PLAYER ELIGIBILITY & SELECTION

- 2.1. 7-8 year-olds, reference [LL Baseball Age Chart](#)
- 2.2. League age 6-year-olds may play in this division pending Player Agent & Board approval. Parents/Guardians must notify the Player Agent prior to the drafting process your request to play your 6-year-old child up at the Double A level. A minimum of one year of baseball experience plus a demonstration of capability is required before a child may play up at this level.
- 2.3. Eligible players will be placed on a team during the draft. Prior to the draft, Managers' sons and/or daughters will be assigned to the applicable Managers team, prior to the draft.
- 2.4. A Manager may identify one (1) Assistant Coach prior to the draft. The son and/or daughter of the Assistant Coach will be placed on the team prior to the draft. No more than two additional players may be protected during the draft and must be announced prior to the draft process.
- 2.5. Eligible siblings of a player shall be placed on the same team unless requested otherwise by the player's parents/guardians.
- 2.6. Remaining players will be placed on teams utilizing the random selection process.
 - a) Random selection process will separate players by age and then assign them accordingly to evenly distribute the players by age.
- 2.7. There will be no tryouts.
- 2.8. There will be a random selection draft and teams are redrafted every year.
- 2.9. The number of players per team shall be determined by the Player Agent and Lower Division Coordinator.

3. SCHEDULE

- 3.1. Practice and Games will begin after spring break.
 - a) 1 to 2 games per week
 - b) 1 weekday game and/or 1 Saturday game if fields are available.
 - c) 1 to 2 practice a week
 - d) ~14 games

4. TEAM MANAGER RESPONSIBILITIES

- 4.1. Team Managers must have their team's medical forms and a first aid kit provided by the league at the field for every practice and game.
- 4.2. Team Managers must contact the parents of the players on the team to solicit their help for fieldwork and related work parties.

- 4.3. Team Managers should recruit a Team Coordinator for assistance in fulfilling responsibilities.
- 4.4. Team Managers are responsible for ensuring the proper behavior of their players, players' parents, and/or guests.
- 4.5. Team Managers are responsible for ensuring their team is following all Little League International Rules and Regulations.
- 4.6. Manager of the "Home" team is responsible for the following:
 - a) Pre-game field preparation.
 - b) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - c) The Home Team Manager or designee will enter the final score on the Sports Connect. This shall be done as soon as reasonably possible.
- 4.7. Manager of the "Visiting" team is responsible for the following:
 - a) Post-game field clean-up
 - b) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - c) If on Badger Field 1, putting up the US Flag and playing the National Anthem (first game of the day). And removing the US Flag in the final game of the day.
- 4.8. Team Managers are responsible for the playing equipment, uniforms, keys and any other RNLL property issued to them by the Equipment Coordinator. Managers shall sign for equipment, uniforms, keys and any other RNLL property at both the time of issuance and the time of return, noting inventory and condition of items. Equipment, uniforms, keys and any other RNLL property shall be returned during the date/times established by the Equipment Coordinator.

5. PITCHING & BATTING

- 5.1. The pitcher's mound is a standard Little League length.
- 5.2. The player fielding the pitcher's position must remain within 1 foot on the pitcher's mound dirt area and must not be in front of the pitching machine until the ball is delivered to the batter.
- 5.3. Pitching will be performed with a pitching machine issued by RNLL.
- 5.4. Each team shall provide an adult to operate the pitching machine.
- 5.5. Pitching Rules
 - a) On pitches from a pitching machine, if a batter "takes" (i.e. doesn't swing at three (3) good pitches), he/she will be told that the umpire will begin calling strikes on subsequent good pitches.
 - 5.5.a.1. Note: the object is not to strike batters out; it is to ensure that batters do not delay the game by taking an excessive number of pitches.
 - b) There are no walks.
 - c) If a player is hit by a pitch, they should continue their at bat if they are able, rather than take first base.
- 5.6. Coaches should prepare each of their players from the beginning of each season with pitching instruction and practice, though no player pitching will occur during gameplay.
- 5.7. Batting Rules
 - a) The batting order shall use the complete roster with each player batting in turn throughout the game whether playing a defensive position in that inning or not.
 - b) Slug Bunting is NOT permitted.

6. FIELDING

- 6.1. Outs will be called.
- 6.2. In the field the team on defense will have players in the 9 standard baseball positions
 - a) Catchers will squat behind home plate with full protective gear issued or approved by RNLL.
- 6.3. Unless there is an overriding safety concern, all players should play all positions throughout the course of the season.
- 6.4. Free substitutions are allowed.
- 6.5. No player shall be out of the game defensively two consecutive innings.
- 6.6. Each player during each game shall play at least one defensive inning in the infield and one defensive inning in the outfield.

- 6.7. A maximum of four (4) runs may be scored by either team, during each of the first five innings of a game. There is no limit on the number of runs during any innings after the fifth inning.

7. BASE RUNNING

- 7.1. Base paths are standard Little League regulation lengths.
- 7.2. There is no base stealing or leading off.
- 7.3. There are no base-on-balls.
- 7.4. There is an official scorebook or scoreboard (when available).
- 7.5. On a ball hit to the outfield, the runner(s) can continue to run around the bases but play stops when the ball lands in the infield either in a fielder's glove or on the ground.
 - a) The infield is described as the dirt area carved around 1st, 2nd, and 3rd base.
 - b) Runners must stop at the base they are on or at the base they are running for, provided they are at least halfway to that base.
- 7.6. On a ball hit to the infield, the runner(s) run "base to base". Which means the player only advances to the next base even if there is an error or overflow.
- 7.7. On a ball hit to the infield, play stops when an attempt is made to throw the ball to the pitcher. Runner(s) must stop at the base they are on, or the base they are running for, provided they are at least halfway to that base.
- 7.8. Runners approaching 1st or 2nd may advance one additional base (no more) at their own risk on an attempted put-out at any base if the ball travels past, out of reach, or is mishandled by the intended baseman making the play. Runners approaching 3rd must stop. Overthrowing home stops all runners.

8. UMPIRES

- 8.1. The league may provide an umpire if available.
- 8.2. The coaches of both teams will be the umpires if a league umpire is unavailable (i.e. the coach pitching, or the base coaches will make all calls). You will not need a parent volunteer to umpire.
- 8.3. When a player is called out (either from catching a flyball or being thrown out at a base) they will go back to the dugout.
- 8.4. The game clock shall begin when the first batter at the top of the first inning enters the batter's box. The umpire at this time should state "play ball" and the game clock shall begin.
- 8.5. After 3 outs the bases will be cleared, and teams rotate from offense to defense.

9. GAMES

- 9.1. Games are scheduled for six (6) innings.
- 9.2. The 10-run rule as detailed in the Official Little League rules will be in effect in games for purposes of scoring. If at least four (4) innings have been completed and the visiting team is up by 10 or more runs or if after 3 ½ innings the home team is ahead by 10 or more runs the game shall be complete. If time permits, the teams can complete the duration of time as a scrimmage.
- 9.3. Games are scheduled for six (6) innings.
 - a) First Half of Season: The inning beginning after one hour and thirty minutes (1:30) has elapsed from the game start time (umpire will keep the official clock) will be declared the final inning. By rule, an inning begins at the moment of the third out (or fourth run) by the home team. During the final inning, teams may score an unlimited number of runs (open inning). The game will conclude at the end of this final inning regardless of time (unless the home team is ahead, in which case the game will end after the visitors half inning).
 - b) Second Half of Season: The inning beginning after one hour and forty-five minutes (1:45) have elapsed from the game start time (umpire will keep the official clock) will be declared the final inning. By rule, an inning begins at the moment of the third out (or fourth run) by the home team. During the final inning, teams may score an unlimited number of runs (open inning). The game will conclude at the end of this final inning regardless of time (unless the home team is ahead, in which case the game will end after the visitors half inning).

- c) If the final inning is NOT the 6th inning in the game, the following conditions apply:
 - 9.3.c.1. If at least four (4) innings have been previously completed (3 ½ innings if the home team is ahead), the inning shall be completed (if necessary) as the final inning of a regulation game before the umpire terminates the game for time limit. If the game is halted during this final inning by the umpire due to weather, curfew or light failure, Rule 4.11 of the Little League Baseball Official Regulations and Playing Rules shall apply.
 - 9.3.c.2. If at least four (4) innings have not been previously completed (3 ½ innings if the home team is ahead), the umpire shall call the game and declare it “No Game”. In this case, the game may be replayed later.

***These rules do not cover every situation. If there are questions, both team’s coaches can work together to resolve it using their best judgment. The goal here is all about the kids having fun and wanting to play baseball or softball again next year.*

APPENDIX D
Single A Baseball Rules 2026
RNLL Board Approved: 02.10.2026

1. GENERAL INFORMATION

Baseball rules will follow the Little League Rules and Regulations and RNLL Local League Rules with additional specifications as follows:

- 1.1. Single A Division is a modified Coach Pitch/Tee-Ball division.
- 1.2. Single A is a non-competitive program focused on fun, fitness, and fundamentals where players ages 5-6 are first introduced to the basics of Baseball and Softball.
- 1.3. Richland National Little League (RNLL) strives to provide an experience focused on teaching the fundamentals of the game in a fun environment while incorporating a high level of physical activity.
- 1.4. RNLL provides team jerseys and hats to keep.
- 1.5. Families provide baseball/softball gloves, USA approved softball bats, cleats, pants, belt, and socks as agreed upon by the Manager.
- 1.6. Parent participation is strongly encouraged – coaching, field prep, team coordinator, etc.

2. PLAYER ELIGIBILITY & SELECTION

- 2.1. 5-6 year-olds, reference [LL Baseball Age Chart](#)
- 2.2. Eligible players shall be impartially assigned to teams within the Single A Division by the RNLL Player Agent who shall in his/her assignments consider the following equally:
 - a) Equal distribution of players amongst the teams by age.
 - b) Other factors, which potentially increase participation but have negligible adverse effects.
- 2.3. There will be no tryouts.
- 2.4. There will be a random selection draft and teams are redrafted every year.
- 2.5. The number of players per team shall be determined by the Player Agent and Lower Division Coordinator.
- 2.6. Managers' children will be automatically on the team prior to the draft.
- 2.7. The Manager may identify one Assistant Coach prior to the draft.
- 2.8. The Assistant Coach's child will be placed on the team prior to the draft.
- 2.9. Eligible siblings of a player shall be placed on the same team unless requested otherwise.
- 2.10. Players will be placed on teams utilizing the random selection process.
- 2.11. Random selection process will separate players by age and then assign them accordingly to evenly distribute the players by age.

3. SCHEDULE

- 3.1. Practice and Games will begin after spring break.
 - a) 1 to 2 games per week
 - b) 1 weekday game and/or 1 Saturday game if fields are available.
 - c) 1 practice a week
 - d) ~8 games

4. TEAM MANAGER RESPONSIBILITIES

- 4.1. Team Managers must contact the parents of the players on the team to solicit their help for fieldwork and related work parties.
- 4.2. Team Managers should recruit a Team Coordinator for assistance in fulfilling responsibilities.
- 4.3. Team Managers are responsible for ensuring the proper behavior of their players, players' parents, and/or guests.
- 4.4. Team Managers are responsible for ensuring their team is following all Little League International Rules and Regulations.
- 4.5. Manager of the "Home" team is responsible for the following:

- a) Pre-game field preparation.
- b) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
- 4.6. Manager of the “Visiting” team is responsible for the following:
 - a) Post-game field clean-up
 - b) Cleaning of the dugout and policing of the fence-line to home plate after completion of each game.
 - c) If on Badger Field 1, putting up the US Flag and playing the National Anthem (first game of the day).
And removing the US Flag in the final game of the day.
- 4.7. Team Managers are responsible for the playing equipment, uniforms, keys and any other RNLL property issued to them by the Equipment Coordinator. Managers shall sign for equipment, uniforms, keys and any other RNLL property at both the time of issuance and the time of return, noting inventory and condition of items. Equipment, uniforms, keys and any other RNLL property shall be returned during the date/times established by the Equipment Coordinator.

5. PITCHING & BATTING

- 5.1. The pitcher’s mound is a standard Little League length.
- 5.2. The player who is the “pitcher” will stand within 5’ of the pitching rubber.
- 5.3. Pitching Rules
 - a) The coach pitching can stand as close as they need to deliver the pitch, keeping in mind the safety of the coach pitching.
 - b) After 3 pitches (swung on or considered strike pitches by the coach), a tee should be used for the batter.
 - c) There are no strike outs or walks.
 - d) If a player is hit by a pitch, they should continue their at bat if they are able, rather than take first base.
- 5.4. Batting Rules
 - a) The batting order will be continuous and include all players on the team roster present for the game batting in order.
 - b) Each team will bat through their entire batting order every inning.
 - c) The last batter does not clear the bases with a “homerun”, but the coaches may allow the kids to complete the base running.
 - d) Even if there are not 3 outs, after the last batter in the lineup the bases will be cleared, and the next team will bat.

6. FIELDING

- 6.1. Outs will be called.
- 6.2. In the field the team on defense will have 10 players with 4 playing in the outfield positions.
 - a) Catchers will not squat behind home plate but will stand at the backstop.
 - b) They may wear a catcher’s mask and chest protector, but not required.
- 6.3. Unless there is an overriding safety concern, all players should play all positions throughout the course of the season.

7. BASE RUNNING

- 7.1. Base paths are standard Little League regulation lengths.
- 7.2. There is no base stealing or leading off.
- 7.3. There is no official scorebook or scoreboard.
- 7.4. On a ball hit to the outfield, the runner(s) can continue to run around the bases but play stops when the ball lands in the infield either in a fielder’s glove or on the ground.
 - a) The infield is described as the dirt area carved around 1st, 2nd, and 3rd base.
 - b) Runners must stop at the base they are on or at the base they are running for, provided they are at least halfway to that base.

- 7.5. On a ball hit to the infield, the runner(s) run "base to base". Which means the player only advances to the next base even if there is an error or overflow.

8. UMPIRES

- 8.1. The league will not provide umpires.
- 8.2. The coaches of both teams will be the umpires (i.e. the coach pitching, or the base coaches will make all calls). You will not need a parent volunteer to umpire.
- 8.3. When a player is called out (either from catching a flyball or being thrown out at a base) they will go back to the dugout.
- 8.4. After 3 outs the bases will be cleared, but the team that is up to bat will continue to bat through their entire order.

9. GAMES

- 9.1. There is a time limit of 1 hour (with a minimum of 2 innings played). If you have started an inning before the 1 hour time limit, it is up to both coaches' discretion if you finish that inning.
- 9.2. If there is a game scheduled to be played on the same field after this game, there will be a "drop dead" time of one hour. The game will end immediately once one hour has been reached (minimum of two innings played).

***These rules do not cover every situation. If there are questions, both team's coaches can work together to resolve it using their best judgment. The goal here is all about the kids having fun and wanting to play baseball or softball again next year.*