

# Reno American Little League

## White Rules

Revised April 11, 2021



Reno, Nevada  
Charter Number 428-01-07

1 This version of the Reno American Little League White Rules are in effect for the  
2 2021 season and may be replaced or superseded by local / state / national  
3 restrictions and/or guidance.

4  
5 **Changes specific to COVID are highlighted in orange.**

6 **Changes in yellow are significant changes from the Little League Rule book or**  
7 **RALL changes.**

## 9 **Purpose**

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

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

22  
23 By Little League rule, no league can make their local rules less stringent than the  
24 National rules as spelled out in the most recent version of the Little League Green Book  
25 and Operating Manual. Reno American Little League abides by this edict, so *if there*  
26 *are any rules in the RALL White Rules that appear to conflict with the current year*  
27 *Green Rule Book or the current year Operating Manual, the Little League Rules will take*  
28 *precedence.*

29  
30 Except as noted, the rules apply to all levels of play.

31  
32 This version of the White Rules replaces the 2019 approved rules.

## 34 **COVID Mitigations**

35 **The approved RALL COVID plan can be found here - [RALL COVID Safety Plan](#)**

36 **This plan is located at [www.renoamerican.com](http://www.renoamerican.com) COVID 19 section.**

## 38 **Summary of the plan.**

- 39 ● **Coaches, umpires and volunteers on the field must wear masks at all times.**
- 40 ● **Players must wear masks when not able to socially distance.**

- 1 • Entrance to the complex will be from the East side between fields 1 and 4. All  
2 other entrances are closed.
- 3 • Screening will be conducted at the main entrance. Player should complete the  
4 screening on the Game Changer app prior to arrival. Coaches, Umpires, BMOD  
5 and Volunteers on the field will also need to complete screening using the QR  
6 code.
- 7
- 8 • Dugouts and bullpens may be used for player social distancing using the  
9 “Orange Dots” Use of dugouts will be at coach and BMOD discretion and will be  
10 based on number of players, environmental and social distancing factors.

11  
12 For confirmed cases of COVID please report those to [safety@renoamerican.com](mailto:safety@renoamerican.com)

- 13
- 14 • If a manager, coach, player, umpire or league official tests positive for COVID-19,  
15 or has been recently exposed, League officials will assess the timeline of  
16 exposure and potential team exposure on a case-by-case basis to determine  
17 further preventive measures to be taken.
- 18 • Individuals, or their household members, that test positive for COVID-19 should  
19 immediately isolate and seek medical advice. Confirmed, diagnosed and  
20 exposed individuals must home quarantine for 14 days and provide medical  
21 clearance before returning to league activities.

## 22 23 **Conduct / Decorum / Expectations**

24 All volunteers, parents or coaches on the field at any time are required to have a  
25 negative COVID test and current cleared background check completed.

26  
27 Any abusive or erratic conduct by a manager, coach, or player will not be tolerated.  
28 Such an infraction will be grounds for removal from the ballpark area. This will be  
29 ordered by the umpire of the game or a Board Member on Duty (BMOD) and result in a  
30 1 game suspension. The board of directors may impose further sanctions as deemed  
31 necessary.

32  
33 Any abusive or erratic conduct by a fan will not be tolerated. Such an infraction will be  
34 grounds for removal from the ballpark area. This will be Ordered by a Board Member on  
35 Duty (BMOD) or RALL board member that is present. The board of directors may  
36 impose further sanctions as deemed necessary. (Rule 9.01 (g))

37  
38 Fighting, violent conduct of any nature, heckling of any of the participants of a game  
39 (players, coaches, or umpires) or obstruction of an umpire in any manner by any

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

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

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

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

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

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

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

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

41

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

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

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

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

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

23  
24 Coaches, Managers, Board Members and Umpires and considered mandated reporters.  
25 If there is a need to report an issue please contact [backgrounds@renoamerican.com](mailto:backgrounds@renoamerican.com)

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

## 32 33 **Manager and Coach Responsibilities**

### 34 **Practice and Parent Coordination**

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

38  
39 The team manager shall schedule a meeting with the parents of the players on his/her  
40 team within the first two weeks of the practice season. The purpose of this meeting is to

1 outline the goals and values that are held by the manager and coaches and also to let  
2 the parents know what is expected of the parents and their children) as players.

3  
4 All managers are responsible for their equipment, team uniforms, and other assigned  
5 items entrusted to their care throughout the season.

6  
7 All managers and coaches are responsible to clean the field(s) and dugout(s) at the  
8 completion of play.

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

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

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

## 22 23 **Practice, Pre & Post Game Responsibilities and Schedule**

### 24 **Practice Times**

25 Games and practices will be staggered a minimum of 30 minutes apart on adjoining  
26 fields. (ie Field 1 & 3 start at 6pm and Field 2 & 4 start at 630-645pm)

27  
28 During officially scheduled practice time, the team(s) scheduled for the fields will have  
29 the exclusive right to utilize the batting cages and associated soft toss area behind that  
30 cage. Example: teams scheduled to practice on Field 1 will use Batting Cage 1 &  
31 associated soft toss area. And the team on Field 2 will use Batting Cage 2 and so on.

32  
33 When no official practices are scheduled, the rule will be first come, first served. Should  
34 another team arrive to use a cage, those teams utilizing the cages will limit their practice  
35 to thirty (30) minutes from the time the team that is waiting arrives if no other cage is  
36 available.

37  
38 If a team is utilizing more than one batting cage during a time when no practice is  
39 scheduled, it will immediately relinquish one of the cages to any team that arrives to use  
40 the cage.

41

1 **Pre-Game**

2 **Batting Cages**

3 Teams scheduled for the regular season or tournament games at Terrace shall have  
4 exclusive use of the batting cages and soft toss area **1 hour prior** to the beginning of the  
5 scheduled game.

6  
7 **Teams will have access to the batting cages 1 hour prior to the start of game time.**

8 **Staggered start time will allow for all 4 teams to use the batting cages prior to the next**  
9 **staggered game start.**

10

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

14

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

17

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

19

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

24

25 **Field responsibilities pre and post-game**

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

27

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

30

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

33

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

36

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

39

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

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

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

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

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

**Exception:** Junior Division

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

**Exception:** Junior Division

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

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

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

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

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



1 Managers and coaches are required to have their team exit/ enter the field quickly  
2 during inning changes.

3  
4 Players are allowed to “chatter” while on defense. Yelling or “chatter” is allowed when a  
5 team is on offense as long as it is directed to the offensive team. No defensive player  
6 shall yell anything directed at the batter while the batter is in the batter’s box. No player  
7 on offense shall yell anything directed at the pitcher or defense.

8  
9 Any formal protest from a team concerning a rule violation shall go to the umpire-in-  
10 chief for a recommendation before going to the protest committee for a ruling.

11

## 12 **Line up and Playing Time**

13 **Continuous batting order will be used. All players will bat throughout the game.**

14 **Defensive mandatory play rules are still in effect.**

15

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

22

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

26

## 27 **Scorekeeping and Pitch Counts**

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

30

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

32

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

36

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

38

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

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

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

## 9 10 **Time Limits**

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

14  
15 **Juniors:** No new inning will start after 2:00. A game is considered complete if 5 innings  
16 are played, 4½ innings if the home team is leading. The city park's curfew for Junior  
17 games is 10 PM. All pitching and substitution rules, as outlined in the LL rulebook, will  
18 be adhered to.

19  
20 **Majors:** No new inning is allowed after 1:45 with a drop dead at 2hr. A game is  
21 considered complete if 4 innings are played, 3½ innings if the home team is leading. If  
22 double header games are scheduled, no new inning after 2 hours provided the game is  
23 considered complete.

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

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

33  
34 **Minor AA:** No new inning is allowed after 1:30 with a drop dead at 1:45; a regulation  
35 game may end in a tie. A game is considered complete if 4 innings are played, 3½  
36 innings if the home team is leading.

37  
38 **Farm:** No new inning is allowed after 1:30 with a drop dead at 1:45; a regulation game  
39 may end in a tie. A game is considered complete if 4 innings are played, 3½ innings if  
40 the home team is leading.

41

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

2

## 3 **DIVISION SPECIFIC RULES**

4

### 5 **Juniors**

6 All Rules in the Green Book will be followed.

7 **All coaches will be on the field in foul territory and not located in the dugout.**

8 **There must be an adult bench coach at all times positioned outside and near the**  
9 **dugout.**

10

### 11 **Majors**

#### 12 General

13 **All coaches will be on the field in foul territory and not located in the dugout.**

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

22

23 2 adult coaches are allowed to coach the bases while their team is on offense, and one  
24 of them may have a player with a helmet with him or her in the coach's box. Base  
25 coaches are to remain within the confines of the base coach's box adjacent to the base.

26 **There must be an adult bench coach at all times positioned outside and near the**  
27 **dugout.**

28

#### 29 Playing Time and Positions

30 Each player present for a game shall play a minimum of 2 innings consecutively (six  
31 defensive outs) and one **AT BAT (Continuous Batting Order in effect)** each game.

32

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

36

### 37 **AAA - MINORS**

#### 38 General

39 **All coaches will be on the field in foul territory and not located in the dugout.**

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

4  
5 AAA division games will not be extended past the time limit in order to break a tie.

6  
7 Minimum of **eight (8) players** per team is required to start and complete a game. If a  
8 team is unable to provide **eight (8) players** after the game has begun (due to injury,  
9 illness, etc.) the game will be suspended. In both instances, the games are not an  
10 automatic forfeit, but will warrant board review and may be rescheduled.

11  
12 2 adult coaches are allowed to coach the bases while their team is on offense, and one  
13 of them may have a player with a helmet with him or her in the coach's box. Base  
14 coaches are to remain within the confines of the base coach's box adjacent to the base.  
15 **There must be an adult bench coach at all times positioned outside and near the**  
16 **dugout.**

#### 17 Playing Time and Positions

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

#### 20 21 Offense - Batting

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

24  
25 Base stealing is allowed in the AAA division. The base runner must stay in contact with  
26 the base until the pitch has reached home plate.

#### 27 28 Pitching

29 12-year-old players are not allowed to pitch in any division other than Majors.

### 30 31 **AA - MINORS**

#### 32 General

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

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

4  
5 Minor AA division games will not be extended past the time limit in order to break a tie.

6  
7 Minimum of 8 players per team is required to start and complete a game. If a team is  
8 unable to provide 8 players after the game has begun (due to injury, illness, etc.) the  
9 game will be suspended. In both instances, the games are not an automatic forfeit, but  
10 will warrant board review and may be rescheduled.

### 11 12 Playing Time and Positions

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

### 18 19 Offense - Batting

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

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

32  
33 All further advancement by any base runners will stop when the ball is returned to the  
34 infield and an infielder has control of the ball. At that time, the runner may advance one  
35 base as their own peril. In spite of this rule, defensive players are encouraged to "make  
36 the play" in an effort to instruct the players in the proper play of the game.

37  
38 There is no base stealing at the Minor AA levels.

39

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

#### 4 5 Pitching

6 11-year-old players are not allowed to pitch in the Minor AA division.

7  
8 In order to teach the skill of pitching, in Minor AA, the distance of the mound will be  
9 shortened to 42-feet during the first half of the regular season. The Player Agent will  
10 declare when the first half of the season has been completed and the regular pitching  
11 distance will be used during the second half of the regular season. The intent is for the  
12 players to learn how to pitch if the pitcher is able to pitch from the mound they should.  
13 "Coach pitch" will take place from the regulation pitching mound rubber. \*If a player is  
14 pitching from the 42-foot mound a coach needs to position himself near the pitcher to  
15 assist with fast "comeback hits" as a safety precaution.

16  
17 The defensive team needs to supply a coach to assist their catcher in retrieving passed  
18 balls in an effort to keep the game moving at a reasonable pace. The catcher is to  
19 return (throw) the ball to the pitcher. The intent is to keep the game moving at a  
20 reasonable pace while also encouraging the catcher and pitcher to work in tandem.

### 21 22 **Farm**

#### 23 General

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

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

28  
29 A 5 run per inning limit is in effect for the entire game. If the limit of runs per inning is  
30 scored before the team in the field records three outs, the half inning is over.

31  
32 Any approved coach is allowed in the field of play while his/her team is in the field and  
33 **not be located in the dugout**. The adult coach shall be in such a position in the outfield  
34 as to give instruction to the defensive players. The manager or coach shall not interfere  
35 with play in any manner and, for the Farm level; coaches shall not address the umpire  
36 from their position in the field. **There must be an adult bench coach at all times**  
37 **positioned outside and near the dugout.**

38  
39 Minimum of 8 players per team is required to start and complete a game. If a team is  
40 unable to provide 8 players after the game has begun (due to injury, illness, etc.) the

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

#### 3 4 Playing Time and Positions

5 Each player will play a minimum of 2 innings at one of the following positions: pitcher,  
6 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  
7 following positions: catcher, left field, left-center field, right center field or right field.

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

11  
12 In the Farm division, no player shall play in the infield more than 2 innings  
13 consecutively.

14  
15 Managers are encouraged to play each player at every position during the course of the  
16 season.

#### 17 18 Offense - Batting

19 The batting order for both the Farm levels shall be determined by uniform number (i.e.:  
20 #1, #2, #3, #4, etc.). Every player on the team will bat in a continuous batting order. If  
21 the #9 batter in the order makes the last out of a game, the next batter in the order (#10)  
22 shall start the batting order for the next game.

23  
24 There are no walks in Farm. Batters may strike out at the Farm level, the batter will be  
25 called out on 3 swings or 5 pitches, whichever comes first.

26  
27 Any ball that hits the coach pitcher will be considered a dead ball and players will be  
28 awarded one base.

29  
30 Bunting is not allowed at the Farm level.

31  
32 There is no base stealing at the Farm level.

33  
34 Base runners must stay in contact with the base until the batter hits the ball.

35  
36 All base runners may not advance a base on an overthrow.

#### 37 38 Defense - In Field

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

41

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

5  
6 All further advancement by any base runners will stop when the ball is returned to the  
7 infield by the team in the field, whether or not the ball is controlled by an infielder. At that  
8 time, the umpire shall call time and the ball shall be thrown to the pitcher, who will give it  
9 to the umpire.

10  
11 At the point when the ball returned to the infield and crosses the plane of the infield, any  
12 base runner(s) having advanced beyond 20 feet of the base last passed, may advance  
13 to the next base at his/her peril. When the base runner(s) is (are) within 20 feet of the  
14 base last passed, he/she shall return to that base.

15  
16 The infield fly rule does not apply at the Farm Division levels.

### 17 18 Pitching

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

## 21 22 **T-Ball**

### 23 General

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

25  
26 Any approved coach is allowed in the field of play while his/her team is in the field. The  
27 adult coach shall be in such a position in the outfield to give instruction to the defensive  
28 players.

### 29 30 Playing Time and Position

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

### 33 34 Offense - Batting

35 The batting order for both the T-ball levels shall be determined by uniform number (i.e.:  
36 #1, #2, #3, #4, etc.). Every player on the team will bat even if they are not playing in the  
37 field when they come up in the batting order. If the #9 batter in the order makes the last  
38 out of a game, the next batter in the order (#10) shall start the batting order for the next  
39 game.

40



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

3

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

5

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

7

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

9

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

11

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

13

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

16

#### 17 Defense - In Field

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

19

## 20 **DRAFT PROCEDURES**

21 Reno American Little League used Draft Plan B for Juniors, Majors, AAA, AA divisions  
22 and Draft Plan C for Farm and T-Ball divisions for the 2021 season.

## 23 **Player Replacement Procedures**

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

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

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

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

## 10 **Post Season League Tournament Rules**

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

## 12 **Tournament Team Selection Process**

13 8/9/10, 9/10/11, 10/11/12-year-old All-Stars & Hooligan/Renegades Teams

14 **\*\*NOTE - 2021 All Star and Hooligan / Renegades final directions is still under**

15 **development by Little League District 1. These guidelines and/or all star tournament**

16 **may change\*\*\***

### 17 **Summary:**

18 The tournament selection committees meet for the purpose of selecting the All Star &

19 Renegade/Hooligan teams. Major/AAA Managers will nominate players from their teams

20 that they feel are qualified to participate on the Tournament Teams to develop the

21 ballot. Each player appearing on the ballot will be voted on by the Tournament Selection

22 Committee. The Tournament Selection Committee will start voting in order of regular

23 season standings for their preferred player until a player receives 6 votes. The player

24 receiving six votes first will be placed #1 on the list. The player receiving six votes

25 second will be placed #2 on the list, and so on until each team reaches 12 players. No

26 member of the Tournament Selection Committee may vote for the same player in

27 consecutive rounds.

28

29

### 30 **Player Eligibility:**

31 **ADDRESS AND BIRTHDATE CHECKS will be conducted prior to the final**

32 **placement of a player on a team.**

33 9/10/11, 10/11/12 year old All-Star & Hooligan Teams – Players must have played in at

34 least 60% of the regular season Major division games and be nominated by their

35 manager.

36

37

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).

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.

39

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

4

5 **Reno American Little League Discipline Guidelines by Type of**  
 6 **Offense**

7

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

16

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.