Reno American Little League

White Rules

Revised December 2022

Reno, Nevada

Charter Number 428-01-07

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The manager, coaches, and players of the participating teams are required to stay in the dugout or bullpen during the game. Players, in particular, are *not* allowed to be sitting in the stands, running to the snack bar (except to use the restroom), or being outside of the playing field fences.

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

The only persons allowed in the dugout during a game are the players on the team, the team manager, and 2 team coaches who must be consistent throughout the game. At least one adult manager/coach/team parent shall be in the dugout at all times during the playing of the game.
No liquor or tobacco products are allowed within the Little League ballpark area. Any violator will be ejected from the ballpark area.

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

Coaches, Managers, Board Members and Umpires are considered mandated reporters. If there is a need to report an issue please contact backgrounds@renoamerican.com.

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

Manager and Coach Responsibilities

Practice and Parent Coordination

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

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

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

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

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

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

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

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

Practice, Pre & Post Game Responsibilities and Schedule

Practice Times

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

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

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

Pre-Game

Batting Cages

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

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

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

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

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

Field responsibilities pre and post-game

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

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

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

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

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

Rules of Play and On Field Guidelines

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

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 courtesy runner for the catcher is permitted when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

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 mitt and full protective catching equipment. In T-ball, a protective cup and use of a catcher’s mitt are not required.

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

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

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

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

Line up and Playing Time

Continuous batting order will be used for all divisions, players will bat throughout the game. Defensive mandatory play rules are still in effect. Minimum play rules are in effect.

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

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

Scorekeeping and Pitch Counts

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

League standings and scores will be kept for the Juniors, Majors, Minors, AA, and Farm divisions.

At Juniors, Majors and Minors level, each designated home team shall provide a scorekeeper using either 1) GameChanger app or 2) Official Score Book. The scorekeeper acts as the pitch count recorder too. In AA the official scorekeeper will track child pitch count (not coach pitch). At the Farm level, only a scorekeeper is needed (not pitch counter). The designated individual will sit at the scorer’s table during the game. The visiting team may provide their own representatives to ensure accuracy.

It is the responsibility of the visiting team to operate the scoreboard/pitch count for each game. Again, the home team scorekeeper is keeping official pitch count though in the

Game Changer app or in an Official Score book and the visiting team should verify pitch count on the scoreboard with home team in-between innings or a pause in play.

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

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

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

Time Limits

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

Juniors: No new inning will start after 2:00. A game is considered complete if 5 innings are played, 4½ innings if the home team is leading. The city park's curfew for Junior games is 10 PM.

Majors: No time limit is in place, unless there is a game scheduled following a majors game, on the same field, in which case there will be no new inning after 2 hours. A game is considered complete if 4 innings are played, 3½ innings if the home team is leading. If double header games are scheduled, no new inning after 2 hours provided the game is considered complete.
The city park's curfew for Majors games is 10 PM. If the game is not complete when the curfew is reached, the game will be suspended until the next scheduled Majors game. Prior to beginning the next scheduled Majors game the suspended game will be completed from the point it was suspended.

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

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

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

T-ball: 1:00 maximum

DIVISION SPECIFIC RULES

Juniors

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

Majors

General

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

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

Playing Time and Positions

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

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

MINORS- AAA

General

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

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

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

Playing Time and Positions

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

Offense - Batting

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

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

Pitching

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

MINORS- AA

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

General

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

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

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

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

Playing Time and Positions

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

Managers are encouraged to play each player at every position during the course of the season.This division is about developing PITCHERS. Each player should have the opportunity to pitch a game.

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

Offense - Batting

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

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

Bunting is not allowed in the AA division.

There is no base stealing in the AA division.

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

Pitching

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

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

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

Farm

No umpires will be used at the Farm level.

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

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

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

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

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

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

Playing Time and Positions

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

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

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

Offense - Batting

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

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

If the pitched ball from the pitching machine hits a batter, the ball will be declared “dead” and ruled a “no pitch.” If the pitch is judged to be obviously outside the strike zone and unhittable, provided the batter didn't swing, the coach can call “no pitch”.

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

Bunting is not allowed at the Farm level.

There is no base stealing at the Farm level.

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

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

Defense - In Field

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

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

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

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

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

Pitching

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

The pitching machine will be set between 32 and 38 M.P.H. as determined by the team managers involved in the game.

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

T-Ball

General

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

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

Playing Time and Position

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

Offense - Batting

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

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

Bunting is not allowed at the T-ball level.

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

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

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

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

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

Defense - In Field

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

DRAFT PROCEDURES

Reno American Little League used Draft Plan B for Juniors, Majors, Minors, and Draft Plan C for AA, Farm and T-Ball divisions season.

Player Replacement Procedures

1. The player agent will act as the mediator between players and/or parents with the league or a specific manager. The player agent will handle the situation or report the problem to the board of directors for discussion, investigation and resolution.
2. If a team loses a player during the regular season and the team total falls below 12 players, the manager must notify the Player Agent who provides the manager with an eligible list of replacement players. The manager shall select a player from the division below which his/her team is in to select a player to move up: Major picks from Minors, Minors pick from AA, AA picks from Farm, and Farm picks from T-ball. A manager in the Major or Minor cannot select a child who did not attend the tryouts. Those children who are declared to be “Minor Only” will only be eligible for a Minor AAA call-up*. Players that chose to be “Minor Only” will not be allowed to be pulled up into the Major division.* The replacement player pulled onto a Major team then remains on the team for the remainder of his time in the league.
3. The manager wishing to pick up a player must select the player and then communicate his choice to the player agent. The player agent will then go through the proper procedure to move the player up.
    a. The manager cannot discuss the move with the player, the player’s parents, or the player’s current manager until contact has been made with the player agent.
4. The player or the parent(s) of the player may refuse the move to a higher division. If they refuse, the player may not go up to another team at a later date during the season.
5. Any time a player misses three consecutive games for any reason, the player’s manager must immediately notify the player agent. The player agent will contact the player’s family and determine if the player is going to return to the team during the present season or if the player is not going to return for any of the following reasons.
    a. He/she moves to another city or state too distant to commute for practice and play.
    b. He/she is injured and will not be able to return during the present season. (Any player missing two weeks from the time of an injury must receive a

doctor's release stating he/she will be able to play before the end of the season.)

c. He/she has for personal reasons decided to terminate his/her relation with the team.
d. Any other justifiable reason reviewed and approved by the board of directors.

6. Additional player replacement procedures to be followed by the Manager and/or Player Agent are as follows:
    a. If the player agent does determine that the player is not going to return during the present season he will contact the league president. If the league president determines that the player is not going to return for any valid reason, the president will contact the manager of the affected team and said manager will have one week to select a player from the next lowest level. If, after the one-week period, a replacement has not been chosen, the player agent shall select a replacement player for the affected team.
    b. If a player misses two consecutive weeks of preseason practice the manager will contact the player agent and the player agent will determine the status of the player.
    c. If the player agent is unable to contact the player's family within 7 days the player will be assumed to have abandoned his/her roster spot.
    d. If a manager knows a player is going on an extended vacation or is in any way going to miss more than three games with an excused absence, it is that manager's responsibility to inform the parents to contact the player agent before leaving.
    e. Any manager who does not report a player who misses three consecutive games to the player agent will be suspended for one game for every game not reported over three.
    f. No player will be replaced in the last two weeks of the season or the post-season tournament.
    g. If, after the player agent is convinced that a player will return to the team, and the player misses three additional games for any reason other than an injury, the manager must notify the player agent and the whole process will start over. If the manager does not notify the player agent after three additional missed games the above penalty will be implemented.
7. The Operating Manual provides latitude for leagues to establish a "Replacement Player Pool" for each division to assign players to teams that are short players for a particular game and cannot field a team with the minimum number of players. If there is determined to be such a need for a "Replacement Player Pool" for a

particular season, the Player Agent will create and manage the pool on a random/rotating basis as follows:

a. The intention of the “Replacement Player Pool” is to supplement teams when they have player absences due to illness, vacations or other short-term absences. It is not intended to supplement teams that have longer duration absences due to injured players.
b. The “Replacement Player Pool” will be established for each division using players that are willing to play extra games during the regular season.
c. 1st priority for pool players will be from the same division. 2nd priority will be players from one division below the requesting division/team. I.e. Major division may allow a Minor player to play as a pool player. A 12 year old Major player can be considered for Junior replacement pool player if Junior players are not available.
d. The Manager shall notify the Player Agent as soon as possible when it is known that their team will be short of players. Notification to the Player Agent on the day of the game will not guarantee the availability of a pool player. A minimum notice of 24 hours is recommended.
e. Managers and/or coaches will not have the right to randomly pick and choose players from the pool. The Player Agent will make the selection from the pool.
f. Pool players will not be able to pitch except for the player’s regular season scheduled games.
g. Pool players that are called and show up at the game site must play nine consecutive outs and bat once in the game even if the team is able to field the minimum number of rostered players by game time.
h. The “Replacement Player Pool” will not be available during postseason play.

8. The manager who loses a player because of personal dislike, team problems or the player’s inability to meet the manager’s expectations will be reviewed by the player agent and addressed by the executive board of directors for appropriate action.

Post Season League Tournament Rules

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

Tournament Team Selection Process

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

Summary:

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

Player Eligibility:
ADDRESS AND BIRTHDATE CHECKS will be conducted prior to the final placement of a player on a team.
9/10/11, 10/11/12 year old All-Star & Hooligan Teams – Players must have played 8 regular season Major division games and be nominated by their manager.

8/9/10 All-Star & Renegades Teams – Players must have played in at least 8 regular season games in either the Major or Minor division and be nominated by their manager.

All Star & Hooligan Selection Committee:
The All Star & Hooligan Selection Committee shall be made up of all Major Managers as well as Reno Americans President and Player Agents. Each member shall have one vote.

Renegade Selection Committee:
The Renegade Selection Committee shall be made up of all Minor Managers as well as Reno Americans President and Player Agents. Each member shall have one vote.

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

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

The 8/9/10, 9/10/11 All-Star, Hooligan and Renegades Team Managers may be a Majors or Minors manager or coach.

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

Tournament Teams Assistant Coaches:
All approved Tournament Team Managers shall declare their two assistant coaches at the Tournament Team Selection meeting. All assistant coaches must be ratified by a majority vote of the board.

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

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

Additional Information:

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

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

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

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

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

9/10 Renegade Team & Tryout:

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

Eligible Players to Participate in Renegade Tryout if decided:
All nine and ten year old players who played in the Major division will be invited.

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

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

Reno American Little League Discipline Guidelines by Type of Offense

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

Taunting, ridiculing or arguing with an umpire, coach, player, or fan	1st Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Team Staff or Player during a game.
	2nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3rd Offense	Ejection from program

Use of abusive or vulgar language or intimidating or vulgar body language	1st Offense	Warning in addition violation subject to on field penalties if inappropriate conduct from Team Staff or Player during a game.
	2nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3rd Offense	Ejection from program
A manager making physical contact with an umpire or attempting to intimidate	1st Offense	Immediate ejection from the park and indefinite suspension
	2nd Offense	Permanent removal from the program
Use of any type of tobacco product on field	1st Offense	Warning and requirement to discontinue use immediately.
	2nd Offense	Ejection from game or park on second offense subject to additional game(s) suspensions
	3rd Offense	Ejection from program
Intoxicated person on field	1st Offense	Immediate ejection from the park on second offense subject to additional game(s) suspensions
	2nd Offense	Ejection from program
Possession of or use of alcohol on field	1st Offense	Immediate ejection from the park and subject to additional game(s) suspensions
	2nd Offense	Ejection from program
Intentional throwing of equipment or other objects by a non-player	1st Offense	Immediate ejection from ejection from the park on second offense subject to additional game(s)

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

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