

1 **Reno American Little League**

2

3 **White Rules**

4 Revised February 19, 2016



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12 Reno, Nevada

13 Charter Number 428-01-07

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1 **Purpose**

2 The objective of the Reno American Little League shall be to firmly implant in the  
3 children of the community the ideals of good sportsmanship, honesty, loyalty, courage  
4 and respect for authority, so that they may become well adjusted, stronger, happier and  
5 develop into good, decent, healthy and trustworthy citizens. One of the primary  
6 purposes of Little League is to build character and teach children to be good winners  
7 and good losers. Overcoming disappointments such as striking out, making errors, and  
8 other problems that may arise are the points that we as managers and coaches need to  
9 stress. In support of this, the following rules will govern decorum and play for Reno  
10 American Little League.

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

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

26  
27 Managers and Coaches are responsible for reading and having a basic knowledge of  
28 Little League rules outlined in the Green Rule Book.

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

31  
32 **Conduct / Decorum / Expectations**

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

38  
39 Fighting, violent conduct of any nature, heckling of any of the participants of a game  
40 (players, coaches, and umpires) or obstruction of an umpire in any manner by any  
41 manager, coach, player, or fan will be grounds for immediate ejection from the ballpark

1 area without warning. Any manager or coach in an inebriated state during games or  
2 practices will be subject to immediate ejection from the ballpark area and the board of  
3 directors will take further appropriate action as deemed appropriate.

4  
5 Balls and strikes, base calls, infield flies, etc., are judgment calls and are not to be  
6 debated by coaches, players or fans. Reference "Green Book" Rule 9.02.

7  
8 **Note:** Managers must be granted time out prior to making an appeal to the umpire who  
9 made the call.

10  
11 The team manager is responsible for all persons in their respective dugout area. They  
12 are also responsible for the conduct of their fans. **If a fan becomes abusive towards**  
13 **any person, the manager is responsible to get the fan under control. If the fan**  
14 **remains abusive, the fan shall be escorted from the ballpark area by a BMOD and**  
15 **the manager may be subject to ejection.**

16  
17 ***Managers and coaches are expected to be role models and lead by example.*** The  
18 executive board of directors, and/or board member on duty, will address any conduct  
19 detrimental to the game by managers or coaches. Penalties may include, but are not  
20 limited to, the following:

- 21  
22 a. Warning by the umpire with written notice to the board of directors.  
23 b. Ejection from the ballpark area with an additional one (1) game suspension.  
24 c. An extended suspension issued by the President subject to appeal to the full  
25 board of directors.  
26 d. Ejection from the league subject to appeal to the full board of directors.

27  
28 **Note:** The umpire must report all unsportsmanlike conduct in a timely manner to the  
29 chief umpire. Such incidents must be communicated to the league president in writing  
30 within twenty-four (24) hours after the end of a game in which all violations of rules and  
31 other incidents worthy of comment occurred, including ejection of any manager, coach,  
32 or player.

33  
34 **Note:** After receiving the umpire's report that a manager, coach, or player has been  
35 ejected, the league president shall require such manager, coach, or player to appear  
36 before members of the executive board of directors (at minimum the president and vice  
37 president) to explain the conduct. In the case of an ejected player, the manager of the  
38 team on which the player plays shall appear with the player in an advisory capacity.

39  
40 All volunteers, parents or coaches on the field at any time are required to have a current  
41 cleared background check completed.

1 The manager, coaches, and players of the participating teams are required to stay in  
2 the dugout or bullpen during the game. Players in particular are *not* allowed to be sitting  
3 in the stands, running to the snack bar (except to use the restroom), or playing with  
4 friends.

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,  
10 the team manager, and two (2) team coaches who must be consistent throughout the  
11 game. At least one adult manager/coach/team parent shall be in the dugout at all times  
12 during the 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 one (1) other adult when working with the players.  
20 Managers and coaches should not give rides to any of the players unless his/her own  
21 children are present. After practices and games, managers may not leave the ballpark  
22 area until all of the players on the team have left.

23  
24 Managers having concerns or complaints with regard to other managers or coaches at  
25 his/her level should communicate those concerns or complaints to the division  
26 representative at the appropriate level. When two (2) complaints have been filed  
27 against a given manager or coach, the division representative will bring those  
28 complaints to the board of directors for discussion and appropriate action.

## 29 30 **Manager and Coach Responsibilities**

### 31 **Practice and Parent Coordination**

32 The team manager and/or coaches from each team are required to attend a coaches  
33 meeting and field orientation day for explanation of the rules.

34  
35 The team manager shall schedule a meeting with the parents of the players on his/her  
36 team within the first two weeks of the practice season. The purpose of this meeting is to  
37 outline the goals and values that are held by the manager and coaches and also to let  
38 the parents know what is expected of the parents and their children) as players.

39  
40 a. Parents should be encouraged to be involved with their child(ren).

1 b. Urge the parents to ensure that players are on time for scheduled practices and  
2 they arrive at the prescribed time prior to games as dictated by batting cage scheduling  
3 and/or pre-game warm-ups.

4 c. It is suggested that specific problematic issues such as playing time be addressed  
5 with the parents.

6  
7 All managers are responsible for their equipment, team uniforms, and other assigned  
8 items entrusted to their care throughout the season.

9  
10 **All managers and coaches are responsible to clean the field(s) and dugout(s) at**  
11 **the completion of play.**

12  
13 Managers and coaches are required to attend field maintenance work days whenever  
14 scheduled throughout the year. Parent participation is also strongly encouraged on  
15 these days.

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

20  
21 All managers and coaches are required to participate in the league’s fundraising efforts.  
22 Managers and coaches are also expected to encourage players and parents to attend  
23 and support the league’s cap day activities.

24  
25 **Note:** Failure to adhere to these requirements could affect the All-Star status of the  
26 manager.

27  
28 Little League rules specify that all uniforms conform to certain specifications. Those  
29 purchased by the league should meet or exceed these requirements. The only sewn-on  
30 item that may be affixed to a jersey is a Little League patch. Privately purchased  
31 uniform shirts will not have any names, special designations or other items affixed. All  
32 players on a team shall wear t-shirts and hats identical in color, trim and style. Approved  
33 protective equipment for catchers shall be worn.

## 34 35 **Practice, Pre & Post Game Responsibilities and Schedule**

### 36 **Practice Times**

37 During officially scheduled practice time, the team(s) scheduled for the fields will have  
38 the exclusive right to utilize the batting cages and associated soft toss area behind that  
39 cage. Example; Teams scheduled to practice on Field #1, will use Batting Cage #1 &  
40 associated Soft Toss area. And team on Field #2 will use Batting Cage #2 and so on.

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

5  
6 If a team is utilizing more than one batting cage during a time when no practice is  
7 scheduled, it will immediately relinquish one of the cages to any team that arrives to use  
8 the cage.

9

## 10 **Pre-Game**

### 11 **Batting Cages**

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

17

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

22

23 Example: If a game is scheduled at 5:30 PM, the cage will be available to the home  
24 team at 4:15 PM and the visiting team at 4:45 PM. For 7:30 games the cages will be  
25 available to the home team at 6:15 PM and the visiting team at 6:45 PM.

26

27 **Note:** During times when scheduled teams are not utilizing the cages, they are open  
28 and available on a first come, first served basis.

29

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

33

34 The managers and coaches utilizing the batting cages are responsible for knowing the  
35 above listed rules governing use of the cages. Any manager or coach not adhering to  
36 these guidelines will be dealt with by the board of directors with possible penalties  
37 including, but not limited to, loss of cage privileges.

38

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

40

41

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

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

3  
4 Pregame - Chalk, bases, clean, sweep, drag & water; all as needed and weather  
5 permitting.

6  
7 Post-Game - Drag Field, Water infield, clean dugouts, sweep grass, put away bases  
8 and secure field.

9  
10 Teams will not practice on the infield prior to a game. Each team will have access to  
11 their designated half of the outfield for pregame warm up.

12  
13 Post-game talk will be taken outside the playing fields if another game is scheduled  
14 immediately following.

## 15 16 **Rules of Play and On Field Guidelines**

17  
18 **The gate to the dugout is to be kept closed at all times.**

19  
20 The team designated the “home team” shall occupy the third base dugout

21  
22 It is the responsibility of the home team to maintain pitch counts and official scorebook.  
23 The home team will confirm pitch count with visiting team between each half inning and  
24 relay the pitch count to the official score keeper

25  
26 If a player is not present by the first pitch of the top of the second inning, it is up to the  
27 manager’s discretion whether or not the player will participate in the game.

28  
29 There is no “on deck” position. All “on deck” circles, cages, bullpen and other  
30 designated warm-up areas are prohibited due to safety concerns. The batter will be  
31 required to go from the dugout to assume the batter’s position in the batter’s box.

32 **Exception:** Junior Division

33  
34 After hitting the ball, any batter who throws the bat in such a manner as to be  
35 considered a danger in the opinion of the umpire, shall be given a warning by the  
36 umpire. If, after this warning, the player throws the bat again, the umpire may ask for the  
37 player to be removed from the game and the play will stand. Removal will not be  
38 considered an ejection.

39  
40 A base runner is out if the runner does not slide or attempt to get around a fielder who  
41 has the ball and is waiting to make the tag. Note: There is no rule that says a player has



1 to slide. The intent is to avoid a collision, so the runner's option when the fielder has the  
2 ball is to slide or avoid a tag or surrender. The key determinant is the defensive player is  
3 in possession of the ball and is waiting to make a tag.  
4

5 **Note:** If the impact of a runner breaks a base loose from its position, no play can be  
6 made on that runner, at that base, if the runner had reached that base safely. If there is  
7 continual action, involving a subsequent runner, the base plate becomes the actual  
8 base for the purpose of the umpire rendering a decision.  
9

10 All players will wear a cup while playing. All catchers must use a catcher's glove and  
11 full protective catching equipment. In T-ball, a protective cup and use of a catcher's  
12 glove are not required.  
13

14 Any runner is out when the runner slides headfirst while advancing bases. Reference  
15 Little League "Green Book" Rule 7.08 (A)(4).

16 **Exception:** Junior Division  
17

18 All make-up games will be scheduled at the discretion of the Player Agent(s) & Vice  
19 President(s). Normal pitching rules and regulations apply in make-up games.  
20

21 Managers and coaches are required to have their team exit/ enter the field quickly  
22 during inning changes.  
23

24 Players are allowed to "chatter" while on defense. Yelling or "chatter" is allowed when a  
25 team is on offense as long as it is directed to the offensive team. No defensive player  
26 shall yell anything directed at the batter while the batter is in the batter's box. No player  
27 on offense shall yell anything directed at the pitcher or defense.  
28

29 The pitcher must start the pitching motion while in contact with the pitching rubber, not  
30 simply within the general area of the pitching mound and rubber.  
31

32 Any formal protest from a team concerning a rule violation shall go to the umpire-in-  
33 chief for a recommendation before going to the protest committee for a ruling.  
34

### 35 **Line up and Playing Time**

36 At the Major, Minor AAA, and Minor AA and Farm levels, batting order listings must be  
37 prepared and copies given to the opposing manager and/or coaches, the plate umpire  
38 and the official scorekeeper before the commencement of the game. Player's last  
39 names, uniform numbers and positions shall be included in this listing. Any changes in  
40 the batting order and/or substitutions shall be immediately conveyed to each person  
41 noted above.

1  
2 **Note:** All players assigned to the team shall be listed on the batting order listing for  
3 each game. If a player is not present, the manager must list the absence on the official  
4 lineup card.

5  
6 At the Major level, only those players listed in the starting line-up may re-enter a game  
7 after being removed. This can be to any position in the batting order, provided:

- 8  
9 a. The starting player's replacement has completed at least one (1) time at  
10 bat, and  
11 b. The starting player's replacement has played a minimum of six (6)  
12 consecutive outs on defense.

13  
14 **Note: If the game ends before each requirement is fulfilled, the affected player(s)**  
15 **shall start the next game and the minimum playing time and meet the**  
16 **minimum playing time from the previous game. Failure of the manager to**  
17 **follow these guidelines will result in a written warning for the first offense.**  
18 **Two (2) violations of this rule will result in the manager's suspension for**  
19 **the next scheduled game. Three (3) violations will result in the manager's**  
20 **suspension for the balance of the season. (ref LLGR 3.03)**

21  
22 **Note:** All managers and/or coaches are encouraged to play individual players more  
23 than the league minimum.

## 24 25 **Scorekeeping and Pitch Counts**

26 League standings and scores will be kept for the Major, AAA, AA and Farm divisions.  
27 Each designated "home team" shall provide an adult scorekeeper, a pitch counter, and  
28 scoreboard operator for the game. These designated individuals will sit at the  
29 designated scorer's table during the game. The visiting team may provide their own  
30 representatives to ensure accuracy. The above rule shall apply to all games played in  
31 the Farm, AA, AAA and Majors divisions.

32  
33 The pitch count recorder must provide the current pitch count for any pitcher when  
34 requested by either manager or any umpire. However, the manager is responsible for  
35 knowing when his/her pitcher has reached their individual pitch count.

36  
37 The official pitch count recorder should inform the umpire-in-chief when a pitcher has  
38 delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c).  
39 The plate umpire will inform the pitcher's manager that the pitcher must be removed in  
40 accordance with Regulation VI (c). However, the failure by the pitch count recorder to  
41 notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager,

1 does not relieve the manager of his/her responsibility to remove a pitcher when that  
2 pitcher is no longer eligible.

3

4 A player may not pitch in more than one game in a day.

5

6 Regular Season Pitching Rules - Baseball (From the Little League Green Book)

7 (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the  
8 number of pitchers a team may use in a game.)

9 (b) A pitcher once removed from the mound cannot return as a pitcher. Junior, Senior,  
10 and Big League Divisions only: A pitcher remaining in the game, but moving to a  
11 different position, can return as a pitcher anytime in the remainder of the game, but only  
12 once per game.

13 (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her  
14 age group as noted below, but the pitcher may remain in the game at another position:

15 League Age 17-18 105 pitches per day

16 13 -16 95 pitches per day

17 11 -12 85 pitches per day

18 9-10 75 pitches per day

19 7-8 50 pitches per day

20 **Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league  
21 age while facing a batter, the pitcher may continue to pitch until any one of the following  
22 conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out  
23 is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more**  
24 **pitches in a game cannot play the position of catcher for the remainder of that**  
25 **day.**

26 (d) Pitchers league age 14 and under must adhere to the following rest requirements:

27 If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be  
28 observed.

29 If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be  
30 observed.

31 If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be  
32 observed.

33 If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be  
34 observed.

35 If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

36

37 Pitchers league age 15-18 must adhere to the following rest requirements:

38 If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be  
39 observed.

40 If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be  
41 observed.

1 If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be  
2 observed.

3 If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be  
4 observed.

5 If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.  
6

## 7 **Time Limits**

8 Games will be of regulation six (6) innings. (ref Little League Green Rules 4.10 a,c)

9 It is recommended that games be played as long as possible, within the time limits  
10 established, to afford the players the opportunity to develop their skills.  
11

12 **Juniors:** No time limit is in place unless there is a game scheduled after the current  
13 game. If there is a game scheduled after the current game no inning will start after 2  
14 hours. A game is considered complete if five (5) innings are played, 4 ½ innings if the  
15 home team is leading. The city park's curfew for Junior games is 10:00 pm. If seven (7)  
16 innings are not complete when the curfew is reached, the game will be suspended until  
17 the next scheduled Juniors game. Prior to beginning the next scheduled Juniors game  
18 the suspended game will be completed from the point it was suspended. All pitching  
19 and substitution rules, as outlined in the LL rulebook, will be adhered to.  
20

21 **Majors:** No time limit is in place. A game is considered complete if four (4) innings are  
22 played, 3 ½ innings if the home team is leading. The city park's curfew for Majors  
23 games is 10:00 pm. If six (6) innings are not complete when the curfew is reached, the  
24 game will be suspended until the next scheduled Majors game. Prior to beginning the  
25 next scheduled Majors game the suspended game will be completed from the point it  
26 was suspended. All pitching and substitution rules, as outlined in the LL rulebook, will  
27 be adhered to.  
28

29 **Minor AAA:** No new inning is allowed after 1:45 (subject to exception below); a  
30 regulation game may end in a tie. A game is considered complete if four (4) innings are  
31 played, 3 ½ innings if the home team is leading.  
32

33 **Minor AA:** No new inning is allowed after 1:30; a regulation game may end in a tie. A  
34 game is considered complete if four (4) innings are played, 3 ½ innings if the home  
35 team is leading.  
36

37 **Farm:** No new inning is allowed after 1:30; a regulation game may end in a tie. A  
38 game is considered complete if four (4) innings are played, 3 ½ innings if the home  
39 team is leading.  
40

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

# DIVISION SPECIFIC RULES

## Juniors

### General

### Playing Time and Positions

### Offense - Batting

### Defense - In Field

### Pitching

## Majors

### General

Minimum of nine (9) players per team is required to start and complete a game. Failing to provide nine (9) players at game time will not result in an automatic forfeit (4.16). If a team is unable to provide nine (9) players after the game has begun (due to injury, illness, etc.) the game will be suspended. In both instances, the games are not an automatic forfeit, but will warrant board review and may be rescheduled.

Two (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. Note: There must be an adult bench coach at all times.

### Playing Time and Positions

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

**Note: If the game ends before each requirement is fulfilled, the affected player(s) shall start the next game and the minimum playing time and meet the minimum playing time from the previous game. Failure of the manager to follow these guidelines will result in a written warning for the first offense. Two (2) violations of this rule will result in the manager's suspension for the next scheduled game. Three (3) violations will result in the manager's suspension for the balance of the season. (ref LLGR 3.03)**

After four (4) innings have been played (3 ½ innings if the home team is ahead), if one team is ahead by ten (10) or more runs, further play will be terminated and the team with the lead will be declared the winner (The Ten Run Rule).

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41

Offense - Batting

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

Defense - In Field

Pitching

**AAA - MINORS**

General

A five run 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 in the AAA divisions.

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

Minimum of nine (9) players per team is required to start and complete a game. Failing to provide nine (9) players at game time will result in an automatic forfeit. If a team is unable to provide nine (9) players after the game has begun (due to injury, illness, etc.) the game will be suspended pending a board review

Two (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. Note: There must be an adult bench coach at all times.

Playing Time and Positions

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

**Note: If the game ends before each requirement is fulfilled, the affected player(s) shall start the next game and the minimum playing time and meet the minimum playing time from the previous game. Failure of the manager to follow these guidelines will result in a written warning for the first offense. Two (2) violations of this rule will result in the manager's suspension for the next scheduled game. Three (3) violations will result in the manager's suspension for the balance of the season.**

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.

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

3  
4 Defense - In Field

5  
6 Pitching

7 12 year-old players are not allowed to pitch in any division other than Majors.  
8

9 **AA - MINORS**

10 General

11 Any approved coach is allowed in the field of play while his/her team is in the field. The  
12 adult coach shall be in such a position in the outfield as to give instruction to the  
13 defensive players. The manager or coach shall not interfere with play in any manner  
14 and coaches shall not address the umpire from their position in the field.  
15

16 A five run limit is in effect for the entire game. If the limit of runs per inning is scored  
17 before the team in the field records three outs, the half inning is over. There will not be  
18 an open inning in the Minor AA division.  
19

20 Minor AA division games will not be extended past the time limit in order to break a tie.  
21

22 Minimum of eight (8) players per team is required to start and complete a game.  
23

24 Playing Time and Positions

25 Each player present for a game shall play a minimum of two innings consecutively (six  
26 defensive outs) and one at bat each game.

27 **Note: If the game ends before each requirement is fulfilled, the affected**  
28 **player(s) shall start the next game and the minimum playing time and**  
29 **meet the minimum playing time from the previous game. Failure of the**  
30 **manager to follow these guidelines will result in a written warning for**  
31 **the first offense. Two (2) violations of this rule will result in the**  
32 **manager's suspension for the next scheduled game. Three (3) violations**  
33 **will result in the manager's suspension for the balance of the season.**  
34

35 Offense - Batting

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

38 There will be no walks. After the pitcher has thrown ball 4, the coach from the team at  
39 bat shall throw 3 consecutive pitches, the batter shall either put the ball in play or be  
40 declared out. The coach may only throw 3 pitches, even if the last pitch is not a strike,  
41 unless the last pitch is fouled. The coach must pitch the ball from the pitching rubber. A

1 pitching machine shall not be used at any point during the game. Stealing is not  
2 allowed in Minor AA. In Minor AA, if a player is “hit by pitch”, the pitch shall be  
3 registered as “ball four” and the coach shall commence pitching 3 more pitches. If  
4 determined by the umpire and managers that the batter is physically unable to continue  
5 his/her at bat, then the batter may return to the dugout without penalty. The intent is for  
6 the players to pitch and bat as opposed to walking. This rule is not in effect during the  
7 coach pitch segment of the Minor AA game. If a coach hits a player it is considered one  
8 of the three (3) allotted pitches.

9  
10 All further advancement by any base runners will stop when the ball is returned to the  
11 infield and an infielder has control of the ball (player control rule). At that time, the  
12 runner may advance one base as their own peril. In spite of this rule, defensive players  
13 are encouraged to “make the play” in an effort to instruct the players in the proper play  
14 of the game.

15  
16 There is no base stealing at the Minor AA levels.

17  
18 Base runners must stay in contact with the base until the batter hits the ball.

19  
20 All base runners may advance one (1) base on an overthrow at the runner’s own risk on  
21 the first throw of any play originating in the infield. No additional advancement may be  
22 made on any additional overthrows.

## 23 Defense - In Field

### 24 Pitching

25  
26 11 year-old players are not allowed to pitch in the Minor AA division.

27  
28  
29 In order to teach the skill of pitching, in Minor AA, the distance of the mound will be  
30 shortened to 42 feet during the first half of the regular season. The Player Agent will  
31 declare when the first half of the season has been completed and the regular pitching  
32 distance will be used during the second half of the regular season. The intent is for the  
33 players to learn how to pitch, if the pitcher is able to pitch from the mound they should.  
34 “Coach pitch” will take place from the regulation pitching mound rubber. \*If a player is  
35 pitching from the 42-foot mound a coach needs to position himself near the pitcher to  
36 assist with fast “comeback hits” as a safety precaution.

37  
38 The defensive team needs to supply a coach to assist their catcher in retrieving passed  
39 balls in an effort to keep the game moving at a reasonable pace. The catcher is to  
40 return (throw) the ball to the pitcher. The intent is to keep the game moving at a  
41 reasonable pace while also encouraging the catcher and pitcher to work in tandem.



1 **Farm**

2 General

3 An umpire will be used at the Farm level. At least one umpire will be assigned to each  
4 Farm game. The umpire will be in charge of feeding balls into the pitching machine.

5  
6 Each “home team” manager is responsible for the pitching machine to be in place and  
7 operational no later than ten (10) minutes prior to the scheduled start of the game. The  
8 “home team” manager is also responsible for removal and proper storage of the pitching  
9 machine, electric cord and bases at the conclusion of the final game to be played that  
10 night or day.

11  
12 The home team will be the official scorekeeper. League standings will be kept and  
13 posted with RALL standings.

14  
15 A five run limit is in effect for the entire game. If the limit of runs per inning is scored  
16 before the team in the field records three outs, the half inning is over.

17  
18 Any approved coach is allowed in the field of play while his/her team is in the field. The  
19 adult coach shall be in such a position in the outfield as to give instruction to the  
20 defensive players. The manager or coach shall not interfere with play in any manner  
21 and, for the Farm level; coaches shall not address the umpire from their position in the  
22 field.

23  
24 Minimum of eight (8) players per team is required to start and complete a game.

25  
26 Playing Time and Positions

27 Each player will play a minimum of two (2) innings at one of the following positions:  
28 pitcher, 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  
29 of the following positions: catcher, left field, left center field, right center field or right  
30 field. Each player will sit the bench for at least one inning and no more than two innings,  
31 unless there are eleven (11) or fewer players present for the game.

32 No player shall play any position more than two (2) innings in the Farm division.

33  
34 In the Farm division, no player shall play in the infield more than two (2) innings  
35 consecutively.

36  
37 Managers are encouraged to play each player at every position during the course of the  
38 season.

39  
40  
41

1 Offense - Batting

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

6  
7 There are no walks in Farm or T-ball. Batters may strike out at the Farm level, the batter  
8 will be called out on three (3) swings or five (5) pitches, whichever comes first.

9  
10 If the pitched ball from the pitching machine hits a batter, the ball will be declared “dead”  
11 and ruled a “no pitch.” The umpire may declare “no pitch”, if the pitch is judged to be  
12 outside the strike zone and unhittable, provided the batter didn't swing. *There will be no*  
13 *warning pitch.*

14  
15 A batted ball striking the any part of the pitching machine (including the cord) will be  
16 called “dead” with the batter being awarded a one-base hit. All base runners shall  
17 advance one base only.

18  
19 Bunting is not allowed at the Farm level.

20  
21 There is no base stealing at the Farm level.

22  
23 Base runners must stay in contact with the base until the batter hits the ball.

24  
25 All base runners may advance one (1) base on an overthrow at the runner’s own risk on  
26 the first throw of any play originating in the infield. No additional advancement may be  
27 made on any additional overthrows.

28  
29 In cases where the overthrown ball goes out of the field of play, runners will not  
30 advance beyond the base they were attempting at the time of the overthrow.

31  
32 Defense - In Field

33 In Farm only, ten (10) defensive players may be used on the field. Six (6) infield players  
34 and four (4) outfield players shall be utilized. A “rover” position is not authorized.

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

39 All further advancement by any base runners will stop when the ball is returned to the  
40 infield by the team in the field, whether or not the ball is controlled by an infielder. At that

1 time, the umpire shall call time and the ball shall be thrown to the pitcher, who will give it  
2 to the umpire.

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

7  
8 Note: The only exception to this rule will be if an outfielder throws the ball to first base.  
9 On any play where an outfielder throws the ball to first base, the throw will be treated  
10 the same as a first throw on the infield. Advancement of one base at the base runners  
11 own risk will be allowed. No advancement will be allowed as a result of a second  
12 overthrow.

13  
14 The infield fly rule does not apply at the Farm Division levels.

### 15 16 Pitching

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

18  
19 The pitching machine will be set between 37 and 40 M.P.H. as determined by the  
20 umpire and team managers involved in the game.

21  
22 **Note:** The intent of the pitching machine is to encourage hitting.

23  
24 The player who occupies the defensive position of pitcher shall remain within the circle  
25 around the pitcher's mound until the batter hits the ball.

### 26 27 **T-Ball**

#### 28 General

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

30  
31 Any approved coach is allowed in the field of play while his/her team is in the field. The  
32 adult coach shall be in such a position in the outfield as to give instruction to the  
33 defensive players.

#### 34 35 Playing Time and Position

36 In T-ball, all players play defensively, six (6) infield players and the remaining players in  
37 the outfield

#### 38 Offense - Batting

39 The batting order for both the T-ball levels shall be determined by uniform number (i.e.:  
40 #1, #2, #3, #4, etc.). Every player on the team will bat even if they are not playing in the  
41 field when they come up in the batting order. If the #9 batter in the order makes the last

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

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

5  
6 Bunting is not allowed at the T-ball level.

7  
8 The batting tee shall be used for all innings of all games at the T-ball level.

9  
10 No strikeouts will be called at the T-ball level.

11  
12 There is no base stealing at the T-ball level.

13  
14 There is no advancement on an overthrow at the T-ball level.

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

18  
19 Defense - In Field

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

21  
22 Pitching

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# DRAFT PROCEDURES

Players at all levels shall be drafted onto league teams. The guidelines for the draft are to be conducted upon the completion of preseason tryouts in accordance with the Little League Baseball Operating Manual (Operating Manual). In accordance with the Operating Manual, Reno American Little League will follow Draft Plan A (returning property players) for the Majors Division, Draft Plan B (complete team redraft) for Minors AA and AAA, and Draft Plan C (blind draft) for the Farm and T-Ball Division.

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

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

## Major Level – Draft Plan A

1) Eligible players who were on a Major level team the previous season will remain on that team.

2) Additional considerations per the Operating Manual and Local Rules are below.

a. Major Division teams cannot have more than 8 players from the same age group at the conclusion of the draft.

b. Major Managers must be a board member in “Good Standing”

c. Major Managers will be selected in the following manner: The president will nominate all returning managers, these managers will (individually and in draft order) verbalize reasons they should be elected to manage a Major team. The nominated individual will then leave the room to allow for discussion by the board of directors. Once all returning managers have had a chance to address the board of directors and the board of directors has had a chance to discuss each returning manager, an election will take place (secret ballot vote) as to whether or not each returning manager shall be awarded his/her team from the previous year. Those returning managers receiving a majority vote will continue as a Major Manager for the team from the prior year. The President will then present his appointees [SSD1] for all remaining available teams. In alphabetical order, those individuals wishing to manage a remaining available Major team will verbalize the reasons they should be elected to manage a Major team. The nominated individual will then leave the room to allow for discussion by the board of directors. Once all interested individuals have had a chance to address the board of

1 directors and the board of directors has had a chance to discuss each nominee, a vote  
2 will be taken by the board of directors, by secret ballot, to rank order each nominee.  
3 The highest ranked nominee will be awarded the Major team of his/her choice; the  
4 second highest ranked nominee will then be awarded the Major team of his/her choice,  
5 and so on until all Major Manager Positions are filled.

6  
7 3) Draft order for the Major teams is determined by the final regular season standings of the  
8 previous year. The last place team will have the first draft choice in each round, followed by the  
9 second-to-last place team, followed by the third-to-last place team, etc. Ties shall be resolved  
10 first by head-to-head record, and then by coin flip on draft day.

11  
12 4) **Manager's Options:** Manager's options shall be claimed before the draft in  
13 accordance with the Little League Operating Manual as outlined in the section entitled  
14 Options on Sons, Daughters and Siblings (also see 8 below).

15  
16 5) **Coach's Options:** Per the Operating Manual, Coach's options are available only to  
17 coaches returning to the same Major team with 2 or more years of consecutive  
18 coaching experience (manager or coach) at any level. A new coach shall not be  
19 appointed or approved until after the draft to avoid "Red Shirting" of players through  
20 selective coaching appointments. A coach, so qualifying, may exercise an option in  
21 writing to the Player Agent through his manager.

22  
23 6) **Sibling Options for a Player on a Team:** Newly eligible siblings of players already  
24 established on a team will be available to the manager if declared as an option in writing  
25 to the Player Agent prior to the draft and the manager exercises that option within  
26 his/her first three draft selections.

27  
28 7) **Sibling Options for Players in the Draft:** When there are two or more siblings  
29 in the draft pool and the first brother or sister is drafted by manager, that manager  
30 automatically has an option to draft the other brother or sister on their next selection. If  
31 the manager does not exercise the option, the second sibling is then available to be  
32 drafted by any team.

33 8) If an option is submitted in writing for the son(s) and/or daughter(s) of a manager or  
34 qualifying coach (see 5 above), such candidate must be drafted in or before the  
35 following round:

36  
37 9/10-year old – 5<sup>th</sup> Round

38 11-year old – 4<sup>th</sup> Round

39 12-year old – 3<sup>rd</sup> Round

40

1 9) Selection of all options, except for drafting of siblings from the player pool, shall be  
2 submitted in writing to the Player Agent by the Manager 48 hours prior to the draft.

3  
4 10) The Operating Manual provides latitude for leagues to make rules regarding nine (9)  
5 year olds playing in the Majors Division. Per our local rules, nine (9) year old players  
6 may be drafted to the Major level only when the player has a sibling on the team and  
7 the parent is a coach or manager or the 9 year old has been approved by the Board to  
8 participate in the Major division after tryouts.

9  
10 11) Each team requiring eight or more players prior to the draft to complete the roster  
11 will be allowed one bonus pick at the end of Round 4. Should one or more teams have  
12 fewer than four (4) players at the beginning of the draft, the affected team(s) shall select  
13 a player or players from the tryout pool until the affected team(s) reaches the minimum  
14 level of four (4) players at the completion of Round 4.

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

23  
24 12) Only players participating in the tryout will be eligible for the Major draft (except 12  
25 year-olds as described below). Only circumstances involving injury, sickness, a death in  
26 the family, or vacation will be considered extenuating. Extenuating circumstances will  
27 only be considered by the executive board of directors following written notification to  
28 the president of the league and the parent(s), guardian(s) or family representative(s)  
29 must appear before the board of directors explaining the circumstances.

30  
31 13) To assure that all eligible 12 year olds are drafted to the Major level, the draft will be  
32 limited to only 12 year olds being selected once the number of available roster openings  
33 on the Major rosters equals the number of remaining 12 year olds left in the draft.

#### 34 **Minors AA and AAA – Draft Plan B**

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

1 2) The Operating Manual does not allow coaches options for Draft Plan B in the  
2 Minors Division. Coaches will be appointed after players are drafted to avoid “Red  
3 Shirting” of players through selective coaching appointments.  
4

5 3) All of the manager’s sons, daughters or legal dependents who are eligible to play on  
6 said manager’s team shall be drafted in or before the following round;  
7

<u>Player Age</u>	<u>Draft Round</u>
9 10 or younger	5
10 11	4

11  
12 4) Managers shall draw numbers to determine the order of the draft. The draft order  
13 will begin with #1, #2, #3, etc. and then continue in reverse order (#10, #9, #8 etc.) for  
14 the second round. The rounds will alternate forward and backward in a serpentine order  
15 until complete.  
16

17 5) When drafting sibling combinations from the available player pool, the manager  
18 may exercise the sibling option by selecting the sibling in the next round. If the sibling is  
19 not selected in the following round, that player will be available for any manager to draft.  
20

### 21 **FARM and T-Ball Division – Draft Plan C**

22 1) Managers will be appointed by the President in consultation with the Player Agent.  
23 Board Members in good standing will have priority in selection followed by prior non-  
24 Board Member managers of good standing. New manager candidates are encouraged  
25 even if they have no prior coaching experience.  
26

27 2) Draft Plan C is a blind draft where the manager, and the manager’s child or children  
28 are first assigned to each team and then the remainder of the roster is filled by the  
29 Player Agent by randomly assigning players to each team with the objective of trying to  
30 balance the age mix for each team.  
31

32 3) The Operating Manual does not allow coaches options for Draft Plan C. Coaches  
33 will be appointed after players are drafted.  
34

35 4) The goal is to establish roster sizes ranging from 10 to 12 players depending upon  
36 the number of available manager volunteers.  
37  
38  
39



# 1 **Player Replacement Procedures**

2 1) The player agent will act as the mediator between players and/or parents with  
3 the league or a specific manager. The player agent will handle the situation or report the  
4 problem to the board of directors for discussion, investigation and resolution.  
5

6 2) If a team loses a player during the regular season and the team total falls below  
7 twelve (12) players, the manager must notify the Player Agent who provides the  
8 manager with an eligible list of replacement players. The manager shall select a player  
9 from the division below which his/her team is in to select a player to move up; Major  
10 picks from Minor AAA, Minor AAA picks from Minor AA, Minor AA picks from Farm, and  
11 Farm picks from T-ball. A manager in the Major or Minor AAA cannot select a child who  
12 did not attend the tryouts. Those children who declared to be "Minor Only" will only be  
13 eligible for a Minor AAA call-up. *Players that chose to be "Minor Only" will not be*  
14 *allowed to be pulled up into the Major division.* The replacement player pulled onto a  
15 Major team then remains on the team for the remainder of his time in the league.  
16

17 3) The manager wishing to pick up a player must select the player and then  
18 communicate his choice to the player agent. The player agent will then go through the  
19 proper procedure to move the player up.  
20

21 a. Note: The manager cannot discuss the move with the player, the player's  
22 parents, or the player's current manager until contact has been made with the player  
23 agent.  
24

25 4) The player or the parent(s) of the player may refuse the move to a higher  
26 division. If they refuse, the player may not go up to another team at a later date during  
27 the season.  
28

29 5) A player brought up to the Major division during the season will remain with the  
30 team the following year if he/she is eligible to return.  
31

32 6) Any time a player misses three consecutive games for any reason, the player's  
33 manager must immediately notify the player agent. The player agent will contact the  
34 player's family and determine if the player is going to return to the team during the  
35 present season or if the player is not going to return for any of the following reasons.  
36

- 37 a. He/she moves to another city or state too distant to commute for practice and play.
- 38 b. He/she is injured and will not be able to return during the present season. (Any  
39 player missing two weeks from the time of an injury must receive a doctor's release  
40 stating he/she will be able to play before the end of the season.)

- 1 c. He/she has for personal reason decided to terminate his/her relation with the  
2 team.
- 3 d. Any other justifiable reason reviewed and approved by the board of directors.  
4
- 5 7) Additional player replacement procedures to be followed by the Manager  
6 and/or Player Agent are as follows:  
7
- 8 a. If the player agent does determine that the player is not going to return during the  
9 present season he will contact the league president. If the league president determines  
10 that the player is not going to return for any valid reason, the president will contact the  
11 manager of the affected team and said manager will have one week to select a player  
12 from the next lowest level. If, after the one-week period, a replacement has not been  
13 chosen, the player agent shall select a replacement player for the affected team.  
14
- 15 b. If a player misses two consecutive weeks of preseason practice the manager will  
16 contact the player agent and the player agent will determine the status of the player.  
17
- 18 c. If the player agent is unable to contact the player's family within seven (7) days the  
19 player will be assumed to have abandoned his/her roster spot.  
20
- 21 d. If a manager knows a player is going on an extended vacation or is in any way going  
22 to miss more than three games with an excused absence, it is that manager's  
23 responsibility to inform the parents to contact the player agent before leaving.  
24
- 25 e. Any manager who does not report a player who misses three consecutive games to the  
26 player agent will be suspended for one game for every game not reported over three.  
27
- 28 f. No player will be replaced in the last two weeks of the season or the post-season  
29 tournament.  
30
- 31 g. If after the player agent is convinced that a player will return to the team, and the  
32 player misses three additional games for any reason other than an injury, the manager  
33 must notify the player agent and the whole process will start over. If the manager does  
34 not notify the player agent after three additional missed games the above penalty will be  
35 implemented.  
36
- 37 8) The Operating Manual provides latitude for leagues to establish a  
38 "Replacement Player Pool" for each division to assign players to teams that are short  
39 players for a particular game and cannot field a team with the minimum number of  
40 players. If there is determined to be such a need for a "Replacement Player Pool" for a

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

3  
4 a. The intention of the “Replacement Player Pool” is to supplement teams when they  
5 have player absences due to illness, vacations or other short-term absences. It is not  
6 intended to supplement teams that have longer duration absences due to injured  
7 players.

8  
9 b. The “Replacement Player Pool” will be established for each division using players  
10 that are willing to play extra games during the regular season. Pool players must be  
11 used from the same division (i.e. players from AAA Minors cannot be used as pool  
12 players in Majors).

13  
14 c. The Manager shall notify the Player Agent as soon as possible when it is known  
15 that their team will be short of players. Notification to the Player Agent on the day of the  
16 game will not guarantee the availability of a pool player. Minimum notice of 24 hours is  
17 recommended.

18  
19 d. Managers and/or coaches will not have the right to randomly pick and choose  
20 players from the pool. The Player Agent will make the selection from the pool.

21  
22 e. Pool players will not be able to pitch except for the player’s regular reason  
23 scheduled games.

24  
25 f. Pool players that are called and show up at the game site must play nine  
26 consecutive outs and bat once in the game even if the team is able to field the minimum  
27 number of rostered players by game time.

28  
29 g. The “Replacement Player Pool” will not be available during post season play.

30  
31 9) The manager who loses a player because of personal dislike, team problems or  
32 the player’s inability to meet the manager’s expectations will be reviewed by the player  
33 agent and addressed by the executive board of directors for appropriate action.

34

35

36

37

# 1 **Post Season League Tournament Rules**

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

## 4 **Tournament Team Selection Process**

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

### 8 **Summary:**

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

### 20 **Player Eligibility:**

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

24 9/10 All-Star & Renegades Teams – Players must have played in at least 60% of  
25 regular season games in either the Major or AAA division and be nominated by their  
26 manager.  
27

### 28 **All Star & Hooligan Selection Committee:**

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

### 33 **Renegade Selection Committee:**

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

### 37 **Tournament Team Manager Selection:**

38 At the Tournament Team Selection meeting and only after the combined list for the  
39 teams have been posted; the league president shall accept nominations for Tournament

1 Team Managers. Eligible managers or coaches may nominate themselves. After  
2 nominations have closed, the entire board of directors present at the meeting votes on  
3 the slate of nominees, with the nominee receiving the most votes being named the  
4 Tournament Team Manager.

5

6 **Manager Qualifications:**

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

9

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

12

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

14

15 **Tournament Teams Assistant Coaches:**

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

19

20 **Announcement of Tournament Teams:**

21 All Star Teams may not be announced and start practicing until June 15<sup>th</sup> or two weeks  
22 prior to the start of the All Star tournament for their respective division (whichever is  
23 earlier).

24

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

27

28 **Additional Information:**

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

31

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

34

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

38

39 Once the Tournament Team Managers are selected; they will have the option of  
40 increasing the number of players on their team from 12 up to 14. (It should be noted, All

1 Star teams with rosters of 13-14 have different minimum play requirements than a team  
2 of 12).

3

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

6

### 7 **9/10 Renegade Team & Tryout:**

8

9 Reno American will host a one day tryout for the Renegades team at a date to be  
10 announced; but not sooner than the conclusion of the Reno American Post Season  
11 Tournament. (It is advantageous for Reno American to hold this tryout as soon as  
12 possible, as the Renegade tournament typically starts one full week before the District  
13 All Star Tournament.)

14

### 15 **Eligible Players to Participate in Renegade Tryout:**

16

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

18

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

26

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

30