

RENO CONTINENTAL LITTLE LEAGUE
RULES AND REGULATIONS

2024

GENERAL PROVISIONS

A. Divisions

The Reno Continental Little League shall consist of four (4) divisions, Major, Minor, Farm (Minor-machine pitch), and Rookie. There will not be a Tee ball division for the 2024 season.

B. Teams

The Board of Directors shall determine, on an annual basis, the number of teams within each division. The number of teams within each division will be revised from time to time by the Board of Directors to accommodate the number of players within the League boundaries who register to play.

C. Managers and Coaches

1. Each team must have one (1) manager and may have either one (1) or two (2) coaches. For the Major division the manager and coaches should be in the dugout while the team is on defense, while on offense two of these individuals may be on the field as base coaches. For the Minor division one coach is allowed out of the dugout on defense, but may not go into the field of play. For the Farm division two coaches are allowed out of the dugout on defense, but may not go into the field of play. In all divisions one coach must remain in the dugout.

2. The team managers shall be selected annually in the method specified in the League Constitution and normal practices. Each team's coaches shall be selected by the team manager, subject to the approval of the Board of Directors or its designated committee.

3. Team managers and coaches are expected to attend all practices and games. Disciplinary action may be taken by the Board of Directors (and/or disciplinary board) if a manager or coaches fail to attend practices and games, including and up to team forfeiting games, title, or disqualification from tournament. In addition, if a manager or coach exhibits improper behavior or fails to discharge his or her responsibilities, disciplinary actions may be sanctioned.

4. All coaches must actually participate as coaches during games and practices. If a coach attends but does not participate as a coach during the majority of the game the team must forfeit the game.

5. The team manager is responsible for all equipment (including uniforms) given to the team and the enforcement of the National Little League and RCLL rules and regulations.

6. Each manager and coach is required to attend the annual field day, coach's clinic, safety meeting, and Opening Day. If the manager and coaches of a team all fail to attend these events the first round draft selection of that team for the year, or following year, will be forfeited.

D. Players

Subject to the national rules and regulations, the Board of Directors shall determine, on an annual basis, the number of players for each team and the number of games to be played by each team within each division. The Board of Directors, or its designated committee, shall prepare a game and practice schedule for each division.

League ages are set by the following chart from the Official Rules and Regulations of Little League Baseball:

2024 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	4
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	5
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	6
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	7
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	8
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	9
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	10
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	11
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	12
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	13
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	14
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	15
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2024.

E. Interpretation

These rules and regulations are intended to supplement the Official Rules and Regulations of Little League Baseball, Inc., and are to be interpreted consistent therewith.

F. Team Participation Rules

The RCLL board is requesting that each team ask their parents to volunteer a minimum of ten hours for the league. Volunteer hour duties would include helping with Field Maintenance Day, Opening Day, or Fundraising events including the Hit A Thon or other activities.

G. Tracking Games on the Web and Rescheduling Games

Managers are required to reschedule a rain delay or delayed game within 48 hours via a written email to the RCLL scheduler and President or it will constitute an immediate loss for both teams. The home team will be responsible for communicating the change to the RCLL scheduler and President.

Scorekeepers for Major, Minor games are required to keep the game book use GameChanger app or League selected replacement app (“Scoring App”), and sync games within 24 hours of the completion of the game. Scoring App scores will be updated to the RCLL website by the RCLL Webmaster. Farm managers are required to track their wins and losses on the RCLL website unless scorekeepers are using the Scoring App and are required to sync game as noted above. No exceptions. For non-Gamechanger or other Scoring App games, the winning team coach is responsible for logging the game within 24 hours of the conclusion of the game.

Managers for Major and Minor teams are required to track pitch counts that are recorded using GameChanger or identified Scoring App and may also be required to reported via other means. No manager, coach, or scorekeeper may edit game data or stats; if any corrections are needed information must be forwarded to the Webmaster to determine method or applicability of the changes.

H. Field Maintenance for Major, Minor, and Farm.

The Home team is responsible for dragging the field after a game. Both teams are responsible for cleaning out the dugouts.

Farm and Minor managers are also responsible for enforcement of the no parking areas adjacent to the farm field.

I. Pitching Rules

For the 2024 season pitching rules refer to the, 2024 Rule Book, Official Regulations, Playing Rules and Operating Policies. There is no separate reduced pitch count rule for the minor division.

J. Slash Bunting

The ‘slash bunt’ is forbidden at all levels. The ‘slash bunt’ is defined as a full swing or an attempt at a full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter’s box the batter squares or pivots as if to bunt, he either must bunt or attempt to bunt the ball or let the pitch go. A drag bunt is acceptable. The umpire MUST call the batter out if in his judgment the batter was attempting a slash bunt.

MAJOR DIVISION RULES AND REGULATIONS

A. Composition of Teams

1. Each team within the Major Division must have no more than twelve players, not more than three of whom may have a "League Age" of nine or ten (as defined in the national rules and regulations) if the team has 12 players; and not more than two "League Age" nine or ten if the team has 11 or fewer players. There is no limit for the number of players "League Age" of twelve. All players having a League Age of ten (10) are eligible for selection to the Major Division. Players having League Age of nine (9) may be considered under special circumstances as petitioned by the parents to the Player Agent and if approved by a 2/3 vote of the Board of Directors. The petition must be made in writing by the parents or guardians of the nine (9) year old player, not later than ten (10) days prior to the tryouts.

2. Returning players will be "redrafted", whereas, except as noted under manager/coaches options below, all players will be placed into a new draft every year.

3. After the player draft for a season has occurred, a vacancy on the team roster is created only if a player has been released with the approval of the Board of Directors. The Board of Directors will consider releasing a player for any of the following reasons:

a. The player moves to another city or state too distant to commute for practice and play (note that the League reserves the right to continue as a player any youngster whose residence changes after becoming a member of the League as provided for in the national rules and regulations).

b. The player is injured and is either required or requested to be released by the team's managers in accordance with the provisions of paragraph 4 below.

c. The player has, for personal reasons, decided to terminate the player's association with the team.

d. The player has been expelled from the team pursuant to paragraph 7 below.

e. Any other justifiable reason reviewed and approved by the Board of Directors in accordance with the provisions of paragraph 3 above.

The manager of the team losing a player shall notify the Player Agent of the occurrence of any of the foregoing events within forty-eight (48) hours after the manager becomes aware of the circumstances. The Player Agent shall advise the President and the Board of Directors. If the Board of Directors approves a release of the player, the President will send a letter of release to the player and to the player's parents. Once a player has been released from the team, a vacancy is created on the team's roster and, except for vacancies resulting from a release of a player during the last three (3) weeks of the regular season; the team must fill the vacancy in its roster with an eligible replacement player as provided in paragraph 5 below. If the vacancy in the team's roster results from the release of a player during the last three (3) weeks of the regular season, the team may either complete the season without a replacement or may replace the lost player, at the option of the manager. A released player must be replaced within seven (7) days after the Board approves the release of the player.

4. If, due to an injury occurring before the end of the first one-half (1/2) of the regular season, a player will be unable to play for the balance of the regular season as evidenced by the opinion of the player's treating physician, the team manager shall be required to apply to the Board for a release of the injured player. If the injury occurs after the end of the first one-half (1/2) of the season, or if the injured player will, in the opinion of the injured player's treating physician, be able to resume play during the current season, the manager, at the manager's option, may either apply to the Board for a release of the injured player or may continue to play using only the balance of his team roster. The manager shall be required to notify the Player Agent immediately upon being advised of an injury to a player which will result in the player's inability to play in two (2) or more games. If, as a result of an injury to a player, the manager has the option to apply for a release of the player, the manager shall notify the Player Agent of the manager's decision within forty-eight (48) hours.

5. Eligible replacement players shall include only those Minor Division players selected to the Replacement Pool by the Major Division managers. All players who participate in the current year's tryouts and have a League Age of Eleven (11) or Twelve (12) years, except players who are manager or coaches options or sibling options, are eligible for selection to the Replacement Pool; provided, however, that with the parents' consent, a manager or coaches option or a brother option shall be eligible for selection to the Replacement Pool. The Replacement Pool shall consist of at least five

(5) and not more than Seven (7) players of league age 11 & 12, who were not selected to the Major Division. At the conclusion of the draft for the Major Division, the Major Division managers shall select the eligible players to the Replacement Pool using such procedure as determined by the League President. The determination of the number of players to be selected to the Replacement Pool from each age group (subject to the minimums and maximums specified above) shall be determined by the majority vote of the Major Division managers based upon the abilities of the eligible players, or, if the managers cannot reach a majority agreement on the appropriate number, the determination shall be made by the League President. The Player Agent shall, within five (5) days after the draft, advise all players in writing of their selection to the Replacement Pool, of their responsibilities to report and play for any Major Division team that selects them as a replacement player during the current season, and of the consequences of failing to abide by these rules. In the rare event, more than one team requests a replacement player at the same time, the league president will determine a fair method for those managers a sequential order of choice from the replacement pool.

Subject to the following limitations, the manager of the Major Division team requiring a replacement player may select any player from the Replacement Pool so long as his team roster conforms to the provisions of paragraph (1) above following his selection. However, a Minor Division team originally having one (1) or two (2) Replacement Pool players on its roster may only have one (1) such player selected from its team, and a Minor Division team originally having three (3) or more Replacement Pool players on its roster may only have two (2) such players selected from its team, until such time as application of this rule results in no remaining eligible Replacement Pool players for selection to the Major Division. At such time as application of the foregoing rule results in no remaining eligible Replacement Pool players, the foregoing rule shall be disregarded and all remaining Replacement Pool players in the Minor Division shall become eligible for selection to the Major Division. Any eligible Replacement Pool player selected by a manager must report and play for his new team. An eligible Replacement Pool player who refuses to report and play for his new team shall be removed from the Replacement Pool for the current season and shall be reassigned to the Minor Division team from whom the replacement player is selected (unless from the same Minor Division team in which case reassignment shall be to a different Minor Division team selected by the Player Agent) for the balance of the current season.

6. Any player who is released from the team with the approval of the Board, whether due to injury or any other reason, is permanently released from the roster of that team, shall not be allowed to participate on any other team or in any other division of the League for the balance of the current season, and shall be required to re-enter the player draft for the following year. Once a replacement player becomes a member of the team, the player becomes a permanent member of the team roster for the duration of that season.

7. The team manager may, at the manager's option, expel from the team any player who misses two (2) or more consecutive games without reasonable cause. A player may also be expelled from a team when the player's conduct is considered detrimental to the best interests of Little League baseball or Reno Continental Little League. The procedure for expulsion due to the player's conduct is specified in the Constitution and Bylaws. Any player who is expelled from a team shall be replaced pursuant to subparagraph A3 above.

B. Player Draft

1. All players will be placed in the draft each year.
2. The order of the draft shall be determined by random selection (draw), and the order shall be reversed each successive round of the draft. For example, the team who selects last in the first round of the draft will select first in the second round of the draft.
3. All players, other than manager/coaches options and brother/sister options, must participate in the tryouts to be eligible for the draft.
4. Each Major team is allowed one (1) Manager's option and one (1) Coach's option. These options must be exercised before the completion of round 5 of the draft. If there is a sibling of a Manager or Coach's option the sibling must be taken with the next draft pick that follows the Manager or Coach's option selection or in the position assigned to the player by the ages as outlined in the following paragraph, whichever is the later round as long as completed by round 5.
5. Manager's Options: If a manager has sons and/or daughters eligible for the draft and wishes to draft them, the manager must submit the option in writing to the Player Agent at least forty-eight (48) hours before the draft. Manager's options take priority over any other options. The Manager's options must be exercised at or before the close of the specific draft round as required by the son's or daughter's League Age. If the League Age is 9-10, the option must be exercised at or before Draft Round 5; if the League Age is 11, the option must be exercised at or before Draft Round 4; if this player is a returning Major player he/she must move up one round to Round 3. If the League Age is 12, the option

must be exercised at or before Draft Round 3; if the player is returning to Major he/she must be move up one round to Round 2. (For example, if the Manager's option and the Coach's option are both League Age 12 and are returning to Major from the previous spring season, the options will be exercised in Draft Round 1 and Draft Round 2. If there is a sibling option that option must be exercised in Draft Round 3, or in the Draft Round assigned to them based on age, whichever is later.)

6. Coach's options must be exercised 48 hours before the draft round as determined by the child's league age as set forth in paragraph 5 above pertaining to Manager's options.

7. Brothers/Sisters in the Draft: When there are two or more siblings in the draft, and the first brother or sister is drafted by a manager, that manager automatically has an option to draft the other brother or sister on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

8. Except for players who are manager/coaches options and brother/sister options, players must participate in the tryouts to be eligible for selection to the Major Division and to the Replacement Pool. This rule may be waived by the Executive Committee if reasonable cause, such as illness, exists for any player's failure to attend the tryouts. All players having a League Age of ten (10) years shall be eligible for selection to the Major Division. Any player that misses tryouts will discussed at the draft by the managers. If a unanimous decision is reached by the managers this player may be placed in the draft, if no unanimous decision is made the player will be selected randomly during the designated round in the draft.

9. Following the draft selections and composition of the teams, a Replacement Pool will be selected by the managers and will consist of at least five (5) and not more than Seven (7) players who were not selected to the Major Division and have the league ages of 11 and 12, or if necessary to fill the Replacement Pool, league age 10.

C. Game Rules

All Major Division games shall be played in accordance with the Official Playing Rules and Regulations of Little League Baseball and the following rules.

1. All player substitutions must enter the game no later than the top of the fourth inning. The team's manager shall be responsible for reporting all player substitutions to the official scorer and umpire chief. Player substitutes entering the game in the top of the fourth inning shall be reported by the team's manager to the official scorekeeper and umpire chief before the first pitch is thrown in the top of the fourth inning.

2. The batting order for each team must include all players, and the players will bat in the order specified regardless of whether or not they are playing defense in the inning in which they bat ("continues batting order").

3. All games played in the same day, except the last game scheduled, will have a 1 hour, 45 minute time limit, meaning that no inning may start after 1 hour and 45 minutes have elapsed from the beginning of the game as announced by the umpire, except that a game shall not be called on account of the 1 hour and 45 minute time limit until it becomes a regulation game pursuant to the Official Playing Rules (Rules 4.10 and 4.11). It will be held that an inning starts the moment the third out is made completing the preceding inning. The last game scheduled will not have a time limit; however, no inning may be commenced after 10:00 p.m.

4. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent ("10 run rule"). The league will not follow the Little League International 3 and 5 inning rules.

5. Any game which is called before it has become a regulation game on account of weather or which is tied at the time it is called, regardless of whether the game is called due to a time limit or due to weather, must be replayed or resumed pursuant to the national rules and regulations. The replay or resumption of the game must be scheduled by the two team managers on either the first or second Sunday immediately following the called game. If the team managers are unable to agree upon the date and time, then the League President will select the date and time.

6. Unless other arrangements have been made by the League, the home team for the first game scheduled shall be responsible for the preparation of the field. The home team for the last game scheduled shall be responsible for the removal and storage of the bases. The home team for the last night game must also turn off the field lights. Each team is required to clean its dugout immediately following the game. The visiting team for the last game scheduled shall be responsible for the removal of trash and debris around the field, the grandstands, and the concession stand.

7. A pitcher who unintentionally hits three (3) batters in one inning or five (5) batters in one game shall become ineligible to pitch for the remainder of the game, but may continue to play in the game at any position other than pitcher. A pitcher who, in the judgment of the umpire, intentionally hits any batter must be removed from the game.

8. All protests shall be resolved by the protest committee composed of the League President, Player Agent, Secretary, Chief Umpire, and one other League officer or Director who is not a manager or umpire in the League as selected by the League President.

9. Managers are responsible to ensure scorekeepers for keep the game book using the Scoring App, and sync games within 24 hours of the completion of the game, including proper player pitch counts.

10. The 'slash bunt' is forbidden in Major. The 'slash bunt' is defined as a full swing or an attempt at a full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter's box the batter squares or pivots as if to bunt, he either must bunt or attempt to bunt the ball or let the pitch go. A drag bunt is acceptable. The umpire MUST call the batter out if in his judgment the batter was attempting a slash bunt.

D. League Championship and Post-Season Tournament.

1. The League champion of the Major Division shall be the team with the best over-all regular season record. If two (2) or more teams tie for the League championship, then the League champion shall be determined by the following tie-breaking procedures:

- a. First, by consideration of records of the tied teams in regular season games between the tied teams;
- b. Second, by consideration of the records of the tied teams in regular season games against other teams who have qualified, without resort to the tie-breaking procedures, for the post-season tournament (teams who may qualify for the tournament through application of the tie-breaking procedures but are not assured of having qualified are not to be considered); and
- c. Finally, by lot, i.e., coin toss, cut of cards, or other similar procedure agreed upon by a majority of the managers of the tied teams involved, or, if a majority of the managers cannot agree upon the procedure, then by the procedure specified by the League President.

The foregoing tie-breaking rules shall be applied in the order listed until, by application of one (1) of the foregoing rules, one (1) team is determined to be the champion or one (1) or more teams are eliminated. In the case of, and immediately upon elimination any one (1) or more teams by application of any one (1) of the foregoing rules, the remaining tie or ties shall be resolved by repeating the tie-breaking procedures in the order listed above for the remaining tied teams.

Individual trophies will be awarded to each player, manager, and coach of the regular season championship team. If different teams win the regular season championship and the Jeff Elcano Memorial Post-Season Tournament Championship, the regular season champion shall be considered the over-all League champion.

1. The even number of teams having the best over-all regular season records shall qualify to participate in the Jeff Elcano Memorial Post-Season Tournament (or all teams if so decided by the Board of Directors). The League champion shall be seeded as the number one team, and the other qualifying teams shall be seeded in the order of their regular season records with ties to be resolved in numerical order (i.e., 2, 3 and 4) pursuant to the tie-breaking procedures specified above. The tournament shall be conducted in accordance with the Reno Continental Little League regular season rules except as noted below.
2. In tournament play the better seed will be considered the home team throughout the entire tournament, whether they are in the winner's bracket or consolation bracket.
3. In tournament play all games must be completed, no games will be shortened during due to time limit. Ten-run rule still applies. No game can end in a tie and extra innings will be played until a winner is determined.

E. Selection of All-Stars, Hooligans, and Renegades

1. Managers and Coaches. Only applied and selected regular season league managers/coaches shall be eligible to manage the Major Division All-Star (10-12 year olds), 9-11 Year-old Division All-Stars, 8-10 year-old Division, Hooligan, and Renegade Teams. Subject to confirmation by the Board of Directors, All-Star managers are selected by sending their application to the League President. A manager may manage only one tournament team. The Board of Directors shall meet prior to the selection of the All-Star, Hooligan and Renegade teams to discuss and make the selection of the managers. Using a secret ballot, a majority vote of the Board shall be required to confirm the selection of each manager of the tournament teams. If a manager selected under the foregoing procedures fails to receive a majority vote, then the manager next entitled to the position under the foregoing selection procedures who accepts the position shall, subject to confirmation by the Board of Directors, be awarded the manager position.

The managers of the All-Stars, Hooligan and Renegade teams who are selected pursuant to the foregoing system may then select their own coaches. The number of official coaches for the All-Star Teams shall be subject to the Official Tournament Regulations of Little League Baseball, and the number of official coaches for the Hooligan and Renegade teams shall be subject to Tournament Rules established by the District Administrator. Each coach must have been designated as a manager or coach on a regular season team roster and participated in actively coaching a minimum of 60% of regular season games to be eligible to coach a tournament team; special situations are considered on a case by case basis.

If a manager cannot be selected and confirmed by the Board of Directors from the eligible managers in accordance with the foregoing procedures, then the Board of Directors shall appoint the manager or managers.

2. 10-12 Year Old All-Stars, 9-11 Year-Old All-Stars and Hooligan Players: The regular All-Star Team(s) and the Hooligan Team shall be comprised of ten (10) to fourteen (14) players each. The 10-12 Year Old All-Stars team are generally selected first but for 2024 the order will be determined by the board prior to the selection of the teams. The first eleven (11) or twelve (12) players [depending on size of team] for the 10-12 year Old All-Stars shall be selected as follows:

Prior to the All-Star Selection Meeting, each manager will vote for, through the Player Agent, up to 10 players from the list of nominated and opt-in eligible players as compiled from the player agent (proxy selections allowed for the selection outlined in this vote only). Each manager's vote of up to 10 players shall be from all Nominated players, including those from their own team. Nominated players who receives 100% of the vote will automatically make the roster. Other remaining spots will be determined at the All-Star Selection Meeting, as determined by the majority votes of the Major Division managers at the meeting (no proxy vote allowed). The final one or two players [depending on size of team] of each team shall be selected by the manager of the team.

The selection shall follow the method outlined above (and below regarding 8-10), with the exception of the vote prior to the All-Star Selection Meeting. Nobody will know results of nominations until all-star selection meeting.

3. 8-10 Year Old All-Star and Renegade Players: The 8-10 Year Old All-Star and Renegade teams shall be comprised of ten (10) to fourteen (14) players, all of whom shall have a league age of 8, 9 or 10 years old and have completed the regular season in the Major or Minor Divisions. Players who complete the season in the Farm Division shall not be eligible for the 8-10 Year Old All-Star or Renegade teams. The first eleven (11) or twelve (12) players of the teams shall be selected by majority vote, first of the Major Division managers for eligible Major Division players (i.e., only those eligible players who receive five (5) or more votes of the Major Division managers shall be selected from the Major Division), and secondly of the Minor Division managers for eligible Minor Division players. After the Major Division managers have selected the eligible Major Division players to the teams, the Minor Division managers shall select a sufficient number of eligible Minor Division players to fill the rosters to 11 or 12 players. In the absence of sufficient number of Major or Minor Division managers, the board and those managers in attendance will make the selections. The final one or two players of the teams shall be selected by the managers of the All Star teams. Eligible players selected to the Hooligan team shall not be eligible for the 8-10 Year Old All-Star or Renegade teams.

Special consideration of player age and team composition of the Renegade and Hooligan tournament teams will be reviewed on a case by case basis by the board of directors and coaches during the selection process, in accordance with the Tournament Rules established by the District Administrator.

MINOR DIVISION RULES

A. General

Except as otherwise specifically provided in this Section III, the rules specified in Section II above for the Major Division shall also apply to the Minor Division.

B. Composition of Teams

1. Each Minor Division team shall consist of not more than twelve (12) players. Only players whose League Age is eight (8) {when made eligible by a parent}, nine (9), ten (10), eleven (11), or twelve (12) (due to safety concerns) are eligible to play in the Minor Division. Players with a League Age of nine (9) are required to try out for the Minor Division. Players having League Age of seven (7) may be considered under special circumstances as petitioned by the parents to the Player Agent and if approved by a 2/3 vote of the Board of Directors. The petition must be made in writing by the parents or guardians of the seven (7) year old player, not later than ten (10) days prior to the tryouts.

2. The Player Agent shall maintain a waiting list of eligible Minor Division replacement players of proper little league age (9,10, 11 and 12) and the waiting list shall be maintained in the order of priority in which the waiting list players sign up; i.e., first come, first served. Any eligible replacement player on the waiting list who declines an assignment to fill a vacancy on a team roster shall be moved to the end of the waiting list, or, if the waiting list player no longer desires to play in the League, shall be removed from the list by the Player Agent

If, and only if, there are eligible players on the waiting list maintained by the Player Agent, then any vacancy occurring on a Minor team roster resulting from a release of a player following the player draft and before the end of the first one-half (1/2) of the regular season must be filled pursuant to the replacement rules described below. If a vacancy occurs on a Minor team roster after the end of the first one-half (1/2) of the season, the manager, in the manager's sole discretion, may either apply to the Board for a replacement player from the waiting list, or, the manager may continue to play the remainder of the season using only the balance of his team roster without replacing the vacancy. A vacancy on a team's roster may be created only by the release of a player with the approval of the Board of Directors. The Board will consider releasing a player for any of the reasons specified for the release of a Major Division player (Section II A.3.), by reason of a Minor Division player being selected to the Major Division as an eligible replacement player, or by reason of reassignment of a Minor Division player in accordance with the provisions of paragraph 4 below. The manager of the team losing a player shall notify the Player Agent of the occurrence of any of the foregoing events within forty-eight (48) hours after the manager becomes aware of the circumstances (even if the manager is not required to replace the player), and the Player Agent shall advise the President and the Board of Directors. If the Board of Directors approves the release of the player, the Player Agent has eligible replacement players available from the waiting list, and the manager either elects or is required to fill the vacancy, then the vacancy shall be filled by the Player Agent's selection of the first eligible replacement player from the waiting list.

3. Players having a League Age of ten (10) years shall be eligible for selection to the Major Division.

4. A Minor Division player who is an eligible Replacement Pool player and refuses to report to a Major Division team to which he is selected as a replacement shall, within five (5) days after his refusal, be reassigned to the Minor Division team from which the new eligible replacement player has been selected. In the event the new eligible replacement player has been selected from the same team, then the Player Agent shall reassign the player to a different Minor Division team. A Minor Division team originally having one (1) or two (2) Replacement Pool players on its roster may only have one (1) such player selected from its team, and a Minor Division team originally having three (3) or more Replacement Pool players on its roster may only have two (2) such players selected from its team, until such time as application of said rule results in no remaining eligible Replacement Pool players for selection to the Major Division. At such time as application of the foregoing rule results in no remaining eligible Replacement Pool players, the foregoing rule shall be disregarded and all remaining Replacement Pool players in the Minor Division shall become eligible for selection to the Major Division.

C. Draft

1. All players will be placed in the draft each year.

2. The order of the draft shall be determined by random selection, and the order shall be reversed each successive round of the draft. For example, the team who selects last in the first round of the draft will select first in the second round of the draft.

3. Players with a League Age of twelve (12) are ineligible for selection as manager/coaches options.

4. All players, other than manager/coaches options and brother/sister options, must participate in the tryouts to be eligible for the draft. All players who are registered to play in the Minor Division, who are not manager/coaches options or brother/sister options, and who do not participate in tryouts will be discussed at the draft by the managers. If a unanimous decision is reached by the managers this player may be placed in the draft, if no unanimous decision is made the player will be selected randomly during the designated round in the draft.

5. Each Minor team is allowed one (1) Manager's option and one (1) Coach's option. The manager must submit the options in writing to the Player Agent at least forty-eight (48) hours before the draft. These options must be exercised before the completion of round 4 of the draft. Manager's option and Coach's option that are returning Minor Division players will be moved up one round and must be exercised by round 3. If there is a sibling of a Manager or Coach's option the sibling must be taken with the next draft pick that follows the Manager or Coach's option selection, no later than round 5 of the draft.

6. Following the draft selections and composition of the teams, a replacement list will be selected by the Minor Division managers and will consist of up to five (5) players who were not selected to the Minor Division and have the league ages of 9 and 10.

D. Game Rules

The game rules for the Minor Division are the same as those for the Major Division, with the following exceptions:

1. All games played in the same day will have a 1 hour, 45 minute time limit, meaning that no inning may start after 1 hour and 45 minutes have elapsed from the beginning of the game as announced by the umpire, except that a game shall not be called on account of the 1 hour and 45 minute time limit until it becomes a regulation game pursuant to the Official Playing Rules (Rules 4.10 and 4.11). It will be held that an inning starts the moment the third out is made completing the preceding inning. A tie game shall be continued to be played until there is a winner or until the time limit has been reached.

2. The "five-run rule" shall only apply in the first three (3) innings, i.e., the team's turn at bat will terminate as soon as it has scored five (5) runs in its half of the inning. Starting in the 4th inning and every inning to follow there will be no "five run rule" but will be subject to the time limit in rule 1 above. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent ("10 run rule"). The league will not follow the Little League International 3 and 5 inning rules.

3. The Minor League Official Playing Rules and Regulations shall apply to all Minor Division games.

4. Each team may field ten (10) defensive players but if they do at least four (4) defensive players must be positioned in the outfield (this includes a left fielder, left-center fielder, right-center fielder and right fielder).

5. The batting order for each team must include all players, and the players will bat in the order specified regardless of whether or not they are playing defense in the inning in which they bat ("continues batting order").

6. Pitching rules will follow official Little League rules based on the pitcher age.

7. Until April 20, players will not be allowed to steal home, even on a passed ball. Therefore, during each team's games during this period a player may advance from third base to home plate only on a hit ball, not on an error at second base on an attempted steal, pick off, passed ball, wild pitch or overthrow. Nothing in this rule limits runners from advancing home on an error occurring after a hit ball during this period. After April 19, players will have the ability to steal home.

8. The 'slash bunt' is forbidden in Minor. The 'slash bunt' is defined as a full swing or an attempt at a full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter's box the

batter squares or pivots as if to bunt, he either must bunt or attempt to bunt the ball or let the pitch go. A drag bunt is acceptable. The umpire MUST call the batter out if in his judgment the batter was attempting a slash bunt.

9. Managers are responsible to ensure scorekeepers for keep the game book using the Scorekeeping App, and sync games within 24 hours of the completion of the game, including proper player pitch counts.

E. League Championship and Post-Season Tournament.

1. The regular season League champion of the Minor Division shall be the team with the best over-all regular season record. If two (2) or more teams tie for the Minor Division League championship, then the tie shall be resolved by the tie-breaking procedures specified in Section II D1 above.

Individual trophies will be awarded to each player, manager, and coach of the regular season championship team. If different teams win the regular season championship and the Jeff Elcano Memorial Post-Season Tournament Championship, the regular season champion shall be considered the over-all League champion.

2. The even number of teams having the best over-all regular season records shall qualify to participate in the Jeff Elcano Memorial Post-Season Tournament for the Minor Division (or all teams if so decided by the Board of Directors). The Minor Division League champion shall be seeded as the number one (1) team, and the other qualifying teams shall be seeded in the order of their regular season records with ties to be resolved in numerical order (i.e., 2, 3 and 4) pursuant to the tie-breaking procedures specified in Section II D1 above. The tournament shall be conducted in accordance with the Reno Continental Little League regular season rules, except as noted below.
2. In tournament play the better seed will be considered the home team throughout the entire tournament, whether they are in the winner's bracket or consolation bracket.
3. In tournament play all games must be completed, no games will be shortened during due to time limit. Five-run rule and ten-run rule still apply. No game can end in a tie and extra innings will be played until a winner is determined.

FARM DIVISION (Minor-Machine Pitch) RULES

A. General

Except as otherwise specifically provided in this Section IV, the rules specified in Section III above for the Minor Division shall also apply to the Farm Division.

B. Composition of Teams

1. Each Farm Division team shall consist of not more than twelve (12) players.
2. Only players whose League Age is (7) seven, eight (8) or nine (9) are eligible to play in the Farm Division
3. Players having a League Age of six (6) years may elect to be eligible to play in the Farm Division and only those six (6) year old players making this election shall be eligible for selection to the Farm and Rookie Division. Players having League Age of five (5) may be considered under special circumstances as petitioned by the parents to the Player Agent and if approved by a 2/3 vote of the Board of Directors. The petition must be made in writing by the parents or guardians of the six (6) year old player, not later than ten (10) days prior to the tryouts. All five (5) or six (6) year old players not making this election shall be eligible to play in the Rookie Division only.
4. The Player Agent shall maintain a waiting list of eligible Farm Division replacement players of proper little league age (7, 8 and 9), and the waiting list shall be maintained in the order of priority in which the waiting list players sign up; i.e., first come, first served. Any eligible replacement player on the waiting list who declines an assignment to fill a vacancy on a team roster shall be moved to the end of the waiting list, or, if the waiting list player no longer desires to play in the League, shall be removed from the list by the Player Agent.

Farm Division teams shall be required to replace vacancies on the team roster which occur prior to the end of the first one-half (1/2) of the regular season under the same rules as are applicable to the Minor Division (Section III B.2. above).

C. Draft

1. All players will be placed in the draft each year.
2. The order of the draft shall be determined by random selection, and the order shall be reversed each successive round of the draft. For example, the team who selects last in the first round of the draft will select first in the second round of the draft.
3. All players, other than manager/coaches options and brother/sister options, must participate in the tryouts to be eligible for the draft. All players who are registered to play in the Farm Division, who are not manager/coaches options or brother/sister options, and who do not participate in the tryouts must be selected randomly by the teams after all players in the draft have been selected.
4. Each Farm team is allowed one (1) Manager's option and one (1) or two (2) Coach's option. The manager must submit the options in writing to the Player Agent at least forty-eight (48) hours before the draft. These options must be exercised before the completion of round 5. If there is a sibling of a Manager or Coach's option the sibling must be taken with the next draft pick that follows the Manager or Coach's option, and must be in or before the completion of Draft Round 5.

D. Game Rules

The game rules for the Farm Division are the same as those for the Minor Division with the following exceptions:

1. Pitching machines must be used for all games. The umpire, manager or coach of the batting team shall operate the pitching machine.
2. The "five-run rule" shall apply in the first five (5) innings, i.e., the team's turn at bat will terminate as soon as it has scored five (5) runs in its half of the inning. The 6th inning and additional innings, if necessary, will be an "open inning" will no "five run rule" but still be subject to the time limit. If after four (4)

innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent (“10 run rule”). The league will not follow the Little League International 3 and 5 inning rules.

3. A player on first base may steal second base, if it is open; however, third base and home may not be stolen on a pitched ball or an overthrow to the pitcher when the ball is being returned after the prior pitch.
4. Prior to and during each pitch, the pitcher must be positioned in the dirt area of the pitching mound on the first base side of (but not behind) the pitching machine, not closer to home plate than the front support leg of the pitching machine.
5. If a batted ball hits the pitching machine before being touched by a defensive player, a single will be rewarded to the hitter. Any runner on base will advance one base if a force situation was present prior to the pitch.
6. The pitching machine shall be set at a speed which can be hit by a majority of the players, e.g., 30 mph to 45 mph. The umpires and managers shall attempt to maintain the pitching machine at a consistent speed and accuracy from game to game. Manger’s and umpire must agree to changes throughout the game with the exception of minor adjustment by the umpire to raise, lower or move side to side to maintain the ball in the strike zone.
7. Any pitch from the pitching machine which is in the batter’s strike zone shall be a strike, regardless of whether or not the batter swings at the pitch. However, any pitch which is outside the strike zone shall be considered “no pitch,” and the ball shall be considered a “dead ball,” unless the batter swings at the pitch. Base runners may not advance on a pitch which is considered a “dead ball”. No walks shall be allowed.
8. Players must wear their uniforms, including hats, batting helmets and cups, at all times.
9. Play shall be stopped when the pitcher has possession of the ball and is in pitching circle. Runner may only advance if he is over half way to the next base.
10. Batters will hit around with all active players being placed in the batting order (“continues batting order”).
11. A tie game shall be continued to be played until there is a winner or until the time limit has been reached (no new inning after 1 hour 45 minutes).
12. The home team is required to keep the official scoring book for all games. The scoreboard may be turned off by vote of the Board if there are sportsmanship issues with the teams including the parents. If the problems continue the post season tournament will be canceled.
13. No official score shall be kept for the first scheduled game (not scrimmage) between each team. Further, the farm field scoreboard must not be operated during the first game between each team and no team, parent or coach is allowed to announce a score during these games. The Board may extend this rule beyond the first game between each team or modify this rule at any time without any prior notice to any team.
14. Batters may either swing at the ball or bunt using basic bunting fundamentals. Basic bunting fundaments includes sliding a hand up the bat while keeping the other at or near the knob AND pivoting towards the pitcher (commonly referred to as “squaring up”). Attempting a “bunt” without basic bunting fundamentals will result in a dead ball strike, even if the ball is put into play (called as foul ball).
15. The ‘slash bunt’ is forbidden in Farm. The ‘slash bunt’ is defined as a full swing or an attempt at a full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter’s box the batter squares or pivots as if to bunt, he either must bunt or attempt to bunt the ball or let the pitch go. A drag bunt is acceptable. The umpire MUST call the batter out if in his judgment the batter was attempting a slash bunt.
16. The Home team is responsible for dragging the field after a game if there is a scheduled game after. Both teams are responsible for cleaning out the dugouts.

E. Post-Season Tournament.

1. The even number of teams having the best over-all regular season records shall qualify to participate in the Jeff Elcano Memorial Post-Season Tournament for the Minor Division (or all teams if so decided by the Board of Directors). The Farm Division League champion shall be seeded as the number one (1) team, and the other qualifying teams shall be seeded in the order of their regular season records with ties to be resolved in numerical order (i.e., 2, 3, 4, 5 and 6) pursuant to the tie-breaking procedures specified in Section II D1 above.
2. The tournament shall be conducted in accordance with the Reno Continental Little League regular season rules, except as noted below.
3. In tournament play the better seed will be considered the home team throughout the entire tournament, whether they are in the winner's bracket or consolation bracket. In tournament play all games must be completed, no games will be shortened during due to time limit. Five-run rule and ten-run rule still apply.
4. No game can end in a tie and extra innings will be played until a winner is determined.

ROOKIE DIVISION RULES

A. General

Except as otherwise specifically provided herein, the following rules shall apply to the Rookie Ball division.

B. Composition of Teams

1. Each team shall consist of not more than eleven (11) players.
2. Only players whose league age is four (4), five (5), six (6) or (7) are eligible to participate in the Rookie Division.

C. Draft

A draft shall not be conducted for the Rookie Ball Division. Players shall be allocated to teams at random or pursuant to another procedure approved by a majority of the Board of Directors.

D. Game Rules

All Rookie Ball Division games shall be conducted in accordance with the official Tee Ball Regulations and Tee Ball Recommended Playing Rules of Little League Baseball with the following additions and exceptions:

1. A regulation game of Rookie Ball is five (5) innings. No inning may start after one (1) hour of play.
2. Pitching to batters by coaches is permitted over hand from a kneeled position will be the method of pitching. Each batter will get four (4) swings to put the ball in play. After four (4) swings, the ball will be placed on a tee for batting.
3. Base coaches may be team coaches or authorized adults. Team coaches may be in the field when their team is on defense. The coaches and adults may not touch a player. No other adults will be permitted on the playing field.
4. The player is automatically out and the ball is considered dead if, after one (1) warning, the batter throws his bat.
5. The bat must strike the ball and the ball must travel at least fifteen (15) feet to be considered in play.
6. Each team's turn at bat is considered complete when the entire roster has batted.
7. No player may play the same infield position for more than two (2) innings per game.
8. Each player must play at least one (1) inning in an infield position. Infield positions include first, second, third, pitcher, catcher, and shortstop.
9. All players will take the field when the team is on defense.
10. All players will bat.
11. Base stealing of second base is not permitted. Runners cannot leave first base until the ball has been batted into play. Players on base may not advance on overthrows.
12. Players may slide if able to do so.
13. No division championship will be recognized. Rookie teams shall not participate in the Jeff Elcano Memorial Post-season Tournament and no game or individual player statistics will be maintained. Players may receive a certificate of participation or trophy at the conclusion of the season as ordered by team parents.
14. On deck batters must remain in the dugout until it is their turn to bat.
15. When a player is called out they must return to the dugout.

E. Field Maintenance Rules

1. Home team managers/coaches are responsible for field preparation and set-up.
2. Home team will supply tee and balls for games.
3. Visiting team managers/coaches are responsible for field clean up and take-down.
4. All managers/coaches should remind their players not to dig or destroy the field. Teach them to respect the game and their baseball diamond.

Parent Code of Conduct

Preamble

The essential elements of character building and ethics in sports are embodied in the concept of sportsmanship and six core principles: trustworthiness, respect, responsibility, fairness, caring, and good citizenship. The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one’s best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical well being of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol, and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
18. A parent will be given a warning in the first incident for not following the parent code of conduct.
19. If a second incident happens a parent will be suspended for 1 game.
20. If a third incident happens, an expulsion from the league may occur based on a ruling by the disciplinary board.

Parent Signature:

Date:

Parent Signature:

Date:

CERTIFICATION OF SECRETARY

I, _____, the Secretary of RCLL, hereby certifies that the foregoing Rules and Regulations for the Spring 2024 season were adopted by a majority vote of the members of the Board of Directors.

_____, Secretary

Steve O'Brien, President