

MAJOR LOCAL RULES

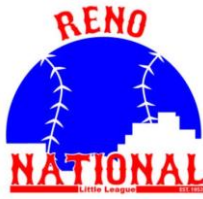
RECOMMENDED LEAGUE AGES: 10-12

* One (1) year of Minor Division (or equivalent) required, unless league age 12, unless consented to by the League Player Agent and President.

* League Age 9-year players are not eligible for the Major Division.

GENERAL RULES:

1. Game time limit is one (1) hour and 45 minutes, or six (6) completed innings, whichever occurs first. No new inning may start after the time limit is reached. If the time limit is reached during an inning, the home team will be allowed to complete their inning. During the 2022 season there is no minimum inning requirement for an official game.
2. Taunting players ("chatter" or "hey batter..." or yelling at a player who is making a play) is prohibited.
3. The Home Team Manager and Coach(s) are responsible for bases and field care; before and after each game. If your game is the last scheduled game on the field, the Home Team Manager is responsible for ensuring the bases and any field equipment is secured back in the Pyramid.
4. The home team provides an adult scorekeeper and announcer for each game. No children are allowed in the scorekeeper's booth without adult supervision. NO EXCEPTIONS.
5. Both teams must use GameChanger to keep score and track pitches.
6. On game days, the posted rules for batting cage use must be followed, and all Major teams have priority over all other teams.
7. The league will provide a minimum of one (1) umpire per game.
8. Protests must be resolved before the next pitch or play.
9. Reno National Little League does not observe the "10-run rule" during the Regular Season. (Rule 4.10 (e)(2)).
10. Teams may start and play a game with only eight (8) players. The opposing team will not be required to reduce their lineup (defense or offense) to eight players.
11. Number of days for replacing a lost player is seven (7). The Team Manager must promptly report the loss of a player to the League Player Agent and must advise the Player Agent of a player's continued unexplained absence. NOTE: There will be no replacement of player lost during the last two (2) weeks of the season or during post- season tournament.
 - i. Replacement Players: With the approval of the League Player Agent, a Team Manager who has lost a player may select any player who was eligible in the respective draft. Any player who refuses to move up to replace a lost player is not eligible for the remainder of the season to move up.



MINIMUM PLAY REQUIREMENTS:

12. For the entirety of the regular season and the post-season tournament, all players will bat in a continuous lineup. Additionally, all players must play a minimum of six (6) defensive outs.

Reno National Little League adopts the minimum play requirements set forth in Regulation IV(i) and Rule 3.03 of the Little League Rule Book which in summary provides that every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time as defined in Regulation IV(i) and Rule 3.03 "Minimum Play Requirements." A Substitute must play six (6) consecutive outs before the Starter who was removed for the Substitute may reenter the game. Only a Starter may re-enter the game. A player who does not meet the Minimum Play Requirements shall start the next scheduled game and play any previous Minimum Play requirements not completed in the preceding game before being removed. Managers may be subject to discipline as set forth in Regulation IV(i).

PITCHING:

13. Pitching will follow national Little League rules for pitching based on a pitch count basis.
14. Intentional walks are allowed. When used, no pitches will be thrown, but four pitches will be added to the pitcher's total pitch count.
15. The home team will be responsible for tracking pitch counts for both teams. Pitch counts will be reconciled at the end of every inning.
16. A pitching log will be maintained and must be filled out by each Manager at the conclusion of each game. See the current Little League Rule Book for specific pitching rules.
17. Coaches may call pitches.

BASE RUNNING:

18. Courtesy runners for the pitcher or catcher are allowed with two outs. Only the last batted out is eligible as a courtesy runner.
19. No leading off allowed.
20. Stealing bases is allowed, but the runner may only leave the base once the pitched ball reaches the batter. Stealing home is allowed.
21. Runners may advance bases on overthrows to any base.
22. Head-first slides are not allowed, except when a player is returning to a base. Non-base-returning head-first slides will result in an automatic out.