

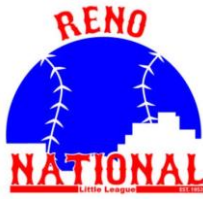
MINOR LOCAL RULES

RECOMMENDED LEAGUE AGES: 9-10

* League age 8 players may play in the Minor division by attending the Minor division tryouts (in addition to the farm division tryout) and with draft selection to a Minor division team. Age 8 players wishing to attend the Minor division tryout must first notify the player agent(s) in writing. League age 8 players who cannot attend the Minor division tryout will not be eligible as a hat pick selection.

GENERAL RULES:

1. Game time limit is one (1) hour and 30 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. Both teams will be required to keep score and pitch count in game changer. No children are allowed in the scorekeeper's booth without adult supervision. NO EXCEPTIONS..
5. On game days, the posted rules for batting cage use must be followed, and all Major teams have priority over all other teams.
6. The league will provide a minimum of one (1) umpire per game.
7. Protests must be resolved before the next pitch or play.
8. Reno National Little League does not observe the "10-run rule" during the Regular Season. (Rule 4.10 (e)(2)).
9. 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.



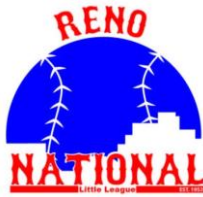
10. Number of days for replacing a lost player is seven (7). The Team Manager must promptly report the loss of a player to the League Player Agent and must advise the Player Agent of a player's continued unexplained absence. NOTE: There will be no replacement of player lost during the last two (2) weeks of the season or during post- season tournament.
 - a. 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.

PITCHING:

11. A league age 12-year-old may NOT pitch.
12. Pitching will follow national Little League rules for pitching based on a pitch count basis.
13. The home team will be responsible for tracking pitch counts for both teams. Pitch counts will be reconciled at the end of every inning.
14. 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.
15. Coaches may call pitches.
16. The throwing of curve balls is not allowed. A curve ball is defined as any off-speed pitch that breaks horizontally.
17. Intentional walks are not allowed.

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. Runners may advance until the ball is in the control of a player in the infield area.
21. Stealing bases is allowed, but the runner may only leave the base once the pitched ball reaches the batter, with a limit of one (1) base.
22. Runners may steal home.
23. Runners may advance one (1) base per pitched passed ball on the catcher.
24. 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.
25. No dropped 3rd strike.



BATTING:

26. There is a five (5) run rule limit per inning, except for the last inning which is open.
27. The entire team is in the batting order, even if the player is not in the field during that inning.
28. Batting order will remain the same throughout the entire game and will not be affected by substitutions.
29. Each player will bat a minimum of once per game.
30. During each team's first four (4) games of the regular season, batters will not walk. Rather, after four (4) balls, the hitting player's coach will pitch up to four (4) balls to the batter. If the batter does not put the ball in play with the four (4) balls, the batter is out. A batter will receive another pitch if the batter hits a foul ball on the fourth (4th) or later pitch. In the case that one team has already completed four games and their opponent has not, the team managers will come to an agreement prior to beginning the game whether or not to use coach pitch.

During coach pitch the following rules apply:

- 3 strikes rule is in effect
- Bunting is not allowed
- Runners may not steal
- Runners may not advance on a pitched passed ball
- A batted ball that strikes the coach pitching will result in a dead ball situation and an automatic out for the batter. Runners may not advance.
- Batter is automatically out in the event of a dropped third strike

FIELDING:

31. Eleven (11) players maximum on the field; provided, however each team must play the same number of players in the field (i.e. if one team has 10 players and one team has 11 players, then maximum number of players in field is 10).
32. Standard infield positions must be used.
33. Up to five (5) outfielders will be allowed. Outfielders must be positioned in an umbrella formation. Use of a "rover" or short fielder is not allowed.
34. Each player shall play at least one (1) inning in the infield each game. Exceptions may be made for purposes related to player safety (with prior approval of the Division Liaison and Player Agent).

MINIMUM PLAY REQUIREMENTS:

35. Every player on a team roster will participate for a minimum of nine (9) defensive outs and bat at least one (1) time per game. If a player does not bat at least one (1) time in a game, he must start the next scheduled game and bat at least two (2) times in that game.