

# 7th Inning Stretch

Remember...If it isn't fun...it isn't Little League!!!



November 2008

Volume 4, Number 9

## Rule Change Issue

It's a rule change issue this month...all the rule changes for the 2009 season are included in this issue. This is the issue that you may not want to discard for some time until the 2009 rule book is issued. Go over the changes, start studying them, and be ready for implementation even before the players hit the field!

Also, the Brain Teasers take on a different theme for the next couple of months...Foul Balls and their consequences...is it fair? Or is it foul? You decide, but don't look at the answers until you think you are correct!

Until next month...

If you have ANY stories or photos you want to submit...nothing is refused!

Thanks for taking the time to read this and every issue.

Bob Taunton, Editor, The 7th Inning Stretch

**Play Ball!**

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## Brain Teasers...see definitions on page 3 before starting

**# 1:** The ball hits in foul territory, hits a pebble and bounces into fair territory and is fielded there... **FAIR OR FOUL?** Suppose it isn't fielded in fair territory but comes to rest there? **FAIR OR FOUL?**

**# 2:** The ball hits in fair territory, but spins into foul territory and comes to rest, or is touched in foul territory. **FAIR OR FOUL?**

**# 3:** The ball hits in foul territory, spins forward and comes to rest directly on home plate. **FAIR OR FOUL?**

**# 4:** The ball hits the batter's leg while he/she is in the batter's box, bounces into fair territory and is fielded there. **FAIR OR FOUL?**

**# 5:** There is a runner taking his/her lead off third (JR/SR/BG) base in foul territory. A line drive hits him/her and then bounces fair, where it is fielded. **FAIR OR FOUL?**

**# 6:** A line drive hits the pitchers plate without touching a player and caroms into foul territory between home and third and bounces into the seats. **FAIR OR FOUL?**

**# 7:** Ball rolls directly along the foul line, touches a corner of the base and then Rolls foul, never passing the bag. **FAIR OR FOUL?**

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## Umpire's Corner



Taken from "The Coaches Box", a *Little League International Newsletter*

**Andy's Myths** By Andy Konyar. Umpire Consultant, *Little League Baseball and Softball*

Coaches, take a look at these myths and make sure you are ahead of the game .

**MYTH No.1** - "The hands are part of the bat."

If a batter is hit on the hands while swinging at a pitch, or while his/her hands are in the strike zone, it is a strike. OTHERWISE, it is a hit batter and he/she gets first base. In all cases the ball is dead and no runners may advance. See Rule 2.00 BALL, PERSON, STRIKE (e),(f), TOUCH, also Rule 6.08(b). **THE HANDS ARE PART OF THE PERSON.**

**MYTH No. 2** - He/she held the ball for 2 seconds before he/she dropped it. That's a catch."

The length of time the ball is held has nothing to do with the determination of a catch. The release of the ball must be **VOLUNTARY** and **INTENTIONAL**. See Rule 2.00 CATCH. The fielder must prove that he/she had **COMPLETE** control of the ball before releasing it.

## Positive Coaching Alliance

Taken from "The Coaches Box" A *Little League International Newsletter*

**How Double-Goal Coaching Helped Pearl City Little League Juniors to 2007 Title**

By David Jacobson

**Positive Coaching Alliance**

How did Pearl City Little League Juniors grow into champions? It all started with ROOTS, the acronym we use in the Little League Double-Goal Coach Course to help people remember to respect Rules, Officials, Opponents, Teammates and Self.

"I always stress ROOTS," said Betty Nago, the District Administrator for Hawaii's District Seven, who sent her coaches to live Positive Coaching Alliance Double-Goal Coach workshops courtesy of Hawaii Winter Baseball League. "The team that won last year had great teamwork, really picked each other up, never blamed each other for errors and showed great sportsmanship."

Much of that behavior reflects Double-Goal Coaching cultural values District 7 has implemented from top to bottom. "We get a lot of nice comments," Nago said. "The players have fun. The kids and adults who are watching chase foul balls and we give them a pin when they return the balls. Our board members are very supportive, and we always have a big appreciation party, where we include the umpires."

Pearl City's coaches also applied specific Double-Goal Coach techniques to get the most out of players. "The coaches respected the boys," Nago said. "They never yelled at them. They praised players when they did well and encouraged them when they needed it. The coaches were very positive and the kids responded. Whenever they were losing, they managed to come back, and it's because of how the coaches talked to the players, never talking down to them."

That's a winning formula for any team, league or district.

For more ideas on getting the most out of your players while teaching life lessons, take the Little League Double-Goal Coach Course at [www.positivecoach.org/LittleLeague](http://www.positivecoach.org/LittleLeague).



### The Little League Pledge:

I trust in God

I love my country

And will respect it's laws

I will play fair

And strive to win

But win or lose

I will always

Do my best

# What Are The Steps To A Successful Practice?

Volume 4, Number 9

Taken from "The Coaches Box" a Little League International Newsletter  
By Al Herback and Al Price

## Fun Practice Plan Checklist:

- Have a plan
- Get to the field 20-30 minutes before the start time so you can spend individual time with players that arrive early
- Start the practice on time with a short meeting and share your plan with the team
- Run before you stretch
- Warm-up before every practice
- Introduce a new skill in a progression oriented way
- Incorporate the "Throwing and Catching Long-Toss Drill" into every practice
- Break down into small manageable groups...more repetitions per player
- Teach one skill a practice and do it in 15 minutes or less
- Review the skill you taught in the previous practice
- Use high activity drills to provide the repetitions players need to improve their skills
- Keep hitting practice to 25 minutes or less in every practice
- Build in fun games and competitions into every practice
- Use stations to keep the lines short and the activity high
- Close your practice with a fun competition that involves everyone on the team
- Finish with a team meeting to review of the skill taught and provide positive feedback to the players
- Finish the practice on time



## The Little League Parent / Volunteer Pledge:

I will teach all children  
to play fair and do  
their best

I will positively support  
all managers, coaches  
and players

I will respect the  
decisions of the  
umpires

I will praise a good  
effort despite the  
outcome of the game

Al Price and Al Herback are the authors and instructors of the Little League Education Program for coaches and managers. The training materials they have put together include hundreds of drills, competitions and fun activities. They also include progressions to help you teach the fundamental skills and guidance on how to plan and run fun practices for all levels of play. Please go to [www.alandalbaseball.com](http://www.alandalbaseball.com) for more information and to order your own set of training materials. To date, thousands of leagues and over one million coaches, managers, players and parents have taken advantage of the program resources.

## Fair and Foul Ball Definitions

### Rule 2.00 – Definition of Terms

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the out-field past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. **NOTE:** A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. **NOTE:** (1) A foul fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time such fielder touches the ball. **NOTE (2):** In Tee Ball, the ball is foul if it travels less than 15 feet in fair territory from home plate. The ball is also foul if the batter hits the tee with the bat.

## 7th Inning Stretch



## Baseball Coaching Tips by Marc Shoenfelt

Marc has been extremely busy this month in the grand opening of his new Baseball and Softball Academy facility. Marc will be back next month with more great coaching tips!

Marc Shoenfelt is the founder and President of B2B Baseball and Softball Academy, an instructional baseball business that conducts youth coaching clinics. Marc has also written the book "Baseball's Forgotten Basics", an instructional book with a DVD companion.

The book can be seen and purchased at [www.baseballsforgottenbasics.com](http://www.baseballsforgottenbasics.com), or for an autographed copy or to book Marc for a coaching clinic, contact him at [info@B2Bbaseball.com](mailto:info@B2Bbaseball.com).

“GETTING BIG THINGS from little swings”

## Little League Baseball Rule Changes For 2009

### CHANGES/UPDATES TO THE LITTLE LEAGUE BASEBALL® RULES AND REGULATIONS – 2009

(Last update: October 30, 2008)

#### Regulation IV (i) Note 3

**What is changed:** *Text added for clarification.*

**NOTE 3:** In Minor League, if a half-inning ends because of the imposition of the five-run limit in “Rule 2.00 - Inning,” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

#### Regulation VI - PITCHERS

**What is changed:** *Increases the maximum number of pitches a pitcher could deliver, and then be permitted to become a catcher in that day; Provides a second option for required rest; Deleted (e.) and moved that text up so that it applies only to Option 1.*

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

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

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

League Age 17-18 105 pitches per day

13-16 95 pitches per day

11-12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

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

Prior to the start of the regular season the local league Board of Directors (or leagues involved in interleague play) must choose one of the following pitching rule options to be used by all teams in the league or a specific division during the regular season. **NOTE:** The local league Board (or leagues involved in interleague play) may select option 1 or option 2 but may not pick parts of option 1 and option 2 to make a local league rule.

**Option 1:**

(d) Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 17-18 must adhere to the following rest requirements: • If a player pitches 76 or more pitches in a day, three (3) calendar days of rest and a game (see note below) must be observed.

- If a player pitches 51 - 75 pitches in a day, two (2) calendar days of rest and a game (see note below) must be observed.
- If a player pitches 26 - 50 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest is required.

**NOTE:** A player may not pitch in consecutive games. **Exception** – League Age 16 and under - A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game. League Age 17-18 - A player may pitch in consecutive games if 50 or less pitches were delivered in the previous game.

**Option 2:**

(d) Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 41 - 60 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 21 - 40 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 17-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 26 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest is required.

(e) **DELETED for 2009**

(f) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

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

(i) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

**NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days (or four days, if the league is using Option 2).

**Note:** The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

**Rule 1.10**

**What is changed:** Reduces the maximum diameter for a bat in the Junior League Baseball division from 2 3/4 inches to 2 5/8 inches. (Maximum diameter for bats in Senior League and Big League remains at 2 5/8 inches.)

**1.10** - The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

**Little League (Majors) and below:** it shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less;

**Junior League:** it shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.

**Senior/Big League:** it shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All non-wood bats shall meet the BESR performance standard, and such bats shall be labeled with a permanent certification mark.

In all divisions, wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches (18 inches for Junior/Senior/Big League baseball) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. An illegal bat must be removed.

**NOTE 1: Junior/Senior/Big League:** The 2¾ inch in diameter bat is not allowed in any division.

**NOTE 2:** The traditional batting donut is not permissible

**NOTE 3:** The bat may carry the mark "Little League Tee Ball."

**NOTE 4: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions. The 2 5/8 inch bat ring must be used for bats in the Junior, Senior and Big League divisions of baseball.**

**Rule 1.11 (k) Note**

**What is changed:** Clarified to include managers and coaches.

(k) Casts may not be worn during the game. NOTE: Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

**Rule 3.02 Penalty**

**What is changed:** Clarified to make it clear that the pitcher could remain in the game after the infraction, but at a different position.

**PENALTY:** The umpire shall demand the ball and remove the offender from the pitching position. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the pitching position at once.

**Rule 3.03 Note (1)**

**What is changed:** Added for clarification.

**NOTE 1:** A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.

**Rule 7.10 (d)**

**What is changed:** Added for clarification.

**EXCEPTION:** If an otherwise proper appeal is being made by a player who has to go into foul territory to retrieve the ball in order to make an appeal or if the appeal is being made by the catcher (who may never have been in fair territory at all), the appeal will be adjudged to have been properly executed.

## Little League Tournament Rule Changes For Baseball For 2009

### CHANGES/UPDATES TO THE LITTLE LEAGUE BASEBALL® TOURNAMENT RULES AND GUIDELINES – 2009

(Last update: October 30, 2008)

**Teams**

**What is changed:** Increases the maximum number of players on a Senior League or Big League affidavit.

**Senior League:** Teams and Eligibility Affidavit shall consist of, and must be limited to, a maximum of sixteen (16) players, one (1) manager and a maximum of two (2) coaches.

**Big League:** Tournament teams may be selected from all league teams in a district or may be a regular season unit team. Teams and Eligibility Affidavit shall consist of, and must be limited to, a maximum of seventeen (17) players, one (1) manager and a maximum of two (2) coaches.

**Participation In Other Programs**

**What is changed:** Removes the prohibition on participation in non-Little League programs for all divisions, but still provides the local league with the ability to remove a player who repeatedly misses games or practices.

Participation in other programs during the International Tournament is permitted, subject to the provisions of Regulation IV (a) Note 2.

**League Eligibility**

**What is changed:** Clarified to establish that the league must schedule at least on-half of the regular season games to be played not later than June 15; Establishes the last date by which certain forms and/or requests must be submitted.

In order for a Little League program to be eligible to enter a team or teams into the International Tournament (including 9-10 Year Old Division and 10-11 Year Old Division) the following must be accomplished as indicated:

- 1) The league must be chartered in the division(s) for which it wishes to enter a tournament team(s), no later than June 9, 2009. Examples: Chartered in Little League Majors to enter a Major Division team (11-12 year olds); chartered in Senior League to enter a Senior Division team, etc.
- 2) The league must have scheduled and played, at a minimum, a 12-game (per team) regular season exclusive of playoffs and tournament games for each division entering tournament. See Reg. VII. The schedule shall be arranged so that at least one-half of the games are scheduled prior to June 15.
- 3) All waivers requests (for the league, team, player, manager, and/or coach) of any kind must be submitted and approved not later than June 9, 2009.

4) All regular season team rosters must be submitted to Little League International in accordance with the requirements outlined in Regulation IV (g), not later than June 9, 2009;  
5) Team number revisions and fees incurred by the league must be paid in full by June 9, 2009.

6) All combined team and interleague play requests that may involve tournament play must be submitted and approved not later than June 9, 2009.

Failure to meet any of the listed requirements could result in a team or teams being declared ineligible by the Tournament Committee at Little League International.

#### **4. PITCHING RULES – LITTLE LEAGUE BASEBALL, 9-10 YEAR OLD, 10-11 YEAR OLD DIVISION, AND JUNIOR LEAGUE**

**What is changed:** *Increases the maximum number of pitches a pitcher could deliver, and then be allowed to become a catcher in that day; Removes the Senior League pitching rules from this section and places them with the Big League rule.*

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

#### **4. PITCHING RULES – SENIOR LEAGUE AND BIG LEAGUE BASEBALL**

**What is changed:** *Increased the maximum number of pitches a pitcher could deliver, and then become a catcher in that day; Added the Senior League pitching rules to this section.*

These rules replace the regular season pitching regulations. **Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested before the umpire(s) leave the playing field.**

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

b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.

c. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

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

League Age: 16 – 18 (Big League) 105 pitches per day

14 – 16 (Senior League) 95 pitches per day

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

e. Pitchers league age 14 and above must adhere to the following requirements:

- If a player pitches 61 or more pitches in a day, two (2) calendar days of rest, and a game (see f. below), must be observed.

- If a player pitches 36 to 60 pitches in a day, one calendar day of rest, and a game (see f. below), must be observed.

- If a player pitches 1 to 35 pitches in a day, no rest is required.

f. A player may not pitch in consecutive games. **Exceptions** – A player may pitch in consecutive games if:

1. less than 36 pitches were pitched in the previous game, or,

2. the previous game was at another level, and the pitcher has received the required number of days of rest as noted in (e.) above. (Levels are District, Section, State, Division, Region, and World Series.) **Note:** A contest decided by forfeit does not constitute a “game” for the purpose of this rule unless one complete inning was physically played before the game was forfeited. (Forfeits are only by decree of the Tournament Committee in Williamsport.)

g. A player may not pitch in more than two games in a day.

h. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 60 or less pitches, and subject to each of these conditions:

1. If the pitcher delivered 35 or less pitches before the game was suspended, that pitcher’s pitch count will begin at zero for the continuation portion of the game;

2. If the pitcher delivered between 36 and 60 pitches before the game was suspended, that pitcher’s pitch count will begin with the number of pitches delivered in that game;

# Little League Rule Changes For Softball For 2009

Volume 4, Number 9

## CHANGES/UPDATES TO THE LITTLE LEAGUE SOFTBALL® RULES AND REGULATIONS – 2009

(Last update: October 30, 2008)

### Rule 1.11 (k) Note

**What is changed:** Clarified to include managers and coaches.

(k) Casts may not be worn during the game. **NOTE:** Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

### Rule 1.15

**What is changed:** Adds "optic yellow" to prohibited solid colors.

(a) The pitcher's glove shall be of one solid color other than white, gray, or optic yellow, or if multi-colored, white, gray or optic yellow shall not be included in the colors. A glove that is judged to be distracting is illegal.

### Rule 3.02

**What is changed:** Clarified to make it clear that the pitcher could remain in the game after the infraction, but at a different position.

**PENALTY:** The umpire shall demand the ball and remove the offender from the pitching position. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the pitching position at once.

### Rule 3.03

**What is changed:** Added for clarification.

**NOTE 1:** A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.

### Rule 7.10 (d)

**What is changed:** Added for clarification.

**EXCEPTION:** If an otherwise proper appeal is being made by a player who has to go into foul territory to retrieve the ball in order to make an appeal or if the appeal is being made by the catcher (who may never have been in fair territory at all), the appeal will be adjudged to have been properly executed.

# Little League Tournament Rule Changes For Softball For 2009

## CHANGES/UPDATES TO THE LITTLE LEAGUE SOFTBALL® TOURNAMENT RULES AND GUIDELINES – 2009

(Last update: October 30, 2008)

### Participation in Other Programs

**What is changed:** Removes the prohibition on participation in non-Little League programs for all divisions, but still provides the local league with the ability to remove a player who repeatedly misses games or practices.

Participation in other programs during the International Tournament is permitted, subject to the provisions of Regulation IV (a) Note 2.

### League Eligibility

**What is changed:** Clarified to establish that the league must schedule at least on-half of the regular season games to be played not later than June 15; Establishes the last date by which certain forms and/or requests must be submitted.

In order for a Little League program to be eligible to enter a team or teams into the International Tournament (including 9-10 Year Old Division and 10-11 Year Old Division) the following must be accomplished as indicated:

1) The league must be chartered in the division(s) for which it wishes to enter a tournament team(s), no later than June 9, 2009. Examples: Chartered in Little League Majors to enter a Major Division team (11-12 year olds); chartered in Senior League to enter a Senior Division team, etc.

2) The league must have scheduled and played, at a minimum, a 12-game (per team) regular season exclusive of playoffs and tournament games for each division entering tournament. See Reg. VII. The schedule shall be arranged so that at least one-half of the games are scheduled prior to June 15.

- 3) All waivers requests (for the league, team, player, manager, and/or coach) of any kind must be submitted and approved not later than June 9, 2009.
- 4) All regular season team rosters must be submitted to Little League International in accordance with the requirements outlined in Regulation IV (g), not later than June 9, 2009;
- 5) Team number revisions and fees incurred by the league must be paid in full by June 9, 2009.
- 6) All combined team and interleague play requests that may involve tournament play must be submitted and approved not later than June 9, 2009.

Failure to meet any of the listed requirements could result in a team or teams being declared ineligible by the Tournament Committee at Little League International.

#### **Tournament Playing Rules**

***What is changed:*** *Increases the circumference of the softball to be used in the 10-11 Year Old Division from 11 inches to 12 inches.*

1. **SOFTBALLS:** Softballs meeting Little League specifications for a 12-inch softball shall be used in 10-11 Little League, Junior League, Senior League, and Big League play. The 11-inch softball shall be used in the 9-10 division.

#### **4. PITCHING RULES - LITTLE LEAGUE SOFTBALL, 9-10 YEAR OLD SOFTBALL, AND 10-11 YEAR OLD DIVISION**

***What is changed:*** *Establishes the maximum number of innings a player could pitch in a day; Allows for consecutive days of pitching if two or less innings are pitched in a day; .*

- f. A player may not pitch in more than nine (9) innings in a day. 9-10 & 10-11 Year Old Division players may not pitch in more than seven (7) innings in a day.
- g. If a player pitches in less than three (3) innings in a calendar day, no rest is required.
- h. If a player pitches in three (3) or more innings in a calendar day, one day's rest is required. This also applies between regular season games following Tournament elimination or Special Games following the Tournament.

**EXAMPLE (1):** A player may pitch on Saturday in regular season play then, after one (1) calendar day's rest, pitch again in the next level of tournament play on Monday.

**EXAMPLE (2):** A player may pitch on Saturday in the final district game then, after one (1) calendar day's rest, pitch again in the next level of tournament play on Monday.

#### **EXCEPTIONS:**

- (1) A player may pitch on consecutive calendar days if less than three (3) innings were pitched in the previous calendar day.
- (2) In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitchers of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility that pitcher would have had during the previous day. However, in no event shall any pitcher pitch more than nine (9) innings (seven [7] innings - 9/10 and 10/11) in any game.



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For a membership application form, please contact Little League Canada at [Canada@litttleleague.org](mailto:Canada@litttleleague.org).

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## Answers To Brain Teasers

- # 1: Fair and Fair
- # 2: Foul
- # 3: Fair
- # 4: Foul
- # 5: Foul
- # 6: Foul
- # 7: Fair

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