



Cooperstown All Star Village

Information for Coaches & Umpires

COACHES:

Bring your 10u,12u, team to the birthplace of baseball. The Cooperstown All Star Village is located on the outskirts of Cooperstown, NY, just minutes from The National Baseball Hall of Fame & Museum. This All-American style showcase *farm The Mythical Abner Doubleday Farm* is a fine example of where Abner Doubleday first invented the **American** pastime, baseball. Teams from across the country and around the world will be welcomed here to play quality tournament baseball and every player will receive our coveted Cooperstown Youth Baseball Hall of Fame Ring and will play in our National Cooperstown Tournament of Champions.

Our Coach package includes:

- Five days and six nights stay, three meals a day
- Cooperstown All-Star Village fitted baseball cap, two Cooperstown All-Star Village polo shirts, a Cooperstown Hall of Fame Ring
- Tickets to the National Baseball Hall of Fame and Museum.
- Players will receive a home and away jersey, windbreaker, and socks.
- Your team will play seven competitive games (weather permitting).

As part of your players/coaches package we include laundry service for the players/coaches *uniforms* only; for Coaches we launder home and away polo shirts and shorts only. For an additional ten dollars the laundry service for the players includes: underwear, athletic supporters, under armor, t-shirts, team jersey's, sliding shorts for your weeks stay. For the Coaches the additional laundry service is also ten dollars which includes underwear, athletic supporters, under armor, t-shirts, team jersey's, baseball pants, polo shirts, windbreaker jackets. Sign up for the additional laundry service on Saturday arrival day!

NOTE: We are not responsible for any personal items brought to the CASV property. Outside **coolers** with drinks and food are **permitted in the bunkhouses**; however, they cannot be brought to games in the dugouts. Outside food and beverages of any kind (except for bottle water) are not permitted on Cooperstown All Star Village property, in accordance with the NYS Department of Health.

Daily Score Sheets and Game Highlights:

- Individual Homeruns
- Team Homeruns
- Game Highlights

UMPIRES:

Quality officiating as well as game play is very important to us at the Cooperstown All Star Village. Therefore, we must approve of your credentials, but once approved you will have full access to our All Star Village.

Included in your package:

- Five days and six nights stay, three meals a day
- Cooperstown All Star Village duo Umpire ball cap, two special Cooperstown All Star Village polo shirts for Umpires only, a wind breaker, and our Cooperstown Hall of Fame ring.
- A ticket to visit The National Baseball Hall of Fame and Museum Umpires receive all this free for your umpiring services during your stay.

Cooperstown All Star Village Umpires and Managers Program

On field Clinic - Field 32/33 4:00 pm

Clinic Instructors: Bucket and Scoot Ciallella

Purpose: To standardize the quality of baseball played at the All Star Baseball Village

Goal: To have the coaches, umpires, players and spectators working together so that we all have the *Ultimate Cooperstown Experience!*

Agenda

- Baseball rules interruption - director call for clarification
- Field and spectators rules
- Ground rules
- Scorebook and game highlights

Baseball Rules

Field dimensions for 12u:

- 50-foot pitching distance
- 70-foot base paths
- 8-foot-high fences and 200 foot fences.

In addition to our regulation fields we have two Green Monster fields, which have a 12-foot-high Green Monster! If a player hits a HR on one of these fields they can purchase the coveted Green Monster T-shirt in the Village Gift Shop and will be registered as a Monster Hitter in our Cooperstown Youth Baseball Hall of Fame.

Players must be 12 and under and not turn 13 before May 1.

Field dimensions for 10u:

- 47-foot pitching distance
- 70-foot bases
- 8-foot-high fences for

All games will be six innings, with a 10-run mercy rule after four innings.

A complete game is 4 innings

Base runners will be allowed to lead off.

The use of all tobacco products is prohibited.

Prior to each game, field umpires will review the rules and official lineup cards with both head coaches. The home team book is the official game book. All games in POOL PLAY will have a 2-hour time limit; a new inning shall not be started 5 minutes before the 2-hour time limit is up. **The 2-hour limit rule will not be in effect in the single elimination tournament (weather permitting).**

BALKS will be called following Major League Rules. There will be one warning per pitcher per game, **until the single elimination tournament begins on Wednesday.** The warning will be an immediate dead ball. All balks called after the warning will be delayed dead balls.

BATTING ORDER:

1. A team may bat 9 players.
2. A team may bat the lineup (**all players listed on the roster**) and make free defensive substitutions. (When a player who has left the game is scheduled to bat and no legal substitutes are available, an out shall be declared for each turn at bat.

Re-entry rule: Starters may re-enter in the same offensive spot once. Substitutes cannot re-enter the game once they have been removed.

A **COURTESY RUNNER** can be used for the catcher only, and may only run for one player per inning. You must use a player not in the current lineup. If all players are in the lineup, the player with the last recorded out will be used.

A player **MUST SLIDE** or attempt to avoid contact on all close plays. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire's discretion. **HEAD-FIRST SLIDING** is permitted only into first, second or third base. If a player slides head first into home plate, they will be called out.

Protesting Calls: Only the Head Coach has the right to place a protest. At any time, a director can be called to a field for a rules interpretation, which does not include calls made by the umpire. In order to place a protest, the play must be stopped and the director called before the next pitch. If the protest involves the last play of the game, the appeal must be made before the umpires and director leaves the field. All protests will be finalized at the end of each game.

GROUND RULES:

Teams may **begin** pre-practice game warm-ups 15 minutes prior to practice game time in the outfield. Team equipment must remain inside the dugouts while the ball is in play. All areas within the walls of the fields are in play except for the dugouts and spectator areas. Pitchers must warm up outside of the field. In a case where a game is forced into a rain delay by the umpire, teams are to remain in their designated dugout until notified by a Cooperstown All Star Village Director. All foul balls **must** be returned to CASV staff member. All homerun balls may be kept by the individual who hits them.

DRESS CODE:

Rev A - Friday, July 08, 2011

Coaches must wear their CASV coach's shirt and CASV hat during all games.
Players must wear only CASV uniforms and they must be tucked in at all times during games.
Players must have plain white baseball pants. No metal spikes. No jewelry.

CASV EXPECTS SPORTSMANSHIP:

Promote good sportsmanship both on and off the field. Coaches, please remind your players to respect the upkeep and beauty of the baseball fields. Please ask players to replace all divots made on the field. No banging on dugouts, use of noise devices or negative chants will be allowed. Should any player or coach take part in any fighting, those individuals shall be ejected from the tournament immediately. Should any member of the team subsequently become involved in a second incident of fighting, the entire team shall be ejected from the tournament. Any player ejected from a game will be suspended from two consecutive games. Any coach ejected from a game will be removed from the premises for the remainder of the tournament and may not return as a spectator.

PRE-GAME TEAM INFORMATION:

Teams must be at their assigned field ready to play thirty minutes before game time. Coaches will receive their schedule for games during registration. The home and away positions will be predetermined. The home team will occupy the first base dugout. Batting practice must be held inside the batting cages. All coaches must abide by batting cage/practice field schedules.

NOTICE FOR ALL TEAMS:

Teams and individuals will be held responsible for damage to Cooperstown All Star Village property.

All teams must supply:

- Helmets
- Practice baseballs
- Bats
- Catching gear
- Pants
- Safety equipment
- Line-up Cards

Players may use any length/weight metal bat provided the diameter DOES NOT exceed 2 3/4 inches. It is required that every player wears a double earflap protective helmet while batting, on deck, in the coach's boxes and running bases. **NO wooden bats.**

Cooperstown All Star Village

- Rawlings practice balls for \$15.00 per dozen are available for purchase in the Gift Shop.
- Tournament t-shirts are available for purchase in the Gift Shop on Saturday only.