

Cooperstown All Star Village

Information for Coaches & Umpires

Coaches:

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 welcome here to play quality tournament baseball. Every player will receive our coveted Cooperstown Youth Baseball Hall of Fame Ring and will play in our Cooperstown Tournament of Champions.

Our Coach Package Includes:

- Five days and six night stay.
- Three meals a day.
- Ticket to the National Baseball Hall of Fame.
- Home and Away Polo Shirts.
- CASV Baseball Cap.
- Windbreaker.
- Cooperstown Hall of Fame Ring.
- 7 games (weather permitting)

Our Player Package Includes:

- Five days and six night stay.
- Three meals a day.
- Ticket to the National Baseball Hall of Fame.
- Home and Away Jersey's.
- CASV Baseball Cap.
- Windbreaker.
- Two pairs of Socks.
- Cooperstown Hall of Fame Ring.
- 7 games (weather permitting)

As part of your coaches / players packet we include laundry service for the uniforms only. For the Coaches we launder home and away polo shirts and shorts only. For the players we launder the home and away jerseys, socks, and pants. For an additional ten dollars per player and coach for the week, you can purchase additional laundry service where you can launder t-shirts, underwear, athletic supporters, sliding shorts and team jersey's. The additional laundry service is done on Monday, Tuesday and Wednesday. You can purchase the additional laundry service on Saturday in the gift shop.

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. You will be required to umpire a minimum of 2 games each day. For your service you will receive: Lodging, Three meals a day, CASV duo umpire cap, Two polo shirts, Windbreaker, Ticket to the National Baseball Hall of Fame, and a CASV Hall of Fame Ring.

Note: Cooperstown All Star Village (CASV) is not responsible for any personal items brought onto the CASV property. Outside coolers with drinks and food are NOT permitted in the bunkhouse and CANNOT be brought to games. (This is a New York State Department of Health Regulation.)

Cooperstown All Star Village

Baseball Rules

Field Dimensions for 12u:

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

In addition to our regulation fields we have two Green Monster fields, which have a 12-foot high Green Monster! If a player hit 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 Home Run hitter in our Cooperstown Youth Baseball Hall of Fame.

All games will be six innings, with a 10-run mercy rule after four innings. **A complete game is four innings, if stopped due to weather.**

Prior to each game, field umpires will review the rules and official lineup cards with both head coaches. The home team's 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 limit is up. **The 2-hour limit rule will not be in effect in the single elimination tournament (weather permitting).**

Balks:

Balks will be called following Major League Rules. There will be one warning per pitcher per game, **until the single elimination tournament begins.** 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 at 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.

Cooperstown All Star Village

Baseball Rules

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 bases. 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 filed 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 apparel must be made before the umpire and director leaves the field. All protest will be finalized at the end of each game.

Ground Rules:

Teams may begin pre-practice game warm-ups 15 minutes prior to game time in the outfield. Team equipment must remain inside the dugout 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 dugouts until notified by a Cooperstown All Star Village Director. All foul balls must be returned to a CASV Staff Member. All Homerun balls may be kept by the individual who hits them.

Dress Code:

Coaches must wear their CASV coaches Polo 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 a plain white baseball pants. **No metal spikes. No Jewelry.**

Tobacco Products:

The use of all tobacco products is prohibited.

Player Village Area / Dugout Policy:

Only paid registered players and coaches are allowed to be in the Player Village Area (Bunkhouses, Bathhouses, Dinning Area) and in the dugouts during games. Anyone not registered and found in these areas will be asked to leave the Cooperstown All Star Village property.

Cooperstown All Star Village

Baseball Rules

Bats:

Players may use any length/weight metal bat provided the diameter **DOES NOT** exceed 2 $\frac{3}{4}$ inches. It is required that every player wears a double earflap protective helmet while batting, on deck, in the coaches' boxes and running bases. **No Wooden Bats Allowed.** Practice balls are available for purchase in the gift shop.

Pre-Game Team Information:

NO infield or outfield pre-game, NO batted balls.

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 third base dugout. Home team will wear white jersey and away team wears navy jersey. Batting practice must be held inside the batting cages. All coaches must abide by batting cage/practice field schedules.

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 and facility. 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 for 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.

Bunkhouse:

Teams are required to make a **\$750** bunkhouse deposit. Each team will receive a previously inspected cleaned bunkhouse at check-in. If you have any issues with your bunkhouse, you must notify a CASV director immediately. Before checking-out of your bunkhouse you must get a CASV director to inspect it. Both the CASV director and coach will have to sign-off that it is clean, no damage has occurred and it's ready for the next team to check-in **before** your deposit will be returned to your team. **The deposit will be forfeited if either the CASV Director and/or coach do not sign the form.**

FOLLOW THE RULES AND YOU WILL HAVE A SAFE AND FUN WEEK.