



- 10 & UNDER Players may not turn 11 before May 1, 2011
- 11 & UNDER Players may not turn 12 before May 1, 2011
- 12 & UNDER Players may not turn 13 before May 1, 2011
- 13 & UNDER Players may not turn 14 before May 1, 2011
- 14 & UNDER Players may not turn 15 before May 1, 2011
- 16 & UNDER Players may not turn 17 before May 1, 2011
- 19 & UNDER Players may not turn 20 before May 1, 2011
- Teams must have a minimum roster size of 11 players and 2 coaches
- SIX inning games (10U-12U)
- 12 run mercy rule after 4 innings, 10 after 5 innings (10U-12U)
- SEVEN inning games (13U-19U)
- 10 run mercy rule after 5 innings (13U-19U)
- 13, 14, 16, 19 & under uses 60.5 foot pitching distance & 90 foot bases
- 12 & under uses 50 foot pitching distance & 70 foot bases
- 11 & under uses 50 foot pitching distance & 70 foot bases
- 10 & under uses 47 foot pitching distance & 60 foot bases
- Lead offs for ages 11 & up
- No use of Designated Hitter
- No one player in a game can assume more than one offensive position
- Extra Hitter - (coach's discretion: 0, 1 or 2) - If using an extra hitter(s), you may use one or two players. The extra hitter(s) **MUST** hit in the **TENTH and ELEVENTH POSITION** and **CANNOT** enter the game defensively to play a position during the entire game. Only one (1) player may occupy each EH position per game. You may remove your EH(s) for the duration of the game at any time, without penalty. **You must notify the plate umpire prior to removal. Extra Hitters must be announced prior to the start of the game; no mid-game entry is permitted.**
- Re-entry rule: Starters may re-enter in the same offensive spot once. Substitutes cannot re-enter the game once they have been removed. **Extra Hitter(s) cannot enter the game defensively, except as outlined below.**
 - *Exception to the re-entry rule when a player is injured and all legal substitutions have been used. The following is an allowable option:*

- If using an EH (extra hitter), the EH may enter the game defensively (this is the only time an EH may ever enter the game defensively). The injured player's spot in the batting order will be skipped with no penalty. This change must be announced to the opposing team and to the plate umpire at the time of injury.
- Any pitcher can re-enter as pitcher as long as he/she stays in the game. Once removed from the game, the pitcher can re-enter the game defensively, but not as a pitcher
- No pitching restrictions (coach's discretion).
- Balks will be called following Major League rules. There will be one warning per pitcher per game. The warning will be an immediate dead ball. All balk calls after the warning will be delayed dead balls.
- Courtesy runner - A courtesy runner can be used for the CATCHER and PITCHER of RECORD ONLY at any time. This is not a substitution and is optional. Courtesy runners may not be in the current lineup.
- Must slide /avoid contact rule. A player must slide or attempt to avoid contact on all close plays (umpire discretion).
- Headfirst sliding is permitted only into first, second, or third base. Headfirst sliding IS NOT allowed into home plate.
- **All bats must be wood bats (NO COMPOSITE BATS)**
- **Teams provide their own uniforms for games.**
- Coaches have the right, at any time, to call a Director to a field for a rules interpretation (Director Call). This does not include JUDGMENT CALLS made by the umpires. This action is to be taken in lieu of protests. In order to properly handle each Director Call, play must be stopped and the Director must be called BEFORE the next pitch. If the disputed call involves the last play of the game, the protesting team must appeal before the umpires leave the confines of the field.

Tie-breaker Rules

- 1) Overall Record (Wins/Losses)
- 2) Head to Head (only if two teams)
- 3) Least Runs Allowed
- 4) Most Runs Scored
- 5) Coin Toss

Ground Rules

- Teams may begin pregame warm-ups **15 minutes** prior to game time.
- Team equipment or chairs are **not permitted** outside the dugouts.
- All areas within the walls of the fields, aside from the dugouts and spectators areas, are in play. A ball striking any part of the backstop netting and all netting extensions is an immediate dead ball (**dead ball rules apply**).
- **ALL** Pitchers **MUST** warm up outside of each field.

- In the event an umpire signals a rain delay, each team must remain in its designated dugout until otherwise notified by a Cooperstown Baseball Classic Director.

Dress Code

- NO METAL SPIKES (12U and under)
- NO jewelry-earrings, necklaces, rings, etc.
- Players must have jerseys tucked in at all times.
- **Players wear their own uniforms for each game**

Coaches and Players Conduct

- Sportsmanship code: Promote good sportsmanship both on and off the field and encourage lifelong friendships.
- Any player ejected from a game will be suspended from two consecutive games.
- Any coach ejected from a game will be removed from the campground premises for the remainder of the game.
- Coaches, please remind your players to respect the upkeep of the baseball fields and replace all divots and refrain from digging cleats into the infield and outfield grass areas.

Scheduling

- Coaches will receive their game schedule during registration.
- **Game time:** There will be a 1 hour and 45 minute time limit on each 12 & under game, 2 hour limit for 13U, 14U, 16U and 19U games. Teams must be at the field ready to play **fifteen minutes** before game time.

Equipment

- All teams must supply helmets, practice baseballs, bats, catching gear, uniforms and safety equipment.
- Game balls are provided by Cooperstown Baseball Classic. All foul balls must be returned to the umpire.

For three day weekend tournaments:

All meals will be served at scheduled times. Plan your day around the scheduled meal times. Meals are saved only for teams in a game that finishes past a scheduled meal time. All team members clean up their dining area when finished.