



2009 Official Tournament Rules

Major League Rules with these modifications

- 10 & UNDER Players may not turn 11 before May 1, 2009
- 12 & UNDER Players may not turn 13 before May 1, 2009
- Teams must have a minimum roster size of 11 players and 2 coaches
- SIX inning games 12 run mercy rule after 4 complete innings
- 12 & under uses 50 foot pitching distance & 70 foot bases -200 foot fences-8' high
- 10 & under uses 47 foot pitching distance & 70 foot bases -200 foot fences-8' high
- Lead off for all ages
- 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. 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.**
- All players on the Cooperstown Dreams Park official team roster will be allowed to participate in all official games.
- Prior to each game field umpires will review the rules and official line up cards with both head coaches. The home team book is the official game book.
- 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, until the single elimination tournament begins on Wednesday. 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.
- **Teams provide their own bats for game play** (no size or weight restrictions) **(NO WOODEN BATS).**
- 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.

2009 Official Tournament Rules (continued)

Ground Rules

- Infield/outfield practice is **not permitted** on Fields 1-22 at any time.
- Teams may begin pre-game 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 Dreams Park Director.

Dress Code

- Players and coaches must wear official CDP uniforms and apparel for all games.
- NO METAL SPIKES.
- NO jewelry-earrings, necklaces, rings, etc.
- **Players must have jerseys tucked in at all times, pant legs must be worn at the knee.**
- Blue jersey, blue socks & red jersey, red socks (jersey and sock colors must match). Home Team wears RED, Away Team wears BLUE.
- Players must have plain white baseball pants (no pinstripes or striping down the side), and plastic or rubber cleats.
- Coaches must wear their CDP coach's navy polo shirt, windbreaker or jacket and CDP hat during games.
- Coaches CAN NOT wear denim shorts or jeans

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 the following two consecutive games.
- Any coach ejected from a game will be removed from Dreams Park premises for the remainder of the tournament and closing ceremonies, and may not return as a spectator or parent.
- 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.
- **Pre-game:** The grass practice field adjacent to the Baseball Village must be used for infield/outfield practice. Batting practice must be held inside the batting cages. All coaches must abide by batting cage/practice field schedules and ensure that all participants wear proper safety equipment.
- **Game time:** Teams must be at their assigned field ready to play **fifteen minutes** before game time.

Equipment

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

All meals will be served at scheduled times. Plan your day around the scheduled meal times. Team representatives can be issued and fill out a *Late Team Meal Request Form* at the Baseball Information Table in the Parents Pavilion. Meals are saved only for teams in a game that finishes past a scheduled meal time. All team members must eat at the same table and clean up their dining area when finished.