

## **Cooperstown League Division Rules; 10-12 Year Old Division**

**Cooperstown Division Objectives:** The Cooperstown Division allows players to play a competitive level of baseball while continuing to develop as players. Emphasis is on development, competition and sportsmanship.

### **A. Safety:**

1. The safety of all players is the responsibility of both managers.
2. Evening games are scheduled to start at 5:30 PM and must under no circumstances start later than 5:45 PM.

### **B. Conditions for calling games:**

1. On the day of the game, if there is a doubt as to whether a game will be played, both managers are required to call the designated person by 5:15 PM. In the event that the designated person cannot be reached, the managers will try to reach each other to come to a mutual agreement. If they cannot reach each other, they (manager and players) must go to the field. Once the designated person has called off games, no one can play under any conditions.
2. At the field, should the managers not be able to reach the designated person, the game can be canceled through mutual agreement of the managers prior to the start of the game.
3. Once the game has started and conditions get worse, the plate umpire of each field will have the final decision. Pre-game, the managers and umpires will acknowledge this.
4. A game is complete if the trailing team has batted at least 4 innings, when the game is stopped by weather, darkness, etc.
5. If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching (and pitch count), shall be counted. When the game is halted, if a player appeared as a pitcher in that game before it was interrupted, the player may not return to pitch in the completion of the game. If a player is pitching at the moment of stoppage (pitcher of record), their pitching performance for that game is concluded, IF play continues on the same day with a delay of an hour or more. IF the game continues on a different day, the pitcher of record may continue to pitch, provided they are in compliance with the pitch count rules at the time the game is continued.
6. The umpire has the sole authority to curtail a game. No inning will be started without a reasonable chance of completing it. No inning will start after 7:45 PM or at the discretion of the umpire in the early season. Efforts will be made to notify each manager prior to the start of the last inning to be played. It should be noted that due to excessively long innings this cannot be guaranteed. If a game is curtailed the same rules apply as to a game stopped by rain. If the score is tied the game will be resumed when the two teams meet again if possible.

7. Each team must be able to field eight uniformed players no later than fifteen minutes after scheduled game time or forfeit the game. If neither team can field eight players, the game must be made up.

### **C. Rescheduled Games:**

1. All make-up games must be rescheduled for the following Saturday or Sunday.
2. In a second rainout within the same week, games must be made up by either a doubleheader on Saturday (under mutual agreement) or on a Sunday. If no agreement can be made, the Schedule Coordinator will decide. He must be notified as soon as possible if no agreement has been reached.
3. The Schedule Coordinator will designate times for make-up games.
4. All forfeits are punishable by a loss in the standings. In addition to the foregoing, the Grievances Committee shall automatically review all forfeited games within 48 hours of the forfeit, and if the forfeit is found to be intentional, the Grievances Committee shall issue sanction(s) that it determines to be just to the offending party.

### **D. Game Notifications:**

1. The winning manager must notify the Cooperstown Division Coordinator of game results and pitchers of record (innings pitched) within 24 hours.

### **E. Player-coaches are prohibited.**

### **F. At playing field prior to game:**

1. The visiting team has the field for infield and outfield warm-up from 5:00 to 5:15 PM. The home team has the field from 5:15 to 5:30 PM. If any games are started at any other times, the same half-hour format will apply.
2. If one team arrives at the field early for pre-game practice, they may use the field until the other manager shows up. At that point, the managers must confer and share the amount of time left prior to 5:00 PM. Example: If team "A" arrives at the field at 4:30, they may use the field until the manager of team "B" shows up. At that time, say 4:45, they must share the remaining 15 minutes for their practice. Teams are only allowed to warm up or practice on the field they are assigned for game play. **NO EXCEPTIONS.**

### **G. Substitutions:**

1. Defensive substitutions shall be made prior to the first batter hitting in that half of the inning.

2. Every player bats in a continuous order, which remains fixed for the entire game. Line-up cards will be exchanged between managers prior to the games. Two exceptions to this rule are as follows.
  - If a player becomes injured and is out for the remainder of the game, OR must leave a game prior to the conclusion of the game for any reason, then when that player comes up to bat in the lineup it is NOT an out. You simply go to the next player. This DOES NOT apply to the player who is ejected. If a player is ejected, when that player comes up in the lineup, it is considered an out. If a player needs to leave prior to the conclusion of the game, the manager of the team for which the player is on shall immediately notify the manager for the opposing team that a player is leaving.
  - If a player shows up after the game has started, then that player goes to the end of the lineup (i.e. if 10 players are in the batting order, the late player becomes the 11th player to bat in the order). A player may be added at the end of the line-up even if that team has already batted through the line-up.
3. Except in the case of an injury, each player must play a minimum of four (4) defensive innings (12 outs) per game. Innings may be non-consecutive.
4. Unlimited (free) field substitutions are allowed throughout the game subject to the following exceptions:
  - Absent an injury to a player on the field, substitutions may only be made prior to the start of full or half inning.
  - Once a pitcher has been removed as the pitcher in a game, he may not re-enter the game as a pitcher, but may re-enter the game at any other position in the field.
  - Defensive players on the field may change position during an inning (i.e. the 1st baseman may move to center field and the center fielder may move to 1st base.)
5. There is a limit of 12 batters per inning provided at least one team has 12 players present. In the event that fewer than 12 players are present for either team, the number of maximum batters per inning will be determined by which team has the most players. For example if team A has 11 players and team B has 10 players then the maximum number of batters per inning will be 11. This will apply to both teams.
6. Once the maximum number has been established at the beginning of the game it cannot change. If additional players arrive late or depart early the maximum batters remains unchanged throughout the game.
7. The last batter may not walk. The last batter must either hit the baseball or strikeout.
8. In the event that the last batter in an inning is struck by a pitch, then that batter will be awarded first base and another batter will come up and become the last batter.

9. In the sixth inning, there are no limitations on the number of batters and both teams play until there are three outs or the game ends.

#### **H. No fake bunting/slashing:**

1. No fake bunting and swing away is allowed under any circumstances. Any such attempt shall automatically result in the batter being called out (whether the bat contacts the ball or not). On any such attempt, the ball shall immediately become dead.

#### **I. Base Running Rules:**

1. When approaching the next base of advancement, the base runner must either slide feet first or attempt to avoid contact when approaching the base. This does not apply when the base runner returns to the base currently occupied, in which case the base runner may slide back headfirst.
2. In a fielding, base running situation play at home plate, the catcher/fielder must start in position in fair territory, not on home plate (or on a base), allowing the runner a clear, direct path & line of sight to the base.
  - The catcher/fielder has the right to move in any direction needed to field a throw.
  - Once in possession of the ball, the catcher/fielder may make the tag attempt as needed.
  - The base runner still has the responsibility to slide or avoid contact with the catcher/fielder.
  - If the throw is “up the line”, the base runner is not required to slide; just avoid contact.
3. If a base runner leaves early the base umpire does not interrupt play. If the runner is out, then he/she is called out. If the runner is safe they must return to the previous base.
4. If the pitcher has control of the ball within an 8’ circle around the pitchers rubber/plate, any runner without positive movement toward the next base must return to the previous base. No “hidden ball trick” can be executed when the pitcher is within this 8’ circle.
5. **Cat and Mouse Rule:** A runner may advance from third to home on a batted ball, base on balls, a throwing error, a wild pitch or a passed ball. On any play once the catcher has control of the ball the runner may advance to plate only if he/she is running full speed toward the plate. Once the ball is controlled by the catcher, if the runner hesitates, slows down, or stops between third and home the play is dead. The runner must return to third unless the catcher attempts to make a play on the runner.
6. If a base runner is standing on first, second, or third base and is struck by a batted ball they are out. A runner who is struck in fair territory by a batted ball is out. There is no sanctuary standing on a base in fair territory.

#### **J. Pitching Rules:**

1. Pitchers will be limited to the Pitch Smart USA pitch count guidelines as shown below. 10-year old players are limited to a MAXIMUM of 75 pitches per game; 11-year old and 12-year old players are limited to a MAXIMUM of 85 pitches per game.
  - a. 0-20 pitches in a game – zero days rest
  - b. 21-35 pitches in a game – 1 day rest
  - c. 36-50 pitches in a game – 2 days rest
  - d. 51-65 pitches in a game – 3 days rest
  - e. 66 or more pitches in a game – 4 days rest
2. Pitchers should make every effort to maintain contact with the pitching plate and should not take a rocking step to the rubber. Lifting and turning one's foot in front of the rubber is permitted within reason. The umpire shall determine what is "within reason."
3. Balk Rule: the pitcher, while touching the pitching plate, commences his wind-up but fails to deliver the pitch to the plate, after the batter has squared to bunt, shall have committed a balk. The pitch will be ruled a ball and there are no "warnings." All runners advance one base.
4. The throwing of a curve ball is prohibited in all the games in the Easton Youth Baseball League during regular season and tournament play. The umpires shall decide and rule if the pitcher throws a curveball.
5. Pitching rules for playoffs - a player can pitch for the entire length of the playoffs as long as said player does not exceed the following pitch count limits in a two-game span:
  - a. 80 pitches in a two-game span for 10-year olds
  - b. 90 pitches in a two-game span for 11-year olds and 12-year olds.

So, if a pitcher pitches 50 pitches in game one of a series, they are limited to 30 pitches in game two, and then limited to 50 in the next game.

6. If a manager or coach makes two trips in an inning or three trips in a game, that pitcher must be removed from the mound. Crossing the foul line constitutes a trip to the mound. Trips to the mound between innings shall count toward this total. Trips related to mound repair shall not count toward this total if the manager notifies the lead umpire of a mound maintenance issue prior to the trip and the lead umpire agrees.
7. Any relief pitcher must already be on the field to take over during an inning. This avoids embarrassing the departing pitcher by making him/her leave the field. **In case of injury, the relief pitcher must come from the field, with the bench player taking another field position.**

#### **K. Cooperstown Playoff Procedures:**

1. Playoffs will be held at the end of the regular season. All teams will make the playoffs, with seeding based upon order of finish in the regular season. For example, in an eight team Division, #1 plays #8 in the first rounds of the playoffs. Playoffs shall follow a single - elimination format until the finals, which will consist of a best of three format.

2. Due to unbalanced schedules and the possibility of teams playing one more game than others the order of finish will be determined as follows:

- 1) Winning percentage
- 2) Head to head competition between tied teams.
- 3) Best record versus team with the best overall league record
- 4) Best record versus team with the second best overall record etc.
- 5) Coin-toss
- 6) For tie breaking comparisons the following will apply for step #3:
  - 1-0 Vs 2-0; Tied still
  - 1-0 Vs 1-1; 1-0 wins
  - 0-1 Vs 0-2; Tied still
  - 0-1 Vs 1-1; 1-1 Wins

#### **L. Cooperstown Awards:**

1. Two championship play-off teams shall receive the following awards:
  - a. League Champions: Jacket
  - b. Runner-up: Trophy

#### **M. Manager Suspension:**

- a. See under Article X, Section 5: Major League Division Rules, Subsection P; such rules will apply to the Cooperstown Division

#### **N. Miscellaneous Rules:**

- a. See Article X, Section 5: Major League Division Rules, Subsection Q; such rules will apply to the Cooperstown Division

**All official Cal Ripken Baseball Rule, a Division of Babe Ruth League, Inc., apply to situations not addressed in these rules.**

#### **General Rules; All Divisions**

##### **A. Sportsmanship:**

1. All players, managers, coaches, umpires and fans are expected to be respectful to one another and refrain from any behavior that deters from the playing of the game and the enjoyment of all participants.
2. Profanity is not allowed. Profanity directed at an umpire or an opponent is immediate cause for removal from the game. Other instances of profanity, such as frustration, especially by a player should be dealt with swiftly by an adult.
3. Chanting and singing is part of the fun of the game, however all chanting and singing should be in a positive vain for one's own team. Negative chanting toward your

opponent will be stopped immediately by the umpire. No chanting may be timed to affect the pitchers wind-up and delivery to the plate. This behavior will result in a warning from the umpire for the first infraction and the batter being ruled out if it persists.

4. All managers, coaches, players and parents are expected to be supportive of the league. This extends to care of league equipment and facilities and actively participating in the league parade, Opening Day Ceremonies, fundraising, field work and working at the snack bar on their assigned right.
5. Teams will shake hands at the conclusion of each game at home plate.
6. Spitting should be discouraged.
7. In the event of a lopsided game, managers are asked to dim the scoreboard indicating runs when the game is effectively out of reach.
8. Managers are further encouraged to limit aggressive base running in lopsided games, which would result in humiliating an opponent.

**B. Safety:**

1. Teams shall refrain from warning up in common areas between fields. This is especially important on Saturdays when games overlap and many small children are around.
2. Any field maintenance tools, to include machinery, shall only be operated by authorized adults and/or approved employees/volunteers. Players shall not utilize any field maintenance tools, to include machinery, at any time.
3. Batting helmets must be worn by all players in the batting cages.
4. There will be no horseplay in the dugouts and no sitting on the support rails in the front of the dugouts.
5. Only the on deck batter is allowed in the on deck cage.
6. Coaches are not allowed to stand on the field unless coaching a base.
7. Base coaches are not allowed further than 5 feet down the baseline in front of the base they are coaching.
8. Players who warm up a pitcher must be wearing a catcher's mask.
9. In the Cooperstown, Majors and Babe Ruth divisions; all catchers, with the exception of left-handed players, are required to use a catcher's mitt while catching.
10. No one is allowed to pitch in a white long-sleeve undershirt.
11. Batting doughnuts and/or bat sleeves are prohibited.

12. If a batter strikes the catcher or any fielder with a thrown bat accidentally it will be cause for a warning from the umpire. In a second instance in the same game by the same player, the batter will be called out regardless of the result of the at bat. This rule will not apply at the Instructional or Farm Divisions; and managers should make immediate effort to teach the player the proper means to hold on to or discard the bat, as instruction is imperative at these levels.
13. If a player throws a bat or helmet in anger, the player will be either warned or removed at the discretion of the umpire. If the situation recurs the player will be removed from the game.
14. There is no smoking or tobacco use allowed at the Militia Park complex.
15. There is no alcohol consumption allowed at the Militia Park complex.

### **C. Equipment:**

1. Each division will have an assigned official game ball, determined by the Executive Committee prior to the start of the season. Any substitutions during the season must be approved by the Executive Committee.
2. Catchers are required to wear protective athletic cups when playing the position. Catcher's equipment must be in compliance with Cal Ripken rules, to include at all divisions:
  - CATCHER'S MASK HELMET AND THROAT PROTECTOR (ALL DIVISIONS): Any player, manager or coach warming up a pitcher at any location shall wear a mask. An extended throat protector is considered part of the catcher's mask. PENALTY: If the catcher refuses to wear this equipment, he shall be removed from the game.
  - The catcher's helmet must cover both ears. Hockey style masks are approved. Two piece catcher helmet/mask combinations are not allowed.
3. Managers should not allow any illegal bats to be in the on-deck area or brought to the plate. All bats used should be official Cal Ripken approved bats. Any player using an illegal bat will be called out regardless of the result of the at bat.
  - All non-wood bats must have the USABat Marking.
  - The bat barrel may not exceed the maximum 2 5/8<sup>th</sup> inch diameter.
  - The bat may not exceed 33" in length.
  - No BBCOR Bats are permitted.
  - For T-Ball Division, bats must be marked with the USABat T-Ball Stamp
  - Wooden bats are legal to be used if approved by Cal Ripken standards; and display the imprinted approval of Cal Ripken. Wooden bats must also conform to the bat length and barrel size restrictions cited above.

### **D. Umpires:**

1. All umpires have been given a clinic and are children ranging in age from 13 - 17 years. Many of the umpires are former EYBL players.

2. All participants will show the umpires proper respect. The umpires have been given the authority to remove any manager, coach, player or spectator if necessary to properly administer the game.
3. Easton Youth Baseball stands behind its umpires. Any one observed raising their voice, berating or intimidating an umpire shall be brought to the attention of the Executive Committee. The Executive Committee will have the authority to manage and/or resolve the issue as they deem necessary. Any action taken by the Executive Committee may be appealed through the Grievance Committee and the appropriate process. Managers and coaches are responsible for the behavior of players, parents, siblings and spectators.
4. Only a Manager may speak with an umpire regarding, and limited to, a rules interpretation. At that time, the opposing manager should be present. The Manager requesting the discussion should be prepared to cite the rule they think is being misinterpreted.
5. No judgment calls can be questioned. Do not delay the game by doing so. This behavior could be subject for removal. Balls and strikes, out/safe and fair/foul calls are included under judgment calls.

#### **E. Protesting Games:**

1. Game protests must be initiated by a letter (e-mail acceptable) to the Commissioner, League President, & respective Division Coordinator within 24 hours of the game in question.
2. Game protests will only be considered if playing rules are questioned.
3. Games may not be protested based on umpire decision of judgement calls.
4. Protest letters will be confirmed in writing (e-mail acceptable), as received by the Commissioner.
5. The Commissioner will engage the Grievance Committee to commence investigation & proceeding with the Grievance process.
6. EYBL will try to determine outcome of protest as quickly, but thoroughly, as possible.