

Pine Island Youth Baseball Classic

6th Grade Tournament Rules

- Players Age:** Players in 6th grade for the spring school year may play in the 6th grade tourney.
- Dimensions:** Pitchers rubber will be placed at 52 feet.
- Game Rules:** Games consist of 5 innings, 75 minute time limit. Fifteen run rule in effect after three innings. Ten run rule in effect after 4 innings. No new inning may start after 70 minutes has expired. This is determined by the last out of the previous inning. Coin toss prior to each game will determine home team.
Home team's scorebook is the official scorebook
- Round Robin:** Each team will play head to head against the other 3 teams in the tournament. Teams will place based upon their record. **In the event of a tie, the following criteria will be used to determine the winner:**
- a. Head to head
 - b. Fewest runs allowed
 - c. Most runs scored
- Substitution:** Free substitution is allowed
Play 9 on the field (3 OF) - 6th Grade
All players on the bench may bat, but is not mandatory.
- Pitchers:** **Pitchers may not exceed 3 innings per game and 6 innings for the tournament**
One pitch in any inning constitutes an inning of pitching. Coaches are responsible for keeping a record of innings pitched for each pitcher.
- Stealing:** The runner may lead off the base once the pitch leaves the pitchers hand.
Runners may steal 2nd or 3rd after the ball is released from the pitchers hand. The first violation for leaving early will be a team warning. The second violation will result in the runner being called out.
Runners may advance home on a passed ball.
Runners may steal home only if a play is on (ie: runners on 1st and 3rd and a throw is made down to 2nd)
The batter may advance to first base on a dropped 3rd strike if first base is unoccupied.
- Base Paths:** **Slide to avoid contact with the defensive player. Sliding on all close plays is recommended. Questionable calls can result in ejection from the game.**
The infield fly rule is in effect.
Batters and base runners are required to wear helmets at all times.
Team players coaching bases must wear a helmet for protection.
- Courtesy Runners:** Courtesy runners with two outs are allowed for the catcher and will be the last player in your lineup who made an out.
- Bats:** Bats must be 2 ¼" with no restrictions or Big Barrel and have -10 differential or less.
- Balls:** Each team must provide 1 game ball per game played. Balls should be good quality regulation game balls. Practice balls are not permitted.
- Safety:** Metal cleats are NOT ALLOWED. Jewelry is prohibited except for medical or religious medals. **Blood/Bleeding:** Umpires will determine if a player needs to leave a game.