

## **Pine Island Youth Baseball Classic**

### **5<sup>th</sup> Grade Tournament Rules**

- Players Age:** Players in 5th grade for the spring school year may play in the 5th grade tourney.
- Dimensions:** Pitcher's rubber will be placed at 46 feet. Bases will be at 65 feet.
- Game Rules:** Games consist of 6 innings, 90-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 90 minutes has expired. This is determined by the last out of the previous inning. The only exception will be the championship game, which will be no time limit. Coin toss prior to each game will determine home team.  
**Home team's scorebook is the official scorebook**
- Pool Play:** Each team will play 2 games in their pool to determine playoff placing. In the event of a tie after the first 2 games, the following criteria will be used to determine the winner:  
( Round Robin )  
a. Head to head                      b. Fewest runs allowed                      c. Most runs scored
- Substitution:** Free substitution is allowed  
Play 9 on the field (3 OF) unless both coaches agree on 10 fielders (4 OF)  
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 leave the base when the ball leaves the pitchers hand.  
Base runners can advance only one base on a passed ball per batter. Base runners cannot advance to home plate on a passed ball. (Passed ball is a pitched ball that goes passed or behind the catcher)  
Runners may advance home in the event of an overthrow back to the pitcher or if a play is being made on another runner (ex: runners are on 1<sup>st</sup> and 3<sup>rd</sup> and catcher throws down to 2<sup>nd</sup> on a steal). No leading off.  
Dropped 3rd strike is an out.
- 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 suspended  
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.