

Pine Island Youth Baseball Classic

5th 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 5 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)
All players on the bench must bat.
- Pitchers:** **Pitchers may not exceed 50 pitches per game and 85 pitches for the tournament**
Coaches are responsible for keeping a record of pitch count and confirming it with the umpire and opposing team every half inning.
- Stealing:** The runner may leave the base when the ball leaves the pitchers hand.
Runners may steal home on a passed ball.
No leading off.
Dropped 3rd strike is an out. The batter may not advance to first. Runners may advance at their own risk as the ball is live.
- 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 play.
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 will be allowed for the catcher at any time 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.