

# Liberty Hill Youth League (LHYL) Baseball

General and Age-Specific Rules – Updated 09/2021

## General LHYL Baseball Rules

- **ZERO TOLERANCE POLICIES ARE IN EFFECT AT EVERY COMPLEX.** Any player, manager, coach, or fan ejected from a game must leave the facility immediately and will serve a **minimum** of one additional game suspension. During the suspension, the ejected person may not be at the ballpark.
- There are no formal protests allowed; any rules issues must be addressed on the field before play continues.
- The home team is responsible for keeping the official scorebook. Teams should confirm runs scored and pitch counts each inning (when applicable) to avoid controversy. However, each team is expected to keep a scorebook for all games.
- Teams are responsible for cleaning up their dugouts after games.
- One box of game balls will be provided to each team for the season. It is the head coach's responsibility to manage the game balls for the season. Each team should provide one new and one slightly used ball for their game.
- Teams must bat the entire roster. There are open defensive substitutions, except for pitching. Players arriving late can be added to the bottom of the batting order (notify other team and umpire).
- There are technically no substitute players if a batter is injured and cannot finish their at-bat. Rather than the player being called out, the next batter can assume the injured player's at-bat; however, the injured player cannot return to the game at a later time.
- No head-first slides when advancing bases; runner will be called out. Diving back into a bag is ok.
- Metal cleats are not allowed, except in the 14U Division.
- Runners should avoid contact. Intentional or malicious contact in the umpire's opinion can lead to the player being called out and/or removed or ejected from the game.
- A squeeze is defined as a play in which there is a runner on third base (this includes situations where there are runners on base in addition to the runner on third) and in which a runner on third base starts home as the pitcher delivers the ball (this includes starting to advance home during the windup) and continues toward home, without stopping, while at the same time the batter attempts to put the ball in play via a bunt. – This is **NOT ALLOWED** in order to protect the safety of the fielders, the runner, and the batter.
- A safety squeeze is defined as a play in which there is a runner on third base (this includes situations where there are runners on base in addition to the runner on third) and in which a runner on third holds his advancement toward home plate as the batter squares to bunt and waits until the ball is in play before attempting to continue to advance toward home. – This **IS ALLOWED** as it provides clear protection for the fielders, the runner, and the batter.
- Stealing home is defined as attempting to advance to home plate during the pitch. Under this narrow definition, the runner may not steal home; however, this definition is not intended to limit other plays at the plate, but rather to provide protection to the runner, batter, and fielders. Runners may attempt to advance from third base to home plate, at their own risk, after the ball has crossed home plate and between pitches, including, but not limited to, the following examples:
  - When the ball gets past the catcher, either as a passed ball or wild pitch,
  - When the catcher attempts to throw the ball back to the pitcher after a pitch,
  - When the catcher attempts to throw the ball to another fielder after a pitch,
  - When the pitcher is in possession of the ball on the mound, but has not yet begun the windup (12U & 14U only),

- When the pitcher makes a pickoff move toward first, second, or third base.
- Throwing the bat will result in one warning per player. A 2<sup>nd</sup> occurrence will result in the batter being called out.
- Exceeding pitching limits will result in forfeiture of the game.
- Complete games are 2 ½ innings if the home team is ahead and three if the visiting team is ahead. Run rules and time limit supersede.
- Scores do not revert back to previous innings if time expires; the inning is completed. The home team only bats if it is behind. All runs scored when umpire calls the ball game are recorded, even if the game ends in the middle of an inning.
- Forfeits will be recorded as a 7-0 score.
- If the score is tied after regulation time or regulation innings, the game will end as a tie. This rule is not in effect during tournament play.

**Time Limit, Pitching Distance, Base Distance, Runs per Inning:**

Age Group	Time Limit (min)	Innings	Runs Per Inning	Base Distance* (ft)	Pitching Distance* (ft)
6U	60	6	5	55	N/A
8U	75	6	5	60	40
10U	85	6	5	65	46
12U	95	6	8	70	50
14U	105	7	Open	80	54

\* Base and pitching distances may vary slightly based on each ballpark.

**Pitching Limits:**

Age Group	Daily Max*	Required Days of Rest (Number of Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
10U	75	1-20	21-35	36-50	51-65	65+
12U	85	1-20	21-35	36-50	51-65	65+
14U	95	1-20	21-35	36-50	51-65	65+

\* During tournament play, max pitches are for the weekend. Required days of rest will be determined from the number of pitches thrown for the weekend. (Example: 12U – Pitcher A can pitch 40 pitches on Day 1 of the tournament and return the next day and pitch 45 pitches. Pitcher A must then rest for 4 days.)

- Managers are asked to be aware of pitch counts as to not overthrow a pitcher. Pitchers may not re-enter the game as pitcher once they are removed as a pitcher. Both teams should count pitches and confirm after each inning or half inning. Managers should confirm pitch counts when signing a scorecard.

### **Run Rules:**

- 25 runs after 1 complete inning (14U only),
- 20 runs after 20 complete innings (14U only),
- 15 runs after 3 complete innings (all ages),
- 10 runs after 4 complete innings (all ages),
- 10 runs after 5 complete innings (all ages).
- Unless the run rule limits apply (see above), the game will be played until time expires. Once time has expired, if the visiting team is ahead more than the maximum number of runs allowed in an inning or the home team is winning, the game will be called and the score recorded as it stands at that time. The game will not be called until time has expired unless the run rule applies after a complete inning. Scores will not revert to a previous inning.
- Example 1: Ten minutes left in regulation play in a 5 run-per-inning game. The visiting team is at bat and ahead 6 runs. Play continues until time expires and the score is recorded as it stands at the end of the time limit.
- Example 2: Seven minutes left in regulation play in a 5 run-per-inning game. The home team is at bat and trails by 6 runs. Play continues and home team bats until time expires. When time expires, even if there is only 1 out, the ball game will be stopped and the score recorded as it stood when time expired.
- Example 3: The home team is at bat and behind 3 runs in the bottom of the 5<sup>th</sup> inning of a 5 run-per-inning game when time expires. Play continues until the end of the inning.

### **Pool Players:**

A pool player may be used to prevent a team from forfeiting a game. This uniformed player must be registered with the LHYL as an active player. The pool player is to be placed in the outfield and listed as the final batter in the line-up. At no time will the pool player be placed in the infield or on the pitcher's mound. At no time are pool players used to bolster a team for unfair advantage. No more than two pool players shall be used in any game. The spirit of the rule is to allow games to be played when a team is short-handed. If a team uses more than two pool players, the game may be played, but the final score shall appear as a forfeit. A team may only use pool players to field a team of nine players. In the 6U and 8U Divisions, where 10 players are permitted, pool players may not be added to get a team to a maximum of 10 players. The opposing coach must approve the pool player(s).

**\* Pool players are not allowed in tournament play.**

### **Bat Rule:**

The official bat shall be round in cross section for its entire length, straight from end to end for its entire length, and smooth surfaced in the hitting area. All bats must be labeled with either a BBCOR stamp, 1.15BPF stamp, or the official USA Baseball Stamp (USABat).

- For ages 6 and under – The maximum diameters shall not exceed two and five eighths (2-5/8") inches.
- For ages 7 and older – The maximum diameter shall not exceed two and three quarters (2-3/4") inches.
- All bats must be commercially manufactured for baseball play. Softball bats or bats altered after manufacture to reduce or add weight will not be allowed. It is the manager's responsibility to ensure compliance with this rule.

#### **Penalty:**

First Offense – If the umpire discovers that the bat does not conform to the rule stated above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the

batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play, and before the next legal pitch, the defensive team will have the choice of the result of the play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense – If a team is found to be in violation of this rule a second time, the manager will be ejected, in addition to the First Offense penalty.

**If a rule is not spelled out in the LHYL local rules, then the USSSA rules should be referenced. These are the same rules followed by Centex Baseball.**

## 6U Baseball (T-Ball)

1. No new inning shall start after 60 minutes.
2. Teams must have a minimum of eight players to play at the scheduled game time. Up to two pool players may be used (*see Pool Player rules*). Players arriving late will be added to the bottom of the line-up. No out will be recorded due to lack of players in the 9<sup>th</sup> spot. If a team only has eight players, they may be positioned in the field without a catcher. If a team cannot field eight players, the game will be recorded as a forfeit. However, every effort should be made to play the game, including teams sharing players and/or additional pool players being added.
3. If a team starts with more than 10 batters and loses a player, no out will be recorded. Also, no outs will be recorded due to lack of players in the 9<sup>th</sup> spot.
4. The batted ball must pass the 10-foot arch in front of home plate and will be called foul if it does not pass this line.
5. The batter must have both feet in the box when hitting the ball.
6. Batters receive three swings per at bat. If the 3<sup>rd</sup> swing results in a foul ball, the batter will be called out.
7. A strike will be called if a batter measures up at the tee when a ball is on the tee.
8. Time should only be called by the umpire when the ball is in the possession of an infielder and/or the lead runner hesitates. This is an umpire's judgement call.
9. The pitcher must throw the ball to first, second, or third base. The pitcher may not tag a batter/runner going to first, second, or third base unless in the judgment of the coach/umpire it would resemble a "real" baseball play. This rule is meant to teach real baseball plays and not to encourage one player to dominate action. Baseball is a team sport, not an individual sport.
10. An "overthrow" to first, second, or third base will be ruled a dead ball. Runners will be allowed to advance one base after the dead ball is called. The overthrow is an umpire's judgement call. This rule is meant to encourage players to throw the ball to each base and, again, teach real baseball plays.
11. Players in the outfield must throw the ball into the infield. Outfielders cannot run the ball into the infield to tag a player or base in order to make an out.
12. Regulation leather covered baseballs will be used; no RIF or compression balls.
13. Four outfielders may be used on defense. Players cannot be stacked (no rover) and must be at least 16 feet behind the bases.
14. A pinch runner may be used for a player that is injured while running the bases. The pinch runner used should be the last recorded out.
15. Any player who is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below nine players or the player was ejected.
16. Intentional walks are not allowed.
17. It is the umpire's discretion to allow coaches to stand outside the dugout.
18. Two defensive coaches are allowed on the field of play (between the foul lines). They should be in the outfield (no coaches in the infield).
19. Catchers must wear a helmet (a batter's helmet is acceptable). Full catcher's equipment is preferred if available, but not necessary. Catchers should be positioned to minimize the risk of being hit by a thrown bat.
20. A coach may be at home plate to assist the batter in getting set up at the tee, but the coach may not physically position the batter in such a manner as to direct the hit in a particular direction. The coach cannot physically set the batter to "pull" the ball, etc. The coach may tell the batter where he wants the ball to go, and if the batter can position himself to hit it there, that is acceptable. The coach may not draw lines or make marks in the batter's box to indicate to the batter where to place his feet in order to hit the ball in a particular direction. The batter's feet must be completely within

the batter's box at the time the ball is contacted. If a batter is outside the batter's box at the time of contact, the hit will be recorded as a foul ball and the at bat will continue.

21. A legal tee is currently defined as one that can be purchased at Sporting Goods stores. Hand-made or altered tees are not legal. The tee must be placed in a position that would naturally align the ball directly over home plate.
22. Players hit off of a tee – no pitching to players during a game.
23. No player can sit two consecutive innings unless due to injury, disability, or mutual agreement with player and coach, or a discipline issue. Managers should notify the other team and parent if this is in effect.
24. All players must play at least one inning in the infield each game. If a player does not get an opportunity to play the infield due to lack of time, then that player must play two innings in the infield at the next game, unless there are safety concerns with that player taking an infield position. If there is a safety concern, the parent and opposing team manager must be notified. Catcher is considered infield.

**Note: Rules 22, 23, and 24 are NOT in effect during tournament play.**

## 8U Baseball (Coach-Pitch)

1. No new inning to start after 1 hour and 15 minutes.
2. Teams must have a minimum of eight players to play at the scheduled game time. Up to two pool players may be used (*see Pool Player rules*). Players arriving late will be added to the bottom of the line-up (notify umpire). An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled. If a team has only eight players, they may be positioned in the field without a catcher. If a team cannot field eight players, the game will be recorded as a forfeit. However, every effort should be made to play the game, including teams sharing players and/or additional pool players being used.
3. If a team starts with more than 10 batters and loses a player, no out will be recorded unless the team falls below nine players or the player was ejected.
4. Batters receive five pitches or three strikes per at bat. If a foul ball occurs on the 5<sup>th</sup> pitch, the batter will continue to hit until the ball is put in play or the batter strikes out. No limits on foul balls.
5. Any batted ball hitting the coach-pitcher will be ruled a foul ball.
6. The coach-pitcher is a "pitching machine" and cannot speak to anyone nor coach in any way from the field. Coaching from the field will result in a warning from the umpire. A second occurrence will result in the removal of that coach-pitcher.
7. A coach-pitcher cannot be voluntarily changed in the middle of an inning.
8. Time should be called by the umpire when the ball is in the possession of an infielder and/or the lead runner hesitates. This is an umpire's judgement call.
9. Four outfielders may be used on defense. Players cannot be stacked (no rover) and must be at least 16 feet behind the bases.
10. A pinch runner may be used for a player that is injured while running the bases. The pinch runner used should be the last recorded out.
11. Any player who is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below nine players or the player was ejected.
12. Intentional walks are not allowed.
13. It is the umpire's discretion to allow coaches to stand outside the dugout.
14. For the first four weeks of the season, two defensive coaches are allowed on the field of play (between the foul lines). They should be in the outfield (no coaches in the infield). After the first four weeks of the season, there are no defensive coaches allowed on the field of play. (*This rule is active in the Spring season only.*)
15. Catchers must be in full gear (mask, chest protector, shin guards, and cup). Catcher's mitt is optional; players may use a regulation glove.
16. No player can sit two consecutive innings unless due to injury, disability, or mutual agreement with player and coach, or a discipline issue. Managers should notify the other team and parent if this is in effect.
17. All players must play at least one inning in the infield each game. If a player does not get an opportunity to play the infield due to lack of time, then that player must play two innings in the infield at the next game, unless there are safety concerns with that player taking an infield position. If there is a safety concern, the parent and opposing team manager must be notified. Catcher is considered infield.
18. Backstop Assistant: In order to speed up the game and provide more at bats for each player, the offensive team may provide a coach or adult volunteer to stand at the backstop and return past balls to the pitching coach. In the event the offensive team is unable to provide a Backstop Assistant, the defensive team may provide such upon mutual agreement between both team's head coaches. The Backstop Assistant shall be positioned behind the catcher at the backstop and may be adjusted as necessary by the coach-pitcher to avoid distraction to the coach-pitcher. The Backstop Assistant shall remain silent at all times unless addressed by the umpire. For clarification, the Backstop Assistant shall not coach, touch a player, or provide any instruction from the backstop and shall immediately move away from a foul ball that may be reasonably played by the catcher.

The Backstop Assistant shall move to either on deck circle when a batted ball is in play and a play at the plate may be reasonably assumed. In no event shall the Backstop Assistant touch a live ball or interfere with a player's pursuit of a live ball. One warning shall be provided for coaching from the backstop, on the second occurrence the Backstop Assistant shall be removed and replaced by another Backstop Assistant. In the event an umpire deems in his/her sole discretion that the Backstop Assistant intentionally interfered with a live ball or a defensive player's attempt on a live ball, the ball will become dead and the umpire shall use his/her sole discretion as to the advancement of the base runners.

**Note: Rules 16 and 17 are NOT in effect during tournament play.**

## 10U Baseball

1. No new inning to start after 1 hour and 25 minutes.
2. Teams must have a minimum of eight players to play at the scheduled game time. Up to two pool players may be used (*see Pool Player rules*). Players arriving late will be added to the bottom of the line-up (notify umpire). An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled. If a team cannot field eight players, the game will be recorded as a forfeit. However, every effort should be made to play the game, including teams sharing players and/or additional pool players being used.
3. If a team starts with more than 10 batters and loses a player, no out will be recorded unless the team falls below nine players or the player was ejected.
4. Four outfielders may be used on defense. Players cannot be stacked (no rover).
5. No slashing. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is warned, a strike is called, any runners go back to their bases, the at bat continues (unless strike three), and the team is issued a warning. On any future offense, the batter is out and the runners go back to their bases.
6. A pitcher must be removed from the mound after hitting two batters in one inning or three batters in a single game.
7. Coaches may call a "timeout" to visit the pitcher's mound one time per ½ inning without making a pitching change. Upon the 2<sup>nd</sup> coach's visit to the mound in the same inning, the pitcher must be changed. The catcher, or any other infield position player, may visit the pitcher's mound without limit. The only exception to this rule is in the case of injury and the umpire has called time.
8. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The pinch runner used should be the last recorded out.
9. Any player who is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below nine players or the player was ejected.
10. It is the umpire's discretion to allow coaches to stand outside the dugout.
11. No defensive coaches are allowed on the field of play.
12. One warning per game per team will be given on balks.
13. 10U will play OPEN bases in the Fall 2021 season. The dropped 3<sup>rd</sup> strike rule is in effect. (Batter is allowed to advance to first base on a dropped 3<sup>rd</sup> strike.)
14. In the Spring 2022 season, if two 10U divisions are used, the American League division will play CLOSED bases and the dropped 3<sup>rd</sup> strike rule WILL NOT be in effect.
15. In the Spring 2022 season, if two 10U divisions are used, the National League division will play OPEN bases and the dropped 3<sup>rd</sup> strike rule WILL be in effect.
16. Squeeze plays, as defined in the General Rules section, are NOT ALLOWED.
17. Safety squeeze plays, as defined in the General Rules section, are ALLOWED.
18. Stealing home, as defined in the General Rules section, is NOT ALLOWED.
19. Advancing to home between pitches and during other situations outlined in the General Rules section is ALLOWED.
20. If in the umpire's judgement, based on the perceived intent of the runner, the offensive team violates the rules related to squeezes and stealing home, the base runner is called out, the at bat continues (unless the 3<sup>rd</sup> out was recorded), and the team is issued a warning. On any future offense, the runner is out and the 3<sup>rd</sup> base coach is ejected.

## 12U Baseball

1. No new inning to start after 1 hour and 35 minutes.
2. Teams must have a minimum of eight players to play at the scheduled game time. Up to two pool players may be used (*see Pool Player rules*). Players arriving late will be added to the bottom of the line-up (notify umpire). An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled. If a team cannot field eight players, the game will be recorded as a forfeit. However, every effort should be made to play the game, including teams sharing players and/or additional pool players being used.
3. If a team starts with more than nine batters and loses a player, no out will be recorded unless the team falls below nine players or the player was ejected.
4. No slashing. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is warned, a strike is called, any runners go back to their bases, the at bat continues (unless strike three), and the team is issued a warning. On any future offense, the batter is out and the runners go back to their bases.
5. A pitcher must be removed from the mound after hitting two batters in one inning or three batters in a single game.
6. Coaches may call a "timeout" to visit the pitcher's mound one time per ½ inning without making a pitching change. Upon the 2<sup>nd</sup> coach's visit to the mound in the same inning, the pitcher must be changed. The catcher, or any other infield position player, may visit the pitcher's mound without limit. The only exception to this rule is in the case of injury and the umpire has called time.
7. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The pinch runner used should be the last recorded out.
8. Any player who is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below nine players or the player was ejected.
9. It is the umpire's discretion to allow coaches to stand outside the dugout.
10. If players are used as base coaches, they must wear batting helmets.
11. No defensive coaches are allowed on the field of play.
12. Balks will be called – no warnings.
13. The "windmill" is now a balk. If, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. However, it is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. Also, if the pitcher steps off the rubber and then makes such a move, it is not a balk. Full balk rules can be found at: [http://mlb.mlb.com/mlb/official\\_info/official\\_rules/pitcher\\_8.jsp](http://mlb.mlb.com/mlb/official_info/official_rules/pitcher_8.jsp)
14. Squeeze plays, as defined in the General Rules section, are NOT ALLOWED.
15. Safety squeeze plays, as defined in the General Rules section, are ALLOWED.
16. Stealing home, as defined in the General Rules section, is NOT ALLOWED.
17. Advancing to home between pitches and during other situations outlined in the General Rules section is ALLOWED.
18. If in the umpire's judgement, based on the perceived intent of the runner, the offensive team violates the rules related to squeezes and stealing home, the base runner is called out, the at bat continues (unless the 3<sup>rd</sup> out was recorded), and the team is issued a warning. On any future offense, the runner is out and the 3<sup>rd</sup> base coach is ejected.

## 14U Baseball

*Important Note: In the 14U Division, teams may travel to other community ballparks for games. Local rules will supersede LHYL rules unless negotiated and agreed to by the team coaches and umpires prior to the start of the game. When going by LHYL rules, the following rules apply:*

1. No new inning to start after 1 hour and 45 minutes.
2. Teams must have a minimum of eight players to play at the scheduled game time. Up to two pool players may be used (*see Pool Player rules*). Players arriving late will be added to the bottom of the line-up (notify umpire). An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled. If a team cannot field eight players, the game will be recorded as a forfeit. However, every effort should be made to play the game, including teams sharing players and/or additional pool players being used.
3. If a team starts with more than nine batters and loses a player, no out will be recorded unless the team falls below nine players or the player was ejected.
4. No slashing. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is warned, a strike is called, any runners go back to their bases, the at bat continues (unless strike three), and the team is issued a warning. On any future offense, the batter is out and the runners go back to their bases.
5. A pitcher must be removed from the mound after hitting two batters in one inning or three batters in a single game.
6. Coaches may call a "timeout" to visit the pitcher's mound one time per ½ inning without making a pitching change. Upon the 2<sup>nd</sup> coach's visit to the mound in the same inning, the pitcher must be changed. The catcher, or any other infield position player, may visit the pitcher's mound without limit. The only exception to this rule is in the case of injury and the umpire has called time.
7. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The pinch runner used should be the last recorded out.
8. Any player who is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below nine players or the player was ejected.
9. It is the umpire's discretion to allow coaches to stand outside the dugout.
10. If players are used as base coaches, they must wear batting helmets.
11. No defensive coaches are allowed on the field of play.
12. Balks will be called – no warnings.
13. The "windmill" is now a balk. If, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. However, it is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. Also, if the pitcher steps off the rubber and then makes such a move, it is not a balk. Full balk rules can be found at: [http://mlb.mlb.com/mlb/official\\_info/official\\_rules/pitcher\\_8.jsp](http://mlb.mlb.com/mlb/official_info/official_rules/pitcher_8.jsp)
14. Squeeze plays, as defined in the General Rules section, are NOT ALLOWED.
15. Safety squeeze plays, as defined in the General Rules section, are ALLOWED.
16. Stealing home, as defined in the General Rules section, is NOT ALLOWED.
17. Advancing to home between pitches and during other situations outlined in the General Rules section is ALLOWED.
18. If in the umpire's judgement, based on the perceived intent of the runner, the offensive team violates the rules related to squeezes and stealing home, the base runner is called out, the at bat continues (unless the 3<sup>rd</sup> out was recorded), and the team is issued a warning. On any future offense, the runner is out and the 3<sup>rd</sup> base coach is ejected.