**Liberty Hill Youth League (LHYL) Baseball**

General and Age-Specific Rules – September 2026

## General LHYL Baseball Rules

1. Teams must bat their entire roster. There are open defensive substitutions allowed, except for pitching. Players who arrive late can be added to the bottom of the batting order (notify the other team and the umpire) as long as their first batter has not batted again.

2. Head-first slides are not allowed when advancing bases, except in 14U. Runners will be called out if they slide head-first. Diving back into a base is allowed. Sliding when initially running to first base is prohibited and the runner will be called out, unless deemed a trip or fall.

3. Metal cleats are only allowed in the 14U Division. Metal cleats are never allowed on artificial turf surfaces, including pitchers' mounds that use artificial turf.

4. Runners should avoid contact. Intentional or malicious contact, in the umpire's opinion, may result in the player being called out and/or removed or ejected from the game.

5. A squeeze is defined as a play where a runner on third base (including situations where there are additional runners on base) starts home as the pitcher delivers the ball (including starting to advance home during the windup) and continues toward home without stopping, while the batter attempts to put the ball in play with a bunt. This is not allowed for the safety of the fielders, runner, and batter.

6. A safety squeeze is a type of bunt play where the runner on third base holds their position until the ball is in play before attempting to advance toward home plate. This ensures player safety.

7. Stealing home is the act of attempting to advance to home plate during a pitch. This definition is not meant to restrict other ways of advancing to home plate. Runners may advance to home plate at their own risk after the ball has crossed home plate and between pitches, such as:
    a. The ball gets past the catcher, either as a passed ball or wild pitch.
    b. The catcher attempts to throw the ball back to the pitcher after a pitch
    c. The catcher attempts to throw the ball to another fielder after a pitch
    d. The pitcher is in possession of the ball on the mound, but has not yet begun the windup (14U only).
    e. The pitcher makes a pickoff move toward first, second, or third base.

8. Throwing the bat, in the catcher's direction, will result in one warning per player. A 2nd occurrence will result in the batter being called out.

9. Exceeding pitching limits will result in forfeiture of the game. LHYL reserves the right to audit pitch counts at any point during the season and apply the forfeit. This must be tracked using the game changer app or other league approved app. All divisions 8u and up MUST use the league approved app for scoring and pitch counts. If a question arises the umpire will ask the home team for clarification as the "official score card". The visiting team will be the official card for pitch count. Failure to adhere to these rules could result in a forfeiture of the game being played and further disciplinary actions for the head coach and team violating the rule.

10. For the purposes of a game shortened by weather, daylight, or any other environmental

variable, a complete game is considered 2 ½ innings if the home team is winning, and 3 innings if the visiting team is winning.

11. If a game is delayed due to weather, daylight, or any other environmental variable but has not reached the point outlined in rule 11, the game time will be paused and the game will resume at a later time determined by the league. All games stats will be paused and resumed at the same numbers.

12. If time expires while the home team is at bat and ahead, scores do not revert back to the previous inning; instead, the game is completed.

13. If time has expired, the home team only finishes the inning by batting if it is behind. All runs scored when the umpire calls the ball game are recorded, even if the game ends in the middle of an inning.

14. Forfeits will be recorded as a 7-0 score.

15. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie

16. **Run Rules:** The game will continue until time expires, unless the run rule limit has been reached (as specified below). If, at the end of regulation time, the visiting team is leading by 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 ended until regulation time has expired, unless the run rule limit has been reached after a complete inning. If time expires, scores will not revert to a previous inning.

    The game is over when it is mathematical impossible for a team to win with the number of innings left.

    **Example 1:** With ten minutes remaining in regulation play in a 5-run-per-inning game, the visiting team is leading by 6 runs. Play continues until time expires, and the score is recorded as it stands at the end of the time limit.

    **Example 2:** If there are seven minutes left in regulation play in a 5-run-per-inning game and the home team is trailing by 6 runs, play continues until time expires. When time expires, even if there is only one out, the game will be stopped and the score recorded as it was when time expired.

    **Example 3:** If the home team is at bat and trailing by 3 runs in the bottom of the fifth inning of a 5-run-per-inning game when time expires, play continues until the end of the inning.

**Run Rule Differential Chart**

| Division | Runs per Inning | Inning 1 | Inning 2 | Inning 3 | Inning 4 | Inning 5 | Inning 6 |
|---|---|---|---|---|---|---|---|
| 6U | 5 | N/A | N/A | N/A | 16 | 11 | 6 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 8U | 5 | N/A | N/A | N/A | 16 | 11 | 6 |
| 10U | 5 | N/A | N/A | N/A | 16 | 11 | 6 |
| 12U | 7 | N/A | N/A | N/A | 22 | 15 | 8 |

14U plays 8 run innings and 7 inning games. If down prior to your bat in the following situations the game is ended: 9 runs in the 7th, 17 runs in the 6th, 25 runs in the 5th.

**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 | 35 |
| 8U | 75 | 6 | 5 | 60 | 40 |
| 10U | 85 | 6 | 5 | 65 | 46 |
| 12U | 95 | 6 | 7 | 70 | 50 |
| 14U | 105 | 7 | | 90 | 60 |

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

17. **Pitch Count Limits and Rule:**
    a. If a pitcher participates in multiple games within the same week, their total pitch count will be tracked cumulatively.
    b. In cases of rain delays or rescheduled games, pitchers can distribute their allowed pitch count across multiple games, providing flexibility in compressed scheduling.
    c. Standard pitch count restrictions and rest requirements between pitching appearances still apply.
    d. Coaches are responsible for tracking and managing their pitchers' weekly pitch counts to ensure player safety and compliance with the rule.
    e. **10U and 12U only: Pitchers may pitch in multiple games per day during the regular season. As long as the total number of pitches does not exceed the weekly maximum. See the table below.**
    f. A pitcher must be removed from the mound after hitting two batters in one inning or three batters in a single game. **SEE PITCHING SAFETY RULE BELOW for further details.**

| Division | Weekly Max | Required Rest days after weekly count | | | | |
|---|---|---|---|---|---|---|
| | | 0 Days | 1 Day | 2 Days | 3 Days | 4 Days |
| 10U | 75 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 12U | 85 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 14U | 95 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |

**18. Pitcher Safety Rule**

A. The weekly pitch count rule allows pitchers to pitch across multiple games in a week (Thursday 8 am to Thursday at 8 am) as long as they do not exceed the total weekly pitch count number. This is with the expectation of resting the total days needed After weekly max is reached. Please review the table above for the number of days a pitcher needs to rest based on pitch count.

B. If a pitcher hits a batter and causes a significant injury (such as breaking a nose, causing bleeding, or creating a visible physical trauma), the pitcher shall be:
   a. Immediately removed from pitching
   b. Allowed to sit and rest on the bench
   c. Provided an opportunity to calm down and reset mentally
   d. Potentially allowed to return to the game in any other capacity, but not in the pitching role in later innings, at the umpire's and coach's discretion

   This is done with the intent to
   a. Support the pitcher's mental well-being
   b. Provide a constructive approach to managing accidental wild pitches
   c. Prevent potential intentional or dangerous pitching situations

19. Pool Players: A pool player may be used to prevent a team from forfeiting a game.

a. This uniformed player must be registered with the LHYL as an active player.
   i. Coaches must exhaust all pool players in their division
   ii. If a pool player CANNOT be pulled from their division, they will be able to call from the lower division to play. I.E. 6U player may come up and play in 8U if all 8U players have been exhausted.

b. The pool player is to be placed in the outfield and listed as the final batter in the line-up. The pool player cannot be placed in the infield or on the pitcher's mound. (Excluding 14U – See "Pool Player 14U" below)

c. At no time are pool players used to bolster a team for unfair advantage. A maximum of two pool players can be used per game.

d. 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.

e. In 10U and up 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 be added to get a team to a maximum of 10 players.

f. Coaches must inform commissioners when pool players are used.

g. **Pool players are not allowed in tournament play, unless a team has players out due to injury. The players MUST come from a lower division during the tournament **

i. pool player MUST come from an eliminated team if possible, and the two commissioners and VP or Director of Operations MUST approve.

Pool Players 14U

A. Each player on a team will be assigned a primary position, by the head coach, prior to the first game of the season. These positions will be recorded by the 14U commissioner. If a player is injured or otherwise unable to play in a game the coach of the injured player may use a pool player from another LHYL team. If the pool player and injured player share the same primary position the pool player may play that position. If the positions differ then the pool player must play in the outfield. In both scenarios the pool player will bat last in the lineup.
B. After exhausting all efforts within the division, the coach may pull a player from 12U. The coach must get permission from the commissioner and VP and/or Director of Operations. If a 12U player is used in 14U they must play an outfield position and bat last in the lineup.

Coaches who play unregistered players in our league or do not follow the outlined rules will face further disciplinary action by the LHYL Baseball Committee and/or the LHYL Executive Team.

21. Bat Rule: The official bat shall be round in the 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).

A. For ages 6 and under – The maximum diameters shall not exceed two and five eights (2-5/8") inches.
B. For ages 7 and older – The maximum diameter shall not exceed two and three quarters (2-¾") inches.
C. 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.
D. 14U Division: bats limited to length-to-weight ratio equal to or heavier than minus five (-5). (drop 5 or heavier).

E. **Penalty:**
   i. First Offense –
      1. If the umpire finds out that the bat does not meet the rule mentioned earlier, and this discovery is made during or after the bat has been used in play, then the batter will not be called out, and they will not be ejected from the game.
      2. If, after a ball has been put into play using a bat, the umpire discovers that the bat does not conform to the rules before the next legal pitch, the defensive team will have a choice between either accepting the result of the play or calling the batter out and returning all runners to the base they occupied before the pitch.
   ii. 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.

22. Catchers in 8U division and above must wear full gear (mask, chest protector, shin guards, cup). They may use a catcher's mitt or a regulation glove.

23. On deck batters must use the on deck circle to the rear of the batter at the plate. For left

handed batters the player on deck will use the first base on deck circle. For right handed batters the player on deck will use the third base on deck circle.

24. During play coaches must remain in the immediate dug out area unless they are designated as the coach pitcher, defensive backstop coach, base coach, or outfield coach (6U only). Rule does not apply in 4U where active coach participation is encouraged

25. If the team is using a "Bat Boy" or a base/assistant coach who is under the age of 16 they MUST wear a helmet when in the field of play.

26. A new inning starts immediately after the 3rd out in the bottom of an inning. Time does not run out during a pitcher's warm-up period while transitioning innings.

27. Tournament Play Tie Breaker Rules:
    a. 6U/8U Divisions
        i. Tiebreakers innings will start with bases loaded the last three batters prior to the batter up.(last batter to bat on 1B, 2nd batter on 2B, and 3rd batter on 3B from the following inning) and 1 out. There are no substitute runners for catchers.
    b. 10U/12U/14U Divisions
        i. Tiebreakers innings will start with a runner on 2B (last batter) and 1 out. There are no substitute runners for pitchers or catchers.

**28. If a rule is not spelled out in the LHYL local rules the the following hierarchy is applied:**

1. **Pony**
2. **USSSA**
3. **MLB**

**Protected Player Requirements by Division**

| Division | Protected Players |
|---|---|
| 6U | 4 |
| 8U | 5 |
| 10U | 6 |
| 12U | 7 |
| 14U | 9 |

**4U Baseball (T-Ball)**

1. Teams play a maximum of 3 innings.
2. Play ceases (hard stop) after 45 minutes.
3. Each team will bat through the lineup during each inning.

4. Players shall advance only one base at a time. The last batter is the “home run hitter”. The defense should be encouraged to make a defensive throw (e.g., throw to first for an out). However, players can make an out by any means necessary (e.g., run and tag).
5. Coaches are encouraged to be on the field of play to help teach defensive fundamentals.
6. Four or more outfielders may be used on defense.
7. A coach shall be at home plate to assist the batter in getting set up at the tee.
    a. The coach should use any means necessary to help teach fundamental hitting skills, including drawing lines or making marks in the batter’s box to indicate to the batter where to place his feet in order to hit the ball.
    b. Once the player is positioned, the coach shall call out “pitcher, pitch; batter, bat”. The batter may swing after “batter, bat”.
8. Players hit off of a tee – no pitching to players during a game.
9. No players should be on the bench on defense.
10. All players must play at least one inning in the infield each game.
    a. 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.
    b. If there is a safety concern, the parent must be notified.

**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.
    a. Up to two pool players may be used (*see Pool Player rule*).
    b. Players arriving late will be added to the bottom of the line-up.
    c. No out will be recorded due to lack of players in the 9th spot. 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.
    d. If a team only has 8 players, the team must position players at the pitcher and catcher position.
3. If a team starts with more than 10 batters and loses a player, no out will be recorded.
4. Batting:
    a. Coaches may elect to give each batter up to 3 pitches thrown overhand from the pitcher's mound. This is for player development purposes.
    b. If the batter does not bat any of the three pitches in play, the batter reverts back to the tee for 1 swing.
    c. Batters, who do not receive pitches, will only receive three swings per at bat. If the 3rd swing results in a foul ball, the batter will be called out.
    d. The offensive team may put a coach behind home plate to retrieve past balls.
    e. 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.
    f. The batter must have both feet in the box when hitting the ball.
    g. 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.
    h. A strike will be called if a batter measures up at the tee once the coach places a ball on the tee.
    i. Any batted ball hitting the coach-pitcher will be ruled a foul ball.
5. The umpire will call time during the game when:

a. The pitcher is in control of the ball and has at least one foot inside of the 8 foot pitcher's circle (estimated by the umpire when not painted on the field).
b. A defensive player is in possession of the ball in a position to stop the lead runner.
c. Runners are awarded the subsequent base if they are at least half-way to the subsequent base when time is called. (umpire judgment call)

6. The pitcher must throw the ball (overhand) to first, second, or third base.
   a. The pitcher may not tag a batter/runner going to first, second, or third base unless in the judgment of the umpire it would resemble a “real” baseball play.
   b. Pitcher may tag runner on a thrown ball to them from any player
   c. Pitcher may run home to tag at the plate on a batted ball, if moving in the direction of the ball or bases are loaded.
   d. This rule is meant to teach real baseball plays and not to encourage one player to dominate action.
7. On an “overthrow” to first, second, or third base, runners may advance one base at their own risk.
   a. Umpires will rule the ball dead and play will stop if the runner successfully advances to the next base.
   b. The overthrow is an umpire’s judgment call.
   c. This rule is meant to encourage players to throw the ball to each base and, again, teach real baseball plays.
8. 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.
9. Regulation leather covered baseballs will be used; no RIF or compression balls.
10. Four outfielders may be used on defense. Players cannot be stacked (no rover) and must be at least 16 feet behind the bases.
11. A Courtesy runner may be used for a player that is injured while running the bases. The courtesy runner used should be the last recorded out.
12. 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.
    a. If a player bats out of order due to Coach error or some other reason, such as medical or bathroom, that player will not be recorded as an out, and will bat first at the next available opportunity.
    b. If a Coach is found to be abusing this provision to gain a competitive edge, the player will be recorded as an out and the Coach will be subjected to the disciplinary policy.
13. Intentional walks are not allowed.
14. Head slides into any base, including first, are not allowed. Players who slide head first will be called out and ejected from the game if they continue to do so.
15. 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).
16. Catchers must wear a batting helmet and stand to the rear of the batter until the ball is hit
17. 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.
    a. 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.
    b. 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.
18. A legal tee is currently defined as one that can be purchased at sporting goods stores. Hand-made or altered tees are not legal.
19. The tee must be placed in a standardized manner, with the ball aligned directly over the center of home plate.

20. When players hit off of a tee, each play will begin with the words “pitcher, pitch; batter bat”.
21. 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.
22. All players must play at least one inning in the infield each game.
    a. 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.
    b. If there is a safety concern, the parent and opposing team manager must be notified. Catcher is considered infield.

**Note: 6U- Rules 21 and 22 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.
   a. Up to two pool players may be used (*see Pool Player rules*).
   b. Players arriving late will be added to the bottom of the line-up (notify umpire).
   c. An out **will** be recorded for the 9th position in the batting order if it is not filled.
   d. If a team only has 8 players, the team must position players at the pitcher and catcher position.
   e. 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 overhand pitches or three strikes per at bat.
   a. If a foul ball occurs on the 5th pitch, the batter will continue to hit until the ball is put in play or the batter strikes out. No limits on foul balls.
   b. Any batted ball hitting the coach-pitcher will be ruled a foul ball.
5. Coach-pitcher must remain in contact with, or even with, the pitching rubber while pitching.
   a. The player fielding the pitcher's position takes position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher with one foot on the dirt portion or within 3 feet of the pitcher's plate.
   b. A coach-pitcher cannot be voluntarily changed in the middle of an inning.
   c. The coach-pitcher is not allowed to coach or talk to players. They will receive one warning before being removed from the game (as a coach-pitcher) after the second offense.
   d. Any hit ball hitting the coach-pitch will be ruled a foul ball.
6. The umpire will call time when:
   a. The defensive team stops the lead runner by throwing the ball to the base the lead runner is occupying
   b. The defensive team stops the lead runner by throwing the ball one base in front of the base the lead runner is occupying.
   c. The defensive team throws the ball to the "player pitcher" when the "player pitcher" is inside of the base paths and the lead runner hesitates advancing to the next base. This is an umpire's judgment call.
7. Four outfielders may be used on defense. Players cannot be stacked (no rover) and must be at least 16 feet behind the bases.
8. Defensive coaches are not allowed in the outfield and must remain in the dugout area (see General rule 24)
9. A courtesy runner may be used for a player that is injured while running the bases. The courtesy runner used should be the last recorded out.
10. 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.
11. Intentional walks are not allowed.
12. The infield fly rule is NOT in effect.
13. 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.
14. Head slides into any base, including first, are not allowed. Players who slide head first will

be called out and ejected from the game if they continue to do so.

15. Backstop Assistant: In order to speed up the game and provide more at bats for each player, the defensive team will provide a coach or adult volunteer to stand at the backstop and return past balls to the pitching coach.
    a. In the event the defensive team is unable to provide a Backstop Assistant, the offensive team may provide such upon mutual agreement between both team's head coaches.
    b. 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.
    c. The Backstop Assistant remains silent at all times unless addressed by the umpire.
    d. The Backstop Assistant will not coach, touch a player, or provide any instruction from the backstop and will immediately move away from a foul ball that may be reasonably played by the catcher.
    e. The Backstop Assistant moves to either on deck circle when a batted ball is in play and a play at the plate may be reasonably assumed.
    f. Backstop Assistant never touches a live ball or interferes with a player's pursuit of a live ball.
        i. 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.
        ii. 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: 8U- Rules 13 is 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.
    a. Up to two pool players may be used (*see Pool Player rules*).
    b. Players arriving late will be added to the bottom of the line-up (notify umpire).
    c. An out will be recorded for the 9th position in the batting order if it is not filled.
    d. 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. No slashing.
    a. 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.
    b. If the batter slashes with two strikes, strike three is called, the batter is out, any runners go back to their bases and the team is issued a warning.
    c. On any future offense by the team, the batter is out and the runners go back to their bases.
5. Coaches may call a "timeout" to visit the pitcher's mound one time per ½ inning without making a pitching change.

a. Upon the 2nd coach's visit to the mound in the same inning, the pitcher must be changed. The coach must change the pitcher on every subsequent mound visit in that ½ inning.
b. The catcher, or any other infield position player, may visit the pitcher's mound without limit.
c. The only exception to this rule is in the case of injury and the umpire has called time.
d. Whenever a defensive coach enters the playing area, it is treated as a timeout or a mound visit.

6. Courtesy runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The courtesy runner used should be the last recorded out or the batter furthest from the pitch/catcher in the order.
7. 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.
8. Balks will not be called in 10U. In between pitches and/or innings umpires will speak with pitchers who are balking to help promote proper pitching and delivery technique in all baseball situations
9. 10U will play CLOSED bases and the dropped 3rd strike rule IS NOT in effect.
   a. Runners may steal bases, but will not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the batter.
   b. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the batter are called out and the pitch is considered as a dead ball.
   c. Umpires will give each team one warning per game for runners that leave early. The pitch is considered a dead ball and all runners return to the base they held at the time of the pitch.
   d. Pitchers will pitch from the "stretch" with runners on base.
10. The infield fly rule is in effect.
11. Squeeze plays, as defined in the General Rules section, are NOT ALLOWED.
12. Safety squeeze plays, as defined in the General Rules section, are ALLOWED.
13. Stealing home, as defined in the General Rules section, is NOT ALLOWED.
14. Advancing to home between pitches and during other situations outlined in the General Rules section is ALLOWED.
15. If in the umpire's judgment, 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 3rd out was recorded), and the team is issued a warning. On any future offense, the runner is out and the 3rd base coach is ejected.
16. **Balk Teaching Rule: 10U**
   a. **Teaching emphasis without penalties**: The balk rule will be taught to all players to emphasize proper pitching mechanics
   b. **No enforcement penalties**: Rule violations will not result in gameplay penalties during the learning phase
   c. Focus on instruction and skill development rather than punitive measures from the Ump.

## 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.
   a. Up to two pool players may be used (*see Pool Player rules*).
   b. Players arriving late will be added to the bottom of the line-up (notify umpire).
   c. An out will be recorded for the 9th position in the batting order if it is not filled.

   d. 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. **12U will play OPEN bases** with the dropped 3rd strike rule in effect
   a. **Open base stealing**: Runners may lead off and steal at any time, including before the pitch is thrown.
   b. Pitchers must pitch from the stretch at all times, regardless of whether runners are on base.
   c. Balks are called and enforced. Umpires will assess balks according to standard baseball rules to teach proper pitching mechanics and game awareness.
   d. All base running rules follow full baseball regulations, including pickoffs and stealing home.
5. No slashing
   a. 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.
   b. If the batter slashes with two strikes, strike three is called, the batter is out, any runners go back to their bases and the team is issued a warning.
   c. On any future offense by the team, the batter is out and the runners go back to their bases.
6. Coaches may call a "timeout" to visit the pitcher's mound one time per ½ inning without making a pitching change.
   a. Upon the 2nd coach's visit to the mound in the same inning, the pitcher must be changed. The coach must change the pitcher on every subsequent mound visit in that ½ inning.
   b. The catcher, or any other infield position player, may visit the pitcher's mound without limit.
   c. The only exception to this rule is in the case of injury and the umpire has called time.
   d. Whenever a defensive coach enters the playing area, it is treated as a timeout or a mound visit.
7. Courtesy runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The courtesy runner used should be the last recorded out or the batter furthest from the pitch/catcher in the order.
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. If players are used as base coaches, they must wear batting helmets. (General Rule 25)
10. No defensive coaches are allowed on the field of play.
11. Balks are called – no warnings. The use of closed bases or open bases will not determine how balks are called. The rule aims to promote proper pitching and delivery technique.
12. 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
13. Squeeze plays, as defined in the General Rules section, are NOT ALLOWED.
14. Safety squeeze plays, as defined in the General Rules section, are ALLOWED.
15. Stealing home, as defined in the General Rules section, is NOT ALLOWED.
16. Advancing to home between pitches and during other situations outlined in the General

Rules section is ALLOWED.

17. If in the umpire's judgment, 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 3rd out was recorded), and the team is issued a warning. On any future offense, the runner is out and the 3rd 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.
    a. Up to two pool players may be used (*see Pool Player rules*).
    b. Players arriving late will be added to the bottom of the line-up (notify umpire).
    c. An out will be recorded for the 9th position in the batting order if it is not filled.
    d. 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.
    a. 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.
    b. If the batter slashes with two strikes, strike three is called, the batter is out, any runners go back to their bases and the team is issued a warning.
    c. On any future offense by the team, the batter is out and the runners go back to their bases.
5. Coaches may call a "timeout" to visit the pitcher's mound one time per ½ inning without making a pitching change.
    a. Upon the 2nd coach's visit to the mound in the same inning, the pitcher must be changed. The coach must change the pitcher on every subsequent mound visit in that ½ inning.
    b. The catcher, or any other infield position player, may visit the pitcher's mound without limit.
    c. The only exception to this rule is in the case of injury and the umpire has called time.
    d. Whenever a defensive coach enters the playing area, it is treated as a timeout or a mound visit.
6. Courtesy runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The courtesy runner used should be the last recorded out or the batter furthest from the pitch/catcher in the order.
7. 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.
8. If players are used as base coaches, they must wear batting helmets. (General Rule 25)
9. No defensive coaches are allowed on the field of play.
10. Balks are called – no warnings.
11. 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

12. Squeeze plays, as defined in the General Rules section, are NOT ALLOWED.
13. Safety squeeze plays, as defined in the General Rules section, are ALLOWED.
14. Stealing home, as defined in the General Rules section, is NOT ALLOWED.
15. Advancing to home between pitches and during other situations outlined in the General Rules section is ALLOWED.
16. If in the umpire's judgment, 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 3rd out was recorded), and the team is issued a warning. On any future offense, the runner is out and the 3rd base coach is ejected.