



Dugout Reference Guide



	Rookies	Minors AA	Minors AAA	Majors
GAME LENGTH	<ul style="list-style-type: none"> 6 innings. No new inning after 1:45. Last out in the previous inning starts the next inning. Regulation game: 4 innings or 3.5 if the home team leads. Game called the Way Ahead Rule is considered regulation. 			
WEATHER PROCEDURE	<ul style="list-style-type: none"> Lightning or thunder clears the field. Players and coaches must stay under cover in the dugout. Parents may not visit. Each delay is a 30 minute minimum. Subsequent lightning or thunder resets clock. Any regulation game suspended due to weather is concluded and a winner declared. Any non-regulation or tie game that enters a delay more than 39 minutes prior to its scheduled end will wait, unless decided otherwise by the Umpire on site, the League or Lawrence Township. 			
EQUIPMENT	<ul style="list-style-type: none"> USA Baseball Bat standard (USABat) with the USA Baseball mark. Must be less than 33" in length. NOCSAE-certified label for batting helmets, facemask, and catcher's mask 			
UNIFORM	<ul style="list-style-type: none"> Players must tuck their jerseys into their pants. Players must wear baseball or softball pants, not shorts or sweatpants. Players must wear plastic cleats only (no metal, no sneakers, not cleats for other sports). Long sleeve shirts or arm sleeves must be a dark color (black, navy, gray, charcoal, or red) Pitchers may not have a multi-colored glove. No jewelry such as rings, watches, earrings, bracelets, and necklaces. Medical alert jewelry is allowed. 			
WAY AHEAD RULES	<ul style="list-style-type: none"> 8 batters max per inning. Majors Division run rules apply. 	<ul style="list-style-type: none"> 5 runs max per inning. Majors Division run rules apply. 	<ul style="list-style-type: none"> 15 runs after 3 innings, 2.5 if the home team leads. 10 runs after 4 innings, 2.5 if the home team leads. 8 runs after 5 innings, 2.5 if the home team leads. 	
LINEUPS & SUBSTITUTIONS	<ul style="list-style-type: none"> All players bat. Unlimited defensive substitutions. Player may play the same position for 2 innings max. 		<ul style="list-style-type: none"> All players bat. Coach may set a new batting order for each game. Unlimited defensive substitutions. At least 2 innings in the field for every player. 	
	<ul style="list-style-type: none"> Alphabetical batting order by first name. Continuous for season 	<ul style="list-style-type: none"> Coach may set a new batting order for each game. 		

GAMEPLAY RULES

ON-DECK BATTER / BATTER'S BOX	<ul style="list-style-type: none"> The on-deck position is not permitted. Players must stay in the dugout under the roof. Fenced-in areas may not be used for an on-deck batter. Only the first batter of each half-inning is permitted outside of the dugout between half-innings. The next batter in an inning should be ready with a helmet on, but may not pick up their bat until it is their turn at bat. The batter must keep one foot in the box during at bat. The lines defining the box are considered part of the batter's box. 			
INFIELD FLY	No	No	No	Yes
UNCAUGHT THIRD STRIKE	Batter is out.	Batter is out.	Batter is out.	Batter is out if 1B is occupied with less than 2 outs. If 1B is unoccupied or if 2 outs, batter becomes baserunner and defense must record a putout.
INTENTIONAL WALK	No	No	No	No
COURTESY RUNNER	Yes, with 2 outs and only for the current pitcher or catcher. Runner is last batted out.			
STEALING	No	2B with player pitcher	2B and 3B	Any base.
		Runner cannot leave base until the pitch crosses the front edge of home plate.		
BASERUNNING & SLIDING	Feet first slide when advancing. Headfirst slide only when returning to a base. There is no "must slide" rule. Runner is automatically out when they move more than three feet away from the baseline to avoid being tagged.			
OVERTHROW, WILD PITCH, PASSED BALL	No advance.	Advance 1 base from where runner started when pitch was thrown.	May advance unlimited bases.	

PITCH SMART GUIDELINES

Players may not return to a game as a pitcher once removed from the mound.

Players cannot enter as catcher if they've delivered 41+ pitches in the game. Players who catch for 4 innings cannot pitch in same game.

Minors AA only: Player pitcher is phased in by midpoint of season. Player must start the inning. After 4 balls by player, coach finishes at-bat (max 3 pitches).

Daily Pitch Limits by Age		Required Rest	
League Age	Maximum Allowed Pitches	1 Day	21-35
8	50	2 Days	36-50
9-10	75	3 Days	51-65
11-12	85	4 Days	66+