

	<b>Coach Pitch</b>	<b>B Ball</b>	<b>A Ball</b>
<b>Team Staff</b>	The Team Staff consists of a Manager, 2 Coaches and 1 Team Parent. These individuals must meet the Coach Certification rules mentioned below in addition to being approved by the league's Board of Directors. No bat boys/girls permitted.	The Team Staff consists of a Manager and 2 Coaches. These individuals must meet the Coach Certification rules mentioned below in addition to being approved by the league's Board of Directors. No bat boys/girls permitted.	The Team Staff consists of a Manager and 2 Coaches. These individuals must meet the Coach Certification rules mentioned below in addition to being approved by the league's Board of Directors.
<b>Coach Certification</b>	All Coaches and Team Moms must have a current Nays certification in order to be on the field or in the dugout during a Little League Sanctioned event. In addition to certification, all Coaches and team moms must also have a clean back ground check.	All Coaches and Team Moms must have a current Nays certification in order to be on the field or in the dugout during a Little League Sanctioned event. In addition to certification, all Coaches and team moms must also have a clean back ground check.	All Coaches and Team Moms must have a current Nays certification in order to be on the field or in the dugout during a Little League Sanctioned event. In addition to certification, all Coaches and team moms must also have a clean back ground check.
<b>Coach Attire</b>	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted
<b>Team Staff Responsibilities</b>	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.
	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.
<b>Conduct</b>	If the manager, coach, player, or a fan is ejected for any reason during the game, the following consequences will take effect.	If the manager, coach, player, or a fan is ejected for any reason during the game, the following consequences will take effect.	If the manager, coach, player, or a fan is ejected for any reason during the game, the following consequences will take effect.
	1st Time: The individual will sit out the following game. "Sitting out" means the individual cannot be within the ball park for the following game to include pregame and post game activities.	1st Time: The individual will sit out the following game. "Sitting out" means the individual cannot be within the ball park for the following game to include pregame and post game activities.	1st Time: The individual will sit out the following game. "Sitting out" means the individual cannot be within the ball park for the following game to include pregame and post game activities.
	2nd Time: The Coach will be asked to step down. The Player will definitively lose All Star selection eligibility.	2nd Time: The Coach will be asked to step down. The Player will definitively lose All Star selection eligibility.	2nd Time: The Coach will be asked to step down. The Player will definitively lose All Star selection eligibility.
<b>Protests</b>	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.
<b>Game Forfeit</b>	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.
<b>Rain Outs</b>	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.
<b>Bat Requirements</b>	All bats must meet the requirement of Little League. No more than 33 inch. BPF sticker. Any illegal or altered bats will be removed by the umpire during pregame inspection	All bats must meet the requirement of Little League. No more than 33 inch. BPF sticker. Any illegal or altered bats will be removed by the umpire during pregame inspection	All bats must meet the requirement of Little League. No more than 33 inch. BPF sticker. Any illegal or altered bats will be removed by the umpire during pregame inspection
<b>Inning</b>	Innings will consist of 3 outs or 5 runs for the home or visiting team. No more than 5 runs will be allowed in an inning unless the batter hits the ball over the fence. In the case of a tie game going into the top of the last inning, the 5 run rule will not be in effect.	Innings will consist of 3 outs or 5 runs for the home or visiting team. No more than 5 runs will be allowed in an inning unless the batter hits the ball over the fence. In the case of a tie game going into the top of the last inning, the 5 run rule will not be in effect.	Innings will consist of 3 outs or 5 runs for the home or visiting team. No more than 5 runs will be allowed in an inning unless the batter hits the ball over the fence. In the case of a tie game going into the top of the last inning, the 5 run rule will not be in effect.
<b>Time Limit</b>	A game will consist of six (6) innings or one hour and thirty minutes (1.5) hours. No new inning shall start one (1) hour and thirty (30) minutes from the start time. No new inning will start after ten (10) P.M. Four (4) innings (three (3) and one half if home team is ahead) constitute a complete game in case of bad weather, time limit darkness.	A game will consist of six (6) innings or one hour and thirty minutes (1.5) hours. No new inning shall start one (1) hour and thirty (30) minutes from the start time. No new inning will start after ten (10) P.M. Four (4) innings (three (3) and one half if home team is ahead) constitute a complete game in case of bad weather, time limit darkness.	A game will consist of six (6) innings or one hour and thirty minutes (1.5) hours. No new inning shall start one (1) hour and thirty (30) minutes from the start time. No new inning will start after ten (10) P.M. Four (4) innings (three (3) and one half if home team is ahead) constitute a complete game in case of bad weather, time limit darkness.
<b>Time Outs</b>	A) When requested by a coach or player B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in umpires' judgment).	A) When requested by a coach or player B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in umpires' judgment).	A) When requested by a coach or player B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in umpires' judgment).
	C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.	C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.	C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.

<b>Run Rule</b>	The game ends if one team has a lead of 10 or more runs after 4 innings or 15 runs after 3 innings or 8 runs after 5 innings.	The game ends if one team has a lead of 10 or more runs after 4 innings or 15 runs after 3 innings or 8 runs after 5 innings.	The game ends if one team has a lead of 10 or more runs after 4 innings or 15 runs after 3 innings or 8 runs after 5 innings.
<b>Substitutes</b>	All players must enter the game by the top of the 4th inning	All players must enter the game by the top of the 4th inning	All players must enter the game by the top of the 4th inning
<b>Base Coaching</b>	Only Adult approved (18 and older) will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his/her advancement to or from the base; the runner will be called out and the coach will receive a warning. NOTE: Coaches can congratulate the player/runner once the play is over.	Only Adult approved (18 and older) will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his/her advancement to or from the base; the runner will be called out and the coach will receive a warning. NOTE: Coaches can congratulate the player/runner once the play is over.	Only Adult approved (18 and older) will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his/her advancement to or from the base; the runner will be called out and the coach will receive a warning. NOTE: Coaches can congratulate the player/runner once the play is over.
<b>Slung Bat</b>	First (1st) offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out.	First (1st) offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out.	First (1st) offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out.
<b>Sliding</b>	A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.	A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.	A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.
<b>Pitching</b>	<p>Must be an approved adult (18 or older); must pitch underhand and have at least one (1) foot within the circle (Refer to rule 1 pg 61 for size of circle) before pitch is thrown. The player-pitcher must keep at least one (1) foot in the circle, standing on either side of the adult-pitcher even with or behind the rubber. All player-pitchers must wear a mask.</p>	<p>1. Any player on a regular season team may pitch. EXCEPTION: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.</p> <p>EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur:</p> <ol style="list-style-type: none"> <li>1. That batter reaches base;</li> <li>2. That batter is retired;</li> <li>3. The third out is made to complete the half-inning or the game; or</li> <li>4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.</li> </ol> <p>2. A pitcher once removed from the mound cannot return as a pitcher.</p> <p>3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:</p> <p>League Age:  11-12 – 85 pitches per day  9-10 – 75 pitches per day  6-8 – 50 pitches per day  Pitching Rest Days  66+ 4 day  51-65 3 days  36-50 2 days  21-35 1 day</p> <p>Exception: If a pitcher reaches the limit imposed in rule 3. for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:</p> <ol style="list-style-type: none"> <li>1. The batter reaches base.</li> <li>2. The batter is put out.</li> <li>3. The third out is made to complete the half-inning of the game.</li> <li>4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.</li> </ol> <p>NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position if the pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.</p> <p>NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.</p> <p>NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Rule 3 has been met.</p> <p>4. Each home team must designate the scorekeeper or another game official as the official pitch count recorder.</p> <p>5. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.</p> <p>6. The official pitch count recorder should inform the Umpire-in-Chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Rule 3. The Umpire-in-Chief will inform the pitcher's manager that the pitcher must be removed in accordance with Rule 3. However, the failure by the pitch count recorder to notify the Umpire-in-Chief, and/or the failure of the Umpire-in-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.</p> <p>7. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.</p> <p>8. Bball Division: A player who has attained the league age of twelve (12) is not eligible to pitch.</p> <p>9. A pitcher is only allowed to pitch once day. No pitcher is allowed to no more than 8 innings in a tournament.</p>	<p>1. Any player on a regular season team may pitch. EXCEPTION: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. 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If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.</p> <p>NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.</p> <p>NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Rule 3 has been met.</p> <p>4. Each home team must designate the scorekeeper or another game official as the official pitch count recorder.</p> <p>5. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.</p> <p>6. The official pitch count recorder should inform the Umpire-in-Chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Rule 3. 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	A) - Before the pitch is thrown the adult-pitcher may instruct the batter in the batter's box (up, back, left, or right). Pitchers cannot coach base runners.		
	1st offense: Warning to the manager.		
	2nd offense: Must be removed as pitcher.		
	<b>B) The adult-pitcher should clear the field opposite the ball put in play. TO INCLUDE REMOVING THE BAT FROM THE BATTING AREA. FAILURE TO REMOVE BAT WILL RESULT IN A WARNING. 2ND OFFENSE THE BATTER WILL BE CALLED OUT.</b>		
	C) If the ball hits the adult-pitcher while leaving the field, the ball is dead and is a replay. The previous pitch will not count. If the umpire rules intentional obstruction by the adult pitcher during a play, all base runners and batter will be called out and the adult-pitcher will be removed from the game.		
<b>Tags by Pitcher</b>	The pitcher will be allowed to make a tag on any base runner in the following conditions –		

	A) Fielded batted ball on baseline and tagged runner going by		
	B) Fielded an overthrow and tagged runner in general area of overthrow		
	C) Pitcher can back up catcher and tag runner at home as long as the catcher made the first attempt to catch the ball		
	D) In the judgment of the umpire		
<b>Offense</b>	Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order (continuous batting order). The batting order will pick up where it left off from the previous inning after three (3) outs are made or five (5) runs score. If a player shows up late, he/she automatically goes to the bottom of the line-up. If a team bats out of order the batter will be out. Must be a protest prior to next at bat.	Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order (continuous batting order). The batting order will pick up where it left off from the previous inning after three (3) outs are made or five (5) runs score. If a player shows up late, he/she automatically goes to the bottom of the line-up. If a team bats out of order the batter will be out. Must be a protest prior to next at bat.	Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order (continuous batting order). The batting order will pick up where it left off from the previous inning after three (3) outs are made or five (5) runs score. If a player shows up late, he/she automatically goes to the bottom of the line-up. If a team bats out of order the batter will be out. Must be a protest prior to next at bat.
<b>Base Running</b>	no runner can advance on a passed ball. No bases on balls. No infield fly rule. No base awarded if hit by pitch. If a runner is caught leaving the base before the pitch is hit; the first (1st) time will be a team warning. Any subsequent violation the runner will be called out.	If a runner is caught leaving the base before the pitch is hit; the first (1st) time will be a team warning. Any subsequent violation the runner will be called out.	If a runner is caught leaving the base before the pitch is hit; the first (1st) time will be a team warning. Any subsequent violation the runner will be called out.
<b>Defense</b>	Each team will position one (1) player-pitcher, one (1) catcher (behind home plate in full catcher's equipment and squatted), four (4) infielders (first, second, third and short stop) and four (4) outfielders. Outfielders must be positioned in the outfield grass behind the line before the ball is pitcher. Outfielders must play traditional positioning and no rover will be allowed. Outfielders cannot make a play in the infield unless the play takes them in the base path.	Each team will position one (1) player-pitcher, one (1) catcher (behind home plate in full catcher's equipment and squatted), four (4) infielders (first, second, third and short stop) and four (4) outfielders. Outfielders must be positioned in the outfield grass behind the line before the ball is pitcher. Outfielders must play traditional positioning and no rover will be allowed. Outfielders cannot make a play in the infield unless the play takes them in the base path.	Each team will position one (1) player-pitcher, one (1) catcher (behind home plate in full catcher's equipment and squatted), four (4) infielders (first, second, third and short stop) and four (4) outfielders. Outfielders must be positioned in the outfield grass behind the line before the ball is pitcher. Outfielders must play traditional positioning and no rover will be allowed. Outfielders cannot make a play in the infield unless the play takes them in the base path.
<b>Defense Position Change</b>	Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch. NO DEFENSIVES COACHES ALLOWED ON THE PLAYING FIELD	Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch. NO DEFENSIVES COACHES ALLOWED ON THE PLAYING FIELD	Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch. NO DEFENSIVES COACHES ALLOWED ON THE PLAYING FIELD
<b>Courtesy Runner</b>	If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last batted out made or in the case of an out has not been made in the game; the last batter in the lineup will be used. If the player comes to bat later in the game; then the player will be expected to run for themselves. No running for the catcher at any time.	If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last batted out made or in the case of an out has not been made in the game; the last batter in the lineup will be used. If the player comes to bat later in the game; then the player will be expected to run for themselves. No running for the catcher at any time.	If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last batted out made or in the case of an out has not been made in the game; the last batter in the lineup will be used. If the player comes to bat later in the game; then the player will be expected to run for themselves. No running for the catcher at any time.
<b>Run Downs</b>	No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base. Pickles are the exception to the run down rule; if a player-runner gets involved in a pickle between bases the fielder can run down the player-runner back or towards a base	No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base. Pickles are the exception to the run down rule; if a player-runner gets involved in a pickle between bases the fielder can run down the player-runner back or towards a base	No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base. Pickles are the exception to the run down rule; if a player-runner gets involved in a pickle between bases the fielder can run down the player-runner back or towards a base
<b>Time Outs</b>	A) When requested by a coach or player	A) When requested by a coach or player	A) When requested by a coach or player
	B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in umpires' judgment).	B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in umpires' judgment).	B) When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in umpires' judgment).
	C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.	C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.	C) Until the defensive team is ready. Then in the interest of safety, the umpire will put the ball back in play.
<b>Strike Outs</b>	Is constituted by three (3) missed swings or seven (7) pitches being thrown without the batter hitting the ball. Each batter will get a maximum of seven (7) pitches to either hit the ball or strike out. If the batter fouls the seventh (7th) pitch or subsequent pitches; then the batter remains at bat.	Is constituted by three (3) missed swings or seven (7) pitches being thrown without the batter hitting the ball. Each batter will get a maximum of seven (7) pitches to either hit the ball or strike out. If the batter fouls the seventh (7th) pitch or subsequent pitches; then the batter remains at bat	Is constituted by three (3) missed swings or seven (7) pitches being thrown without the batter hitting the ball. Each batter will get a maximum of seven (7) pitches to either hit the ball or strike out. If the batter fouls the seventh (7th) pitch or subsequent pitches; then the batter remains at bat
<b>Bunting</b>	Will not be allowed. If in the judgment of the umpire, the batter intentionally bunts the ball; the manager and player will be warned and a strike will be called. If the same batter attempts another bunt; then the batter will be called out.	Will not be allowed. If in the judgment of the umpire, the batter intentionally bunts the ball; the manager and player will be warned and a strike will be called. If the same batter attempts another bunt; then the batter will be called out.	Will not be allowed. If in the judgment of the umpire, the batter intentionally bunts the ball; the manager and player will be warned and a strike will be called. If the same batter attempts another bunt; then the batter will be called out.
<b>Overthrows</b>	Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases at their own risk.	Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases at their own risk.	Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases at their own risk.

<b>Fence Rule</b>	Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play. Runners may advance one (1) base on balls thrown over or under the fence.	Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play. Runners may advance one (1) base on balls thrown over or under the fence.	Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play. Runners may advance one (1) base on balls thrown over or under the fence.
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