**WILDFIRE SUMMER CLASH TOURNAMENT RULES:**

**POOL PLAY**:

* 1 hour and 20-minute games, finish the inning. Inning concludes if times expires and home is winning and at bat. Pool games may end in a tie.
* Roster batting permitted.
* Courtesy runners allowed for pitcher and catcher.
  + Roster batting use last completed at bat.
  + Not roster batting use a substitute.
* Mercy Run Rule
  + 12 runs after 3 innings
  + 10 runs after 4 innings
  + 8 runs after 5 innings
* Infield Fly Rule is in effect
* Drop 3rd strike
  + Batter is out if base is occupied with less than 2 outs
  + Batter is a runner if base is unoccupied
  + Batter is a runner if there are two outs
* The event will be officiated by ASA Umpires and using ASA rules, but we allow Ghost bats that have the current USSSA thumbprint stamp.

**BRACKET PLAY – SINGLE ELIMINATION**:

* 1 hour and 30-minute games, finish the inning unless home team is winning and at bat when time expires.
* All games must have a winner.
* If time expires and game is tied at the completion of the home half of the inning the International Tie Breaker rule with take effect (runner is placed at second base at the beginning of the extra innings).
* Courtesy runners allowed for pitcher and catcher of record.
  + Must use substitutes as runners
  + Roster batting use last completed at bat
* Mercy Run Rule
  + 12 runs after 3 innings
  + 10 runs after 4 innings
  + 8 runs after 5 innings
* Infield Fly Rule will be in effect.
* Drop 3rd Strike will be in play.

**TIE BREAKERS FOR SEEDING:**

* HEAD TO HEAD
* RUNS ALLOWED
* RUN DIFFERENTIAL (MAX OF 8 RUNS COUNTED PER GAME AND AVERAGED OVER ALL POOL GAMES)
* RUNS SCORED
* COIN FLIP

**AWARDS**:

* First Place – Champion Medals
* Second Place - Finalist Medals