

8u Summer Cyclone Rules

Metal cleats are NOT allowed

ABSOLUTELY NO SUNFLOWER SEEDS ON FIELD 1

ASA/USA Softball rules will be in effect except as follows.

POOL PLAY

1. Home team will be decided by a coin toss. Team that traveled the furthest calls the coin toss.
2. Games will be six (6) innings with no new inning after 1 hour and 20 minutes. If the 1 hour and 20-minutes time limit expires prior to the 6th inning with the home team at bat and winning, the game will end immediately.
3. If after 6 innings the score is tied the international tie breaker rule will take effect ONLY if time allows.
4. Pool play games can end in a tie.
5. If a team decides to forfeit a seeding game, it will automatically be the last seed in the bracket.
6. A player who does not play in pool play games is ineligible to play in bracket games. Exceptions to this will be at the discretion of the Tournament Director.

POOL TIEBREAKERS

1. Record (winning pct, number wins)
2. Head-to-Head (used only when all tied teams have played each other)
Note: Head-to-Head is ignored if all tied teams do not play each other at least once. For example, if three teams are tied, and one team plays the other two, but the other two do not play, this tiebreaker is ignored (regardless of the outcome of the two games played by the first team).
3. Points Allowed (an average is used if teams have not played an equal number of games)
4. Points Scored (an average is used if teams have not played an equal number of games)

5. Computer Generated Coin Flip (a system random number generator breaks ties at this stage)

Note: If the system cannot break ties at a particular tiebreaking stage, the system will move to the next tiebreaker and not return or revert back to a previous tiebreaker.

GAME RULES

1. Coaches will pitch to their own players from a distance of 35 feet, starting on the pitching rubber. Walks and batters hit-by-pitch are not allowed.
 - a. The batter shall be called out after three (3) swinging strikes or after she receives six (6) pitches and does not put the ball into play. The umpire will call only the 6th pitch. If the 6th pitch is not swung at and is called a strike, the batter is out. If the 6th pitch is fouled off or called a ball, the batter gets another pitch, which is called by the umpire.
 - b. If the coach is hit with a batted ball, the ball will become dead and considered a foul ball on the batter.
 - c. If a ball is thrown to the coach, the coach should catch the ball and the play is dead. Players should be reminded to throw back to the player in the pitcher position.
2. The girl in the pitcher position may not start in front of the pitching rubber. She must start with both feet in the circle and stand even with or behind the rubber prior to each pitch.
3. When the pitcher has control of the ball in the circle, the play is stopped. If the runner is past the halfway mark between bases, they will be awarded the next base or returned to the last base at the umpire's discretion.
4. Runners may advance one base on an overthrow from any fielder at their own risk. The runner may not advance on another overthrow on the same play. An overthrow from the catcher to the pitcher after the coach's pitch is not an overthrow.
5. The coach who is pitching shall make every effort to avoid interfering with the defensive play on a batter ball. If, in the umpire's judgment, the coach intentionally interferes with a defensive play or if the coach fails to make a good faith effort to avoid the interference, the play will be called dead, the batter shall be called out and the runners shall return to

the bases they occupied prior to the play. The coach who is pitching must remain silent from the start of the pitch until the end of the play.

6. There may be 10 players in the field, 4 of which must start play on the outfield grass.
7. There is no bunting, no leading, no stealing. Runners will be called out if they leave the base before the ball crosses the plate or is hit.
8. Dropped third strike is not in effect.
9. Infield fly is not in effect.
10. Courtesy runner can be used for pitcher or catcher at any time. Must be a bench player. If a team has no bench players, it will be last batted out.
11. Mercy Rule is 12 after 3 innings, 10 after four innings, 8 after five innings.
12. Runs per inning: A team's turn at bat ends when 3 outs are recorded OR 5 runs are scored. The 6th inning shall have unlimited runs or the last inning as announced by the umpire, at his/her discretion, if time is a factor.
13. The entire lineup must bat. The remaining players are considered Extra Players (EPs) up to a maximum of 15 in the lineup. EPs are not considered bench players for purposes of using a courtesy runner. If a player leaves the game for an injury, an out is recorded for her first at bat. If a player leaves the game for another reason, an out is recorded for each at bat for the remainder of the game. If a player leaves the game, she may not return.

TOURNAMENT / FACILITY RULES

1. No music is to be played by teams during games, which includes between innings or walk-up music for players at the plate. Music played at a reasonable volume is allowed for pre-game warm-ups.
2. Anyone ejected from a game is ejected from the tournament and must leave the field areas. An ejected person who refuses to leave the field area could cause the team they are associated with to forfeit their game.
3. Rules, game times and time limits may be changed by the tournament director at any time if deemed necessary. Inclement weather or field conditions may dictate changes including reducing game times and/or the number of games, among other things.

4. All players warming up pitchers must wear a face mask. Infield pre-game warm ups must be behind the baselines (even on the turf field) and not interfere with field crew.
5. Coaches may not override any of the rules above through handshake agreements at the plate!
6. Alcohol is prohibited anywhere on the grounds.
7. Smoking permitted only in the parking lots. Smoking is prohibited near the fields – even in the outfields.
8. No spectators behind the fence between the backstops of Fields 1 and 2.
9. Spectators/visitors are not permitted to use any types of barbeque grills.
10. Teams must cleanup the dugouts after their games. Do not leave trash behind.

BRACKET PLAY

1. Higher seed will have choice of home or visitor.
2. First and second round (if applicable, depending on number of teams playing) games will be no new inning after 1 hour and 20 minutes. Tie breaker rule will take effect beginning the 7th inning or at the end of the time limit, whichever comes first.
3. If a time out is called under 4 minutes, the clock will stop. Clock will start again once play begins.
4. Sunday games cannot end in a tie.
5. Semi-finals and Finals will have no time limit.