

Determining Pool Play Order of Finish and Placement (Tie Breaker)

POOL PLAY-ROUND ROBIN – Teams play all teams in their pool (Best Record Wins)

RANDOM POOL PLAY – Teams do not play all other teams in their pool (They play random opponents to seed brackets)

The following procedure is to be used when, at the conclusion of each round of pool play, there is more than one team in the pool with the same win-loss record.

Ties in each round of pool play are decided independently using this procedure.

I. **When two (2) teams tie for a position:**

The team which defeated the other is ranked higher. (Head to Head) Unless it is random pool play and the 2 tied teams did not play each other, then you would use the least amount of runs allowed in all games played to determine the winner.

II. **When three (3) teams tie for a position:**

1. If one of the three (3) teams is 2-0 in games against the other two (2) teams, that team is ranked higher.
2. If the three (3) teams are 1-1 against each other:
 - A. The tied teams are ranked based on the least number of runs allowed in **pool games between the tied teams**. Unless it is random pool play. If random pool play then you would use least number of runs allowed in all pool games. (Regardless of opponent) If two of the teams are still tied on this basis, (meaning they both gave up the same amount of runs) use situation 1(Head to Head) to rank those two (2) teams. If those 2 teams did not play each other in pool play because of Random pool opponents then you determine higher seed by Most runs scored in all pool games. If all three (3) teams are still tied, proceed to B.
 - B. The tied teams are ranked based on the least number of runs allowed in all pool games. If two (2) of the teams are still tied on this basis, use situation I to rank those two (2) teams. If all three (3) teams are still tied, proceed to C.
 - C. The tied teams are ranked based on the most runs scored in pool games between the tied teams unless it is Random Pool play then you would use least number of runs allowed in all pool games. If two (2) of the teams are still tied on this basis, use situation 1 to rank those two (2) teams. If all three (3) teams are still tied, proceed to D.
 - D. The tied teams are ranked based on the most runs scored in all pool games. If two (2) of the teams are still tied on this basis, use situation I to rank those two (2) teams. If all three (3) teams are still tied, proceed to E.
 - E. Last Game Run Differential between the two tied teams. If teams are still tied then proceed to F
 - F. The tied teams are based on a Coin Toss.

EXAMPLE #1 -- When three (3) teams tie:

Team A	2 wins	1 loss
Team B	2 wins	1 loss
Team C	2 wins	1 loss

Team D	0 wins	3 losses
--------	--------	----------

Team A Results are:		
Teams	A	B
A vs B	2	5
A vs C	11	10
A vs D	7	5

Team B Results are:		
Teams	A	B
B vs A	5	2
B vs C	4	13
B vs D	6	1

Team C Results are:		
Teams	A	B
C vs A	10	11
C vs B	13	4
C vs D	8	3

J. Since teams A, B, C are tied for first place with two (2) wins and one (1) loss each, and are 1-1 against each other, and have allowed the same number of runs in games against each other, item B from above is used and least number of runs allowed in all pool games (including games with team D) are considered. Total runs in the appropriate games are:

Team	Least Runs (Excluding team D)	Least Runs (Including team D)
Team A	15	20
Team B	15	16
Team C	15	18

K. The order of finish is Team B, Team C, Team A and Team D