



TIE-BREAKER SYSTEM

Random Pool Play:

Random Pool Play is defined as all teams to NOT PLAY COMMON OPPONENTS during pool play. This is what you will experience in most tournament play.

1. Win-Loss Record
2. Head-to-Head (if only 2 teams are tied... If 3 or more teams are tied with Win or Losses, skip the Head-to-Head tiebreaker) and go to #3.
3. Runs Allowed in all Pool Games. (If two teams have the same runs allowed and played each other during pool play, go back to #2 to break the tie between those 2 teams). If the two teams tied didn't play each other during pool play, go to #4.
4. Runs Scored in all Pool Games.
5. Run Differential (last game played) **Example:** Team #1 beat Team #2 7-5 in last game played Team #1 Run Differential would be +2 and Team #2 Run Differential would be -2
6. Coin Flip

Round Robin Format:

Round Robin Pool Play is defined as when all teams DO PLAY ALL TEAMS in a pool. This program is not used as often as Random Pool Play.

1. Win-Loss Record
2. Head-to-Head (if only 2 teams are tied... If 3 or more, skip this tie breaker)
3. Runs Allowed in tied games only
4. Runs Scored in tied games only
5. Run Differential (last game played)
6. Coin Flip