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## **Battle By The Capital – Tournament Format**

The Battle By The Capital Tournament will run as a 3 game guarantee in divisions of 4-16 teams. All formats will begin with Pool Play. That will be followed by Single Elimination play.

### **8 Team Division (preferred format)**

The 8 teams will be split into two pools of four teams for Pool Play.

*Note: Teams will be divided by geography/league affiliation to maximize fresh matchups of teams outside your regular season opponents. (i.e. each pool will have two teams from ENYTB and two teams from NE AAU)*

Pool Play = play each of the 3 other teams in your pool. Two games on Saturday, one early Sunday. Top two teams of each pool survive for Single Elimination play. (See separate document on Pool Play rankings and tiebreakers.)

In the first round of Single Elimination play (semifinals):

#1 seed of Pool A vs. #2 seed of Pool B

#1 seed of Pool B vs #2 seed of Pool A

Semifinals will be scheduled late Sunday afternoon, championship game early Monday.

### **12 Team Division**

The 12 teams will be split into three pools of four teams for Pool Play.

*Note: Teams will be divided by geography/league affiliation to maximize fresh matchups of teams outside your regular season opponents. (i.e. each pool will have two teams from ENYTB and two teams from NE AAU)*

Pool Play = play each of the 3 other teams in your pool. Two games on Saturday, one early Sunday. Top team of each pool survive for Single Elimination play. (See separate document on Pool Play rankings and tiebreakers.)



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In addition, one “at-large” berth will be awarded to the top team in the tournament who does NOT win their pool. The criteria for determining the wild-card berth winner is as follows:

1. Pool Play Overall Record (winning percentage) NOTE: Ties = .5 wins

If there is a tie between two teams for the wild-card berth, tiebreakers are...

2. If they played each other in pool play, the head-to-head winner advances.
3. If they did NOT play each other in pool play, LEAST RUNS ALLOWED advances.
4. If still tied, HIGHEST NET RUN DIFFERENTIAL advances.
5. If still tied, flip a coin.

If there is a tie between three or more teams for the wild-card berth, the tiebreakers used, in order, are:

1. Least runs allowed in pool play.
2. Highest net run differential.
3. Random draw.

In the first round of Single Elimination play (semifinals), the pool play winners will be ranked, using the same tiebreakers as above (least runs allowed, highest net differential, random draw). The top team will play the wild-card berth winner. The other two pool winners will face each other. Exception: if the #1 overall team and the “at-large” team have already faced each other in pool play, they will NOT play again in semis. #1 overall team will play the #3 overall team. #2 overall team will play the at-large team.

Semifinals will be scheduled late Sunday afternoon, championship game early Monday.



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## **16 Team Division**

The 16 teams will be split into four pools of four teams for Pool Play.

*Note: Teams will be divided by geography/league affiliation to maximize fresh matchups of teams outside your regular season opponents. (i.e. each pool will have two teams from ENYTB and two teams from NE AAU)*

Pool Play = play each of the 3 other teams in your pool. Two games on Saturday, one early Sunday. Top two teams of each pool survive for Single Elimination play. (See separate document on Pool Play rankings and tiebreakers.)

The four teams that earn the #1 seed in their pool will compete in a single elimination "Gold Bracket".

The four teams that earn the #2 seed in their pool will compete in a single elimination "Silver Bracket".

The Gold and Silver brackets never merge back together. Each one plays their own semifinal and championship games with separate awards at the end.

Semifinals will be scheduled late Sunday afternoon, championship game early Monday.



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### **10 Team Division**

All teams will be in a single pool. Pool Play = 2 games. All teams advance to Single Elimination play. Results of pool play will be used to stack rank teams for single elimination play. The bottom 4 teams from pool play will have to compete in a Play-In round at the start of single elimination play.

Rounds 1 & 2 = Pool Play. Played on Saturday

Round 3 = Play-In Round. Sunday morning. Seeds 1 – 6 sit on bye. 7 v 10, 8 v 9. Winners advance. Losers are eliminated.

Round 4 = Single elimination. Sunday afternoon. 8 teams.

Round 5 = Semifinals. Sunday evening.

Round 6 = Championship. Monday morning.

### **7 Team Division**

All teams will be in a single pool. Pool Play = 2 games. All teams advance to Single Elimination play. Results will determine seeding for Single Elimination play. #1 seed gets a bye in first round of Single Elimination play. Everyone else will be paired up: 2 v 7, 3 v 6, 4 v 5.

### **6 Team Division**

Teams will be split into two pools of 3 teams for Pool Play. Pool Play = 2 games, one vs each of the other two teams in your pool. All teams advance to Single Elimination Play. Top seed of each Pool gets a bye in first Single Elimination round. Others play an opponent from opposite pool.



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### **5 Team Division**

All teams will be in a single pool. Pool Play = 2 games. All teams advance to Single Elimination play. Results will determine seeding for Single Elimination play. The 4<sup>th</sup> and 5<sup>th</sup> seed teams will compete in a “play in game” in round 3. The loser is eliminated. The winner plays the #1 seed from Pool Play in round 4. #2 and #3 seed from Pool Play face each other in round 4. Round 4 winners face each other in championship game.

### **4 Team Division**

Pool Play = every team plays each other once. Top 2 teams will advance to play in a championship game.