

# Pool Play Order Of Finish - Tie-Breakers

The two teams in each pool with the best W-L-T records shall advance into Phase II (single elimination).

NOTE: If pool play includes one or more ties, wins shall count as two points, losses as zero points and ties as one point for purposes of calculating a team's win percentage.

At the end of pool play, if there is a tie for any position, the order of finish shall be determined according to the following set of rules:

## **A - Two-Way Ties (for 1<sup>st</sup> or 2<sup>nd</sup> Place):**

i - Head-to-Head Record

ii – Win Percentage Against Common Opponents.

iii - Least Runs Allowed For All Games Played (if number of games unequal, use a per game basis).

iv. Most Net Runs (run differential) For All Games Played (if number of games unequal, use a per game basis).

v. Most Runs Scored For All Games Played (if number of games unequal, use a per game basis).

vi. Both Tied Teams Shall Be Put Into A Hat and the Drawn Team Shall Be Eliminated.

## **B - More Than Two-Way Ties (for 1<sup>st</sup> or 2<sup>nd</sup> Place):**

i – Win Percentage Against Other Teams Included In The Tie.

Applicable if and only if each team has played at least one of the other teams in the tie.

NOTE: If (B-i) reduces the number of tied teams to a two-way tie, revert to (A-i) to break remaining tie. If (B-i) reduces the number of tied teams to a three-way tie, revert to (B-i) to break the three-way tie.

ii - Least Runs Allowed Against Other Teams Included In The Tie (if number of games unequal, use a per game basis).

Applicable if and only if each team has played at least one of the other teams in the tie.

NOTE: If (B-ii) reduces number of tied teams to a two-way tie, revert to (A-i) to break remaining tie. If (B-ii) reduces the number of tied teams to a three-way tie, revert to (B-i) to break the three-way tie.

iii. Most net runs (run differential) against other teams included in the tie (if number of games unequal, use a per game basis).

Applicable if and only if each team has played at least one of the other teams in the tie.

NOTE: If (B-iii) reduces number of tied teams to a two-way tie, start at (A-i) to break remaining tie. If (B-iii) reduces the number of tied teams to a three-way tie, revert to (B-i) to break the three-way tie.

iv - Least Runs Allowed Against All Other Teams (if number of games unequal, use a per game basis).

NOTE: If (B-iv) reduces number of tied teams to a two-way tie, revert to (A-i) to break remaining tie. If (B-iv) reduces the number of tied teams to a three-way tie, revert to (B-i) to break the three-way tie.

v. Most net runs against all other teams (if number of games unequal, use a per game basis).

NOTE: If (B-v) reduces number of tied teams to a 2-way tie, start at (A-i) to break remaining tie. If (B-v) reduces the number of tied teams to a three-way tie, revert to (B-i) to break the three-way tie.

vi. If three or more teams remain tied, all remaining tied teams shall be put into a hat and the first drawn team shall be eliminated from the tie.

NOTE: If (B-vi) reduces number of tied teams to a 2-way tie, start at (A-i) to break remaining tie. If (B-vi) reduces the number of tied teams to a three-way tie, revert to (B-i) to break the three-way tie.