

## From the Irvine City Championship Tournament 2019 Playing Rules

Seedings during the ICCT will be determined by best record.

Tie breakers will be determined by:

If two teams are tied, head to head record; if two teams are still tied, then least runs allowed; if two teams are still tied, then highest run differential (maximum 8 per game); if two teams are still tied, then most runs scored; if two teams are still tied, then a coin flip will be used.

If more than 2 teams are tied; head to head sweep of teams involved; if more than two teams are still tied, then least runs allowed; if more than two teams are still tied, then highest run differential (maximum 8 per game); if more than two teams are still tied, then most runs scored; if more than two teams are still tied, then a team name of those still tied will be pulled from a hat at random.

If at any time during the tiebreaker process a team falls out but there are still teams tied, you start at the beginning of the tiebreaker process until one team remains. Seedings and tiebreakers for seedings will be done on a seed by seed basis.

To be clear, if there is a 3-way tie for first place, then you figure out first place and then start over for determining second place.