

Badgerland Baseball

POOL PLAY TIE BREAK PROCEDURE

At the conclusion of pool play, the Pool Winners will be decided based on the criteria below. Should there be any ties, they will be broken via the following procedure/criteria:

1. Best win/loss record.
2. Head to head competition (used only when two teams are tied; if three teams are tied, go to #3 below)
3. Least runs allowed.
4. Most runs scored.
5. Run Differential
6. Tied teams will be ranked based upon a random draw.

Note: A tie game is considered a half win and a half a loss.

Any forfeited game will be recorded as a 7-0 victory



WILD Card Advancement Procedure

The following steps will be taken to determine wildcards.

Step 1: Number of wins in all Pool Play games will be the first determining factor for the seeding of teams.

Step 2: If two teams are tied with the same number of wins the following steps will be taken to determine the seeds.

- A) Head-to-head competition will be the first tie-breaker in any situation when applicable.
- B) Least runs allowed will be used. All pool play games will be counted towards teams runs against total. If the two teams are still tied, refer to C.
- C) If two teams are still tied after B, most runs scored will be used. All pool play games will be used towards a team's runs scored total.
- D) If two teams are still tied after C, run differential will be used. All pool play games will be used towards a team's run differential.

Step 3: If **more than two teams** have the same number of wins, least runs allowed will be used. All pool play games will be counted towards teams runs allowed total. The teams with the lowest runs allowed will be awarded the higher seed. If more than two teams are still tied, See Step 4. Refer to Step 2 if there are two teams that remain tied after completing Step 3.

Step 4: If more than two teams are still tied after Step 3, runs scored will be used. All pool play games will be counted towards a team's runs scored total. The teams with the total highest runs scored will be awarded the higher seeds.

Step 5: If more than two teams are still tied after Step 4, run differential will be used. All pool play games will be counted towards a team's run differential. The teams with the best run differential will be awarded the higher seeds.

Step 6: If teams are still tied, coin flip.

Note: A tie game is considered a ½ win and a ½ loss.

All forfeits will be recorded as 7-0.

Reseeding Determinations

The following steps will be taken to determine seeds.

Step 1: Number of wins in all Pool Play games will be the first determining factor for the seeding of teams.

Step 2: If two teams are tied with the same number of wins the following steps will be taken to determine the seeds.

- A) Head-to-head competition will be the first tie-breaker in any situation when applicable.
- B) Least runs allowed will be used. All pool play games will be counted towards teams runs against total. If the two teams are still tied, refer to C.
- C) If two teams are still tied after B, most runs scored will be used. All pool play games will be used towards a team's runs scored total.
- D) If two teams are still tied after C, run differential will be used. All pool play games will be used towards a team's run differential.

Step 3: If **more than two teams** have the same number of wins, least runs allowed will be used. All pool play games will be counted towards teams runs allowed total. The teams with the lowest runs allowed will be awarded the higher seed. If more than two teams are still tied, See Step 4. Refer to Step 2 if there are two teams that remain tied after completing Step 3.

Step 4: If more than two teams are still tied after Step 3, runs scored will be used. All pool play games will be counted towards a team's runs scored total. The teams with the total highest runs scored will be awarded the higher seeds.

Step 5: If more than two teams are still tied after Step 4, run differential will be used. All pool play games will be counted towards a team's run differential. The teams with the best run differential will be awarded the higher seeds.

Step 6: If teams are still tied, coin flip.

Note: A tie game is considered a ½ win and a ½ loss.

All forfeits will be recorded as 7-0.