



POOL PLAY TIE-BREAKING GUIDELINES

The following procedure is to be used when, at the conclusion of each round of pool play, there is more than one team in a pool with the same win-loss record. Ties in each round of pool play are broken independently using this procedure:

Two-Team Tie

When two (2) teams tie for a position:

1. **Head-to-Head**; the team which defeated the other wins the tiebreaker
2. **Least Runs Allowed in ALL Pool Play games**
3. **Most Runs Scored in ALL Pool Play games**
4. **Coin Flip**

Three or More Teams Tied

NOTE: Once the pool winner has been determined, the tie between the remaining two teams shall be broken based on head-to-head competition (above).

Misunderstood Rule: This tiebreaker does NOT rank teams 1-2-3.

The three-team tie is broken first, a Pool Winner is declared, and then the two-team tie is broken by the procedures listed above in the 'Two-Team Tie'.

Step One - POOL RECORD

If one of the three teams is 2-0 in games against the other two teams, that team is the pool winner.

Step Two - LEAST RUNS ALLOWED - TIED TEAMS ONLY

If all teams are 1-1 against each other, the team with the least number of runs allowed in games **against each other** is the pool winner. Games against teams not included in the tiebreaker are not counted. If two of the three teams tie with the least number of runs allowed, follow 'Two-Team Tie' procedures above.

Step Three - LEAST RUNS ALLOWED - ALL POOL GAMES

If the three teams are still tied with least runs allowed after Step 2, the team with the least number of runs allowed in **all pool games** is the pool winner. If two of the three teams tie with the least number of runs allowed, follow 'Two-Team Tie' procedures above.

Step Four - MOST RUNS SCORED - TIED TEAMS ONLY

If all teams are 1-1 against each other, the team with the most runs scored in games **against each other** is the winner. Games against teams not included in the tiebreaker are not counted. If two of the three teams tie with the least number of runs allowed, follow 'Two-Team Tie' procedures above.

Step Five - MOST RUNS SCORED - ALL POOL GAMES

If the three teams are still tied with least runs allowed after Step 2, the team with the most runs scored in **all pool games** is the pool winner. If two of the three teams tie with the least number of runs allowed, follow 'Two-Team Tie' procedures above.

If it is necessary to determine the 2nd place team in the pool, the pool winner is dropped and the 'Two-Team Tie' procedure above applies.

NOTES: Any forfeits will be recorded as 7-0

Tie games will be counted as a 1/2 win and a 1/2 loss.