



**Pool Protect May Be in Effect**

If the Two (2) Seeds in a Bracket Game Can Be Switched to Create a Non-Pool Match-Up, Seeds Will Be Switched

**Ties Are Allowed in Pool Play**

Ties Will Be Counted as a 1/2 Win and 1/2 Loss for Each Team

**Seeding Procedure**

1. Record
2. Head to Head (Ignore If 3 or More Teams Tied)
3. Least Runs Allowed
4. Highest Run Differential (Max +/-8 Per Game)
5. Coin Flip