

TIEBREAKER PROCEDURES

In all cases, the team(s) advancing past Pool Play will be the team(s) with the best won/lost record(s) during pool play. When records are tied, the following procedures will be applied with 5 teams in the tournament.

1. The first tiebreaker is the result of the head-to-head match-up(s) during pool play of the teams involved in the tie.
 - a. If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance:
 - I. Defeated all of the other teams involved in the tie at least once,
AND
 - II. Defeated all of the other teams involved in the tie in every one of the pool play games it played against those teams,
AND
 - III. Played each of the teams involved in the tie an equal number of
Times

Example: 3 teams are tied with identical records for first place at the end of pool play, and ONLY one team is to advance to the Semi-Finals. Teams 1, 2, and 3 played against each other once in the pool play. Team 1 won all of its games against Team 2 and 3 during pool play. Result –Team 1 advances while Team 2 and Team 3 are eliminated

- b. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts back to “1” (head to head)

Example: Three teams are tied with identical records for first place at the end of pool play, and two teams are to advance to Finals. Teams 1, 2 and 3 played against each other once in pool play. Team 1 won all of its games against Team 2 and Team 3 during pool play. Result- Team 1 advances which then creates a two-way tie between Team 2 and Team 3. That tie is then broken by reverting to "1" in this section.

2. If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play, then the tie is broken using the ***Runs-Allowed ratio***.

RUNS-ALLOWED RATIO

1. The total number of runs given up in all pool play games played by that team, divided by the number of half-innings played on defense in pool play games by that team. This provides the number of runs given up per half-inning by that team: The Runs-Allowed Ratio.
 - a. Example: Team 1 has given up a total of 8 runs in all four of its pool play games, and has played 23 innings on defense in those four games. $8 \div 23$ equals .3478
 - b. The Runs-Allowed Ratio for Team 1 (.3478) is compared to the same calculation for each of the teams involved in the tie.
2. The Runs-Allowed Ratio is used to advance ONLY ONE Team.
3. If after computing the Runs-Allowed Ratio using results of all pool play games played by the teams involved in the tie:
 - a. One team has the lowest Runs-Allowed Ratio, that team advances. After one team has advanced using this method the breaking of any other ties must revert back to the methods used in Tiebreaker Procedures first before the Runs-Allowed Ratio is used to break the tie again
 - b. Two or more teams remain tied, and Tiebreaker Procedures cannot be used. At this point the Runs-Allowed Ratio must be recomputed using statistics only from the pool play games played between the teams involved in the tie. The results are used to advance ONE team, and other ties must revert to the methods detailed in Tiebreaker Procedures before the Runs- Allowed Ratio is used to break the tie
4. Any part of a half-inning played on defense will count as a completed half-inning on defense for the purpose of computing the Runs-Allowed Ratio.
5. If a game is forfeited the score will be recorded as 6 -0 and team in the forfeit will be deemed to have played 6 defensive innings.

In all cases, if the tie-breaking principles herein are correctly applied and fail to break the tie then the matter will be referred to the Tournament Committee, which will be the final arbiter in deciding the issue. If a tie cannot be broken through the proper application of these guidelines (in the opinion of the Tournament Committee) then a playoff, blind draw or coin flip will determine which team(s) will advance.