

DETERMINATION OF POOL PLAY STANDINGS

When competition begins with pool play format, each division will play a pool play schedule as determined by the Commissioner under whose jurisdiction the tournament falls.

At the end of the pool play schedule, a predetermined number of teams from each division **will** advance to the single-elimination competition. Participating teams **will** be advised, in writing, prior to the start of tournament competition how many teams will advance to the single-elimination round. Teams **will** be seeded at the beginning of a single-elimination competition according to the **position they finished in pool play**.

Pool play standings will be determined as follows:

1) *WIN-LOSS RECORD*

The tiebreakers are used in order to advance or seed ONE or more teams at a time. Each time a tie is broken to advance one or more teams, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-head results).

If tied:

2) *RESULTS OF HEAD- TO-HEAD COMPETITION*

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

If still tied:

3) *FEWEST RUNS GIVEN UP*

If the results of the head-to-head match-up(s) 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 that they played, or because no team has defeated all of the other teams involved in the tie, or because the teams involved in the tie did not play one another during pool play), then the tie is broken using criterion #3. The remaining teams' tie is broken by reverting to criterion #2.

if still tied:

4) RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME

In the event that a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2 or #3, the order of criteria #3 and #4 will be reversed and applied to the tie. Since the number of runs which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that situation.

If still tied:

5) COIN FLIP

All coin flips are governed by tournament jurisdiction as determined in Rule 11.06. If the results of the run differential with a maximum of 10 per game of the teams involved cannot break the tie, the tie is broken using a coin flip. In the event of 3 or more teams tied, a coin shall be assigned to each team. The coin landing on the opposite side as the others advances. If all coins land on the same side, teams must re-flip. The remaining teams' tie is broken by reverting to criterion #2.