

## **Pool play standings will be determined as follows:**

1. *WIN – LOSS RECORD*

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

**If still 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 Team B and Team C during pool play. Result – Team A advances, which 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 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 back to criterion #2.

**If still tied:**

4. *RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME*

In the event a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2, 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 event.