



Seeding Rules

Seeding will be based upon the results of all **Pool Games** with the following priority:

1. Won-Loss Percentage
2. Head to Head record
3. Run differential (total runs scored less total runs allowed for pool games)
4. Fewest total runs allowed for pool games
5. Coin Flip

NOTE: #1- Run Differential – If none of the teams defeat the other two teams then a three-way tiebreaker occurs:

For example:

Team A, B and C are tied. Scores were:

Team C 10, Team B 5

Team C 10, Team A 11

Team B 10, Team A 2

Team A has a run differential of: $+1, -8 = -7$

Team B has a run differential of: $-5, +8 = +3$

Team C has a run differential of: $+5, -1 = +4$

Team C is declared the winner (+4) and Team B (+3) is declared runner up. If the remaining two teams that are still tied for qualifying spot, tie breaker will revert back to #2 see above.

NOTE: #2– MAX Runs (Ex.) Team A won by 31 runs in 3rd inn. (36-5). Max runs will be used 20.

For example:

Team A 36, Team B 5 (3rd inning), score will be recorded as 25-5 (20)

Team B 21, Team C 2 (4th inning), score will be recorded as 17-2 (15)

Team C 20, Team A 9 (5th inning), score will be recorded as 19-9 (10)

Team A has a run differential of: $+20, -10 = +10$

Team B has a run differential of: $-20, +15 = -5$

Team C has a run differential of: $-15, +10 = -5$

Team A is declared the winner and Team B is declared runner up (head to head)