

**Babe Ruth League, Inc.
Southeast Region**

**OFFICIAL DETERMINATION OF POOL-PLAY STANDINGS
(Tiebreaker Rules*)**

1) WIN - LOSS RECORD

The tiebreakers are used in order to advance or seed ONE or more teams at a time. Each time that 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 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, 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-given-up standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that situation.

NOTE: Where tournaments are non-divisional, tiebreakers will apply to common opponents only.

* These tiebreakers must be used when to determine the standings in a Babe Ruth pool-play format tournament.