KINO BASEBALL LEAGUE

TIE BREAKER PROCEDURE

POOL PLAY STANDINGS will be determined as follows:

1) POINTS-WIN-LOSS RECORD
   The tie breakers are use 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 Criteria 2 (Head to Head Results).

If still tied:

Criteria 2:   *RESULTS OF HEAD TO HEAD COMPETITION*

Example: Three teams are tied with identical records. Teams A, B, C played against each other once in pool play. Team A won all of its games against Team B and C during pool play. Result—Team A advances which then creates a two- way tie between Teams B and C. That tie then is broken by reverting back to Criteria #2 (Results of Head to Head Competition)

If teams involved in a tie and did not play each other during pool play, then Results of Head to Head is not used to break the tie. Criteria 3 is used to break the tie.

If still tied:

Criteria 3:   *FEWEST RUNS ALLOWED*

If the results of Criteria 2 (Head to Head results) of the teams that are involved in the tie cannot break the tied (because not 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 each other during pool play, then the tie is broken using Criteria 3 Fewest Runs Allowed. The remaining teams tie is broken by reverting back to Criteria 2 (Head to Head Results).

If still tied:

Criteria 4:   *RUN DIFFERENTIAL*

If Criteria's 2 and 3 cannot break the tie, then run differential results will be use. Total runs scored less total runs allowed = run differential. Example: Team A scores 20 runs and allows 5 runs for run differential of plus 15. Team B scores 45 runs and allows 20 runs for differential of 25 runs. Team B advances because of the larger run differential.

If Still tied:

Criteria 5:   *COIN TOSS*