



Babe Ruth Baseball

Pacific Northwest Region



POOL PLAY & TIE-BREAKER FORMAT

Pacific Northwest Regional Tournament competitions will begin with a pool play format. Each of two divisions (American and National) will play a pool play schedule as determined by the Commissioner under whose jurisdiction the tournament falls. 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 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 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 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 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.

Note:

The ten run rule is in effect for all games played.

The score in any forfeited Cal Ripken game will be 6-0 for the non-forfeiting team and 7-0 for any 13-15 or 16-18 game.

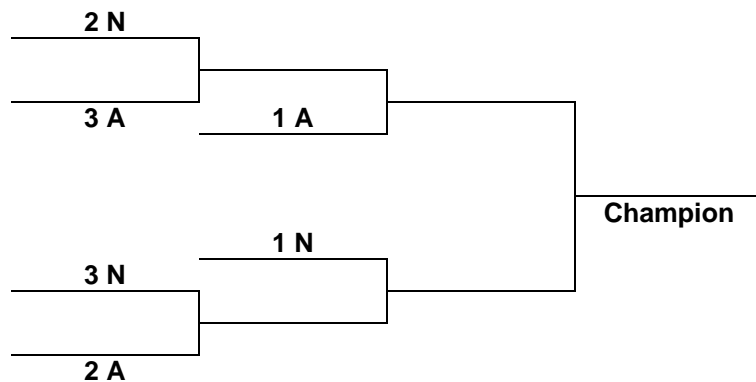
Single Elimination Competition

The Championship will be determined by single elimination play. **Teams will be seeded at the beginning of the single-elimination competition according to the position they finished in pool play competition.**

5 or 6-team competition - all participating teams will be placed into a single division. Upon completion of the pool play schedule, the first four teams will advance to single elimination Championship competition. The first place team will play the fourth place team and the second place team will play the third place team. The winner of these two games will play for the Regional Championship and Finalist titles. The loser of these two games will both be designated as tournament third place teams.

7-team competition - all participating teams will be placed into two divisions, four teams in the American Division and three in the National Division. In order to provide as much parity as possible throughout the tournament with respect to the number of games played, pitching regulations etc. in the three-team National Division, a random draw, under the supervision of the Tournament Commissioner, will be conducted at the Pre-Tournament Meeting pairing two teams for their third game from teams within their division with the third team receiving a bye. The official tie-breaker criteria will only be considered for the initial drawn scheduled games and not the random drawn game. Upon completion of the pool play schedule, the first and second place teams of each division will advance to single elimination Championship competition. The winner of these two games will compete for the Regional Championship and Finalist titles. The loser of these two games will both be designated as tournament third place teams.

8-team competition - all participating teams will be placed equally into two divisions (American & National) and compete with each team within their division. Upon completion of the pool play schedule, the first place team in each division will receive an automatic bye into the single elimination Championship competition. The second place teams of each division will play the opposite division's third place teams. The winner of these two games will then play the American & National first place teams as set out below. The winners of these two games will then compete for the Regional Championship and Finalist titles. The loser of these two games will both be designated as tournament third place teams.



9-team competition - all participating teams will be placed into two divisions, five teams in the American Division and four in the National Division. In order to provide parity throughout the Tournament with respect to the number of games played, pitching regulations etc. in the four-team National Division, a random draw, under the supervision of the Tournament Commissioner, will be conducted at the Pre-Tournament Meeting pairing the four teams for their fourth game from teams within their division. Upon completion of the pool play schedule, the first and second place teams of each division will advance to single elimination Championship competition. The winner of these two games will compete for the Regional Championship and Finalist titles. The loser of these two games will both be designated as tournament third place teams.

10-team competition - all participating teams will be placed equally into two divisions (American & National) and compete with each team within their division. Upon completion of the pool play schedule, the first and second place teams of each division will advance to single elimination Championship competition. The first place teams of each division will play the opposite division's second place team. The winner of these two games will play for the Regional Championship and Finalist titles. The losers of these two games will both be designated as tournament third place teams.

In all levels of single elimination competition, the home team will be determined by coin flip.

Pool Play Tie-Breaker Example

Tiebreaker Process

1. Win-Loss Record
2. Head To Head Competition
3. Fewest Runs Allowed
4. Run Differential With Maximum of 10 Per Game

Note: 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.

Example of scores of a 5-team division follows, showing how to seed 1st, and 2nd place.

Game 1	SO	5 - BC	1	Game 6	BC	8 - ID	5
Game 2	BC	4 - NW	1	Game 7	MT	2 - BC	1
Game 3	NW	6 - SO	3	Game 8	NW	4 - ID	0
Game 4	SO	5 - MT	2	Game 9	MT	6 - NW	0
Game 5	ID	4 - SO	1	Game 10	MT	4 - ID	0

Criterion #1: Win-Loss Record

MT finishes in first place with 3 wins and 1 loss. ID is eliminated with 1 win and 3 losses. SO, BC, and NW each have 2 wins and 2 losses, therefore, there is a 3-way tie for 2nd place. After applying the tiebreakers, one team will move into 2nd place, and the 3rd and 4th teams in the tie will be eliminated. These three teams move to criterion #2

Criterion #2: Head-to-Head Competition

Note: If SO defeated BC, and BC defeated NW and NW defeated SO. the three teams are still tied, therefore, the tie-breaking process would move on to criterion #3.

Criterion #3: Fewest Runs Given Up

Based on the assumption that each participating team in their respective pool play competition played against each other within their division, then the runs given up will be calculated by including all game the tied teams played. If, for whatever reason, the tied teams did not play common opponents then the runs given up would be calculated for those games where common opponents are involved.

Note: If, BC, SO and NW all allowed an equal number of runs, the three teams are still tied, therefore, the tie-breaking process would move on to criterion #4.

Criterion #4: Run Differential (Maximum of +/- 10)

Run Differential = (Score of team being determined) – (Score of opposing team) for each game.

$$\text{SO} \quad (5-1) + (3-6) + (5-2) + (1-4) = (+1)$$

$$\text{BC} \quad (1-5) + (4-1) + (8-5) + (1-2) = (+1)$$

$$\text{NW} \quad (1-4) + (6-3) + (4-0) + (0-6) = (-2)$$

NW is eliminated because they had the greater run differential (-2). Both SO and BC are still tied; therefore, the process would then revert back to criterion #2 to break the two-way tie. Under this scenario, SO by virtue of their win over BC would be seeded second in their division.

Note: In the event a tie is created by virtue of a forfeited game the order of criterions #3 & #4 will be reversed and applied to the tie.