



# 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.**