

## Ocee Park Babe Ruth League Pool Play Tie-Breaker Format Spring 2008 Season



Since the Spring 2007 season, OPAA has utilized a Pool Play format for end of the season tournaments in certain leagues (tournament formats may vary from league to league). Pool play format provides an equal opportunity for all teams in a pool to advance and is also easier to schedule in the event of inclement weather since pool play games do not depend on each other except as it pertains to advancing from the pool to the Championship Round.

Since it is frequently the case that won-loss record alone can not determine which team or teams advance from pool play to the Championship Round or how advancing teams will be seeded in the Championship Round, a tie-breaker format is required. The tie-breaker format to be used for all OPAA Pool Play format tournaments is documented below. It is the responsibility of the League Commissioner and the VP Operations for baseball or softball as appropriate for a league to apply the tie-breaker format to determine pool advancement or pool team seeding for the next round.

Pool Play standings will be determined as follows:

### **1. Win-Loss Record in Pool Play**

*If tied:*

### **2. Result of Head-to-Head Competition within the Pool**

*If tied:*

### **3. Fewest Runs Allowed in Games Between Teams that are Tied**

*If tied:*

### **4. Best Run Differential in all Pool Play Games (maximum per game run differential of +10 or -10)**

If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie still remains, the two remaining tied teams will revert back to step #2 and repeat the tie-breaker criteria from that point in order to break the tie.

Run differential calculation is as follows:

**Run Differential =**

$$\begin{aligned} & \text{Sum (Game 1 (Score of Team being Determined) - (Score Opposition))} + \\ & \text{Sum (Game 2 (Score of Team being Determined) - (Score Opposition))} + \\ & \text{Sum (Game 3 (Score of Team being Determined) - (Score Opposition))} + \\ & \text{Sum (Game 4 (Score of Team being Determined) - (Score Opposition))} \end{aligned}$$

Note: This example applies to a 5-team pool in which all teams play 4 games. If the run differential for any game is less than -10, a run differential of -10 is used for that game. If the run differential for any game is greater than +10, a run differential of +10 is used for that game. See below for an example of the run differential calculation as a tie-breaker.

*If tied:*

**5. Coin Toss** – referred to the VP Operations for Baseball or Softball as appropriate for the determination of which teams will advance. Options available include coin toss or playoff to determine advancing teams. A coin toss in a 3-team tie-breaker format would involve each Team Manager tossing a coin at the same time. When the coin toss result yields only 2 teams with the same result (2 heads or 2 tails), those teams would advance. The coin toss would be repeated so long as all 3 coins yielded the same result. In a 2-team coin toss, one team would be designated to call the coin toss heads or tails and the result of that coin toss used to determine which of the 2 teams would advance.

**Note:** in a tournament game that has been declared a forfeit for any reason, the score of that game is considered 6-0 for a Cal Ripken Division (4-12) baseball game as well as any 16U softball game. For Babe Ruth Division 13-15 and 16-18 games, a forfeit is considered a 7-0 score. In the event of a game forfeit, the appropriate score will be used to determine Fewest Runs Allowed and Best Run Differential if necessary.

**Sample Application of Tie-Breaker Criteria**

Pool Play results for a 5-team pool:

Game 1:	Team A	5	Team B	1
Game 2:	Team B	4	Team C	1
Game 3:	Team C	6	Team A	3
Game 4:	Team A	5	Team D	2
Game 5:	Team E	4	Team A	1
Game 6:	Team B	8	Team E	5
Game 7:	Team D	2	Team B	1
Game 8:	Team C	4	Team E	0
Game 9:	Team D	6	Team C	0
Game 10:	Team D	4	Team E	0

### **Criteria #1: Win-Loss Record**

Team D finishes 3-1 and 1<sup>st</sup> place in the pool. Team E finishes 1-4 and is fails to advance from pool play (eliminated from the tournament). Teams A, B, and C all finish with 2-2 records in pool play and therefore require tie-breaker criteria to determine which of the 3 teams will advance.

### **Criteria #2: Head-to-Head Competition (among tied teams only)**

Team A defeated Team B, Team B defeated Team C, and Team C defeated Team A so all teams remain tied at the of this step.

### **Criteria #3: Fewest Runs Allowed (among tied teams only)**

Team B allowed 6 runs and Teams A and C allowed 7 runs each. At this step, it is determined that Team B wins the tie-breaker and therefore the 3-way tie is broken. Team B would advance from the pool as the 2<sup>nd</sup> seed.

### **Example of Application of Tie-Breaker Criteria #4**

Consider if Teams A, B, and C in the above example had the same Runs Allowed total at the end of criteria #3 and that criteria #4 was then required to break the tie. Using the scores of all four (4) games played by each team, calculate the difference in runs scored versus runs allowed. The run differential for a game you win is a positive value and is a negative value for a game that you lose. The run differential value is capped at +10 or -10 if the actual value for a team is higher than +10 or lower than -10. The higher the run differential value for a team, the better.

Team A:  $(5-1) + (3-6) + (5-2) + (1-4) = +1$

Team B:  $(1-5) + (4-1) + (8-5) + (1-2) = +1$

Team C:  $(1-4) + (6-3) + (4-0) + (0-6) = -2$

In this example, Team C would be eliminated based on run differential. Teams A and B would however remain tied and the tie-breaker criteria would then revert back to criteria #2 (Head-to-Head competition) in order to break the tie. Since Team A defeated Team B in pool play competition, Team A would be awarded the 2<sup>nd</sup> seed from the pool and would advance.