



Tie Breaking Procedure

If two or more teams are tied for a seed using points, the following procedure will be used to determine seeds. If the teams are tied for the final seed at any level, a play in game will be held as soon as possible after the seeding meeting.

1. Head to head record in games between the tied teams
2. Run differential between the tied teams for games between the teams, using total runs scored vs. total runs allowed.
3. Runs given up in league games, divided by the number of league games.
4. If the teams are still tied, compare the record of the tied teams against common opponents who have qualified for the District Tournament.
5. Beginning with the #1 seed in 6A and working down
 - a. #1 6A thru #20 6A, then
 - b. #1 5A thru #16 5A, then
 - c. #1 4A thru #4 4A, then
 - d. #1 2A thru #4 2A, then
 - e. #1 1A thru #5 1A

compare the record vs. common opponents, in descending order of seed, until the tie is broken. If still tied after all common opponents are checked, the procedure is repeated using runs allowed.

6. Beginning with the #1 seed in 6A and working down
 - a. #1 6A thru #20 6A, then
 - b. #1 5A thru #16 5A, then
 - c. #1 4A thru #4 4A, then
 - d. #1 2A thru #4 2A, then
 - e. #1 1A thru #5 1A

compare the number of runs allowed vs. common opponents, in descending order of seed, until the tie is broken. If still tied after all common opponents are checked, the procedure is repeated using runs scored.

7. Beginning with the #1 seed in 6A and working down
 - a. #1 6A thru #20 6A, then
 - b. #1 5A thru #16 5A, then
 - c. #1 4A thru #4 4A, then
 - d. #1 2A thru #4 2A, then
 - e. #1 1A thru #5 1A

compare the number of runs scored vs. common opponents, in descending order of seed, until the tie is broken.

8. If the teams are still tied the District Chairman or his designate will conduct a coin flip to determine seed.