

Ruth League, Inc. for double elimination or pool play formats must be used. World Series competition, with the exception of the 10-Year-Old World Series, will use a pool play format with teams advancing to a single elimination bracket to determine the World Series Champion.

DETERMINATION OF POOL PLAY STANDINGS

When competition begins with pool play format, each division will play a pool play schedule as determined by the commissioner under whose jurisdiction the tournament falls.

At the end of the pool play schedule, a pre-determined number of teams from each division will advance to the single-elimination competition. Participating teams will be advised, in writing, prior to the start of tournament competition how many teams will advance to the single-elimination round. 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 official tiebreakers issued by Babe Ruth League, Inc. for pool play formats must be used.