2020 Grant CBS Memorial Day Tournament

Tiebreaking rules – all divisions

Please note that the standings page on the tournament web site are sequenced in order of the tie-breakers described in this document and the standings page has the option to enumerate the methodology used to break the ties.

Tie Breakers (for seeding purposes)

1. If 2 or more teams are tied in the standings after pool play, ties will be broken by evaluation of the following criteria, in order. For criteria involving runs allowed/differential/scored, if a forfeit is involved for any team, the forfeited game will be excluded from the calculation. For tiebreaking situations with more than 2 teams, the criteria are applied until the initial tie is broken and then the tiebreaking steps are reapplied to the remaining ties. So, if there is a 4-way tie for 2nd which is broken by step (d) and we end up with the two top teams tied in this category, we would start over with the tiebreaking process for these 2 teams rather than continuing down the list. See the example for more information.

    a. Winning percentage (in case of a tie game, a tie counts as a ½ win and a ½ loss in the calculation of winning percentage)
    b. Head to head play
    c. Record vs. common opponents
    d. Highest average run differential – maximum run differential is 8 runs in a game
    e. Lowest runs against average
    f. Highest average runs scored – maximum is 10 runs per game.
    g. Most recent victory (if Team A won their last game and team B lost their last game, team A wins the tiebreaker)
    h. Coin flip

Sample tiebreaking scenario

	Record	Runs Avg.	Allowed Avg	Diff. Avg
Team A	4-0	10.5	2	8.5
Team B	2-2	8.25	7.25	1
Team C	2-2	6	5	1
Team D	2-2	5	4.75	0.25
Team E	0-4	1.75	14.5	-12.75

This is a 5 team pool with the top 2 teams making it out of pool. Everyone played everyone else in the pool. Obviously, Team A gets the top seed. To break the 3 team tie for second…

1. Winning percentage is the same, so all 3 teams are still tied.
2. Head-to-Head. In a multiple team scenario, we look at only those games involving the 3 teams in the tie. B v. C, B v. D, C vs. D. In this case B beat C, C beat D and D beat B which means all teams are 1-1 in head to head play, so again all teams are still tied. If this had been an unbalanced pool and not all teams had played each other, the head-to-head tiebreaker would not be applicable in the multi-team tie.
3. Record vs. common opponents. In this case, the common opponents would be Team A and Team C for the 3 teams in the tie. All teams would be 1-1 vs. common opponents, so the tie is still in place.

4. Highest Average Run Differential. In this case, Team B and Team C are tied at +1 run per game while Team D only is +0.25 runs per game. Therefore D drops out of the tie and finishes in 4th place. Now, we have a 2-way tie for 2nd and we start over with the tiebreaking process to break this remaining 2 way tie for second place between Team B & Team C.
5. Winning percentage is clearly still tied, so we go to head to head and since Team C beat Team B in their one game, Team C finishes in 2nd place and Team D finishes in 3rd.