



## BASEBALL SEEDING AND TIE-BREAKER PROCEDURES

### 11. SEEDING AND TIE-BREAKER

- 11.01 Seeding for the Championship will be based on overall Conference winning percentage from the regular season.
- 11.02 In the event of a tie, the following tie-breaker system will be used for selection to the Championship and seeding.

If only two (2) teams are tied:

- A. Head-to-head competition. If head-to-head competition did not occur for the two teams, skip to "B".
- B. Composite winning percentage versus all common Conference opponents.
- C. Each team's winning percentage versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary. When comparing record against a group of teams, the higher winning percentage will prevail. In the case of the tied percentage in the team or group, the following shall apply: 2-0 is better than 1-0; 0-1 is better than 0-2
- D. Run differential of the tied teams in head-to-head competition (maximum of ten run differential per game).
- E. Run differential against common Conference opponents (maximum of ten run differential per game).
- F. Run differential versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary (maximum of ten run differential per game).
- G. Coin toss.

If three (3) or more teams are tied:

- A. Head-to-head competition of tied teams. If head-to-head competition did not occur for all teams involved in the tie, skip to 'B'.
- B. Composite winning percentage of tied teams versus all common Conference opponents.
- C. Each team's winning percentage versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary. When comparing record against a group of teams, the higher winning percentage will prevail. In the case of the tied percentage in the team or group, the following shall apply: 2-0 is better than 1-0; 0-1 is better than 0-2.
- D. Run differential of the tied teams in head-to-head competition (maximum of ten run differential per game).
- E. Run differential against common Conference opponents (maximum of ten run differential per game).
- F. Run differential versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary (maximum of ten run differential per game). NOTE: When arriving at another pair of tied teams while comparing run differential, use each team's combined run differential against the tied teams as a group rather than the performance against the individual tied teams.
- G. Draw, if a tie still exists among the tied teams.

- 11.03 All ties will be broken in descending order. Once ties are broken, they remain broken throughout the tie-breaker process.
- 11.04 Each time a tie is broken (regardless of the number of remaining tied teams), the tie-breaker procedure begins anew with step 'A'.