ORDER of FINISH Information:

1. Pool Play order of finish is only used to seed teams into Bracket Play.
   (Only Exception: When the tournament format has Pool Play with top 2 teams from pool playing a Championship Game)
2. Once teams are put into Bracket Play: The position a team drops out of the bracket determines their Order of Finish.

POOL PLAY - Determining Order of Finish for SEEDING into Bracket:

Note: *Once a Tie Breaker has gone to the NEXT Number - that is what determines the order of finish. EXAMPLE: You proceed to #3 as you have three teams tied - The RUN DIFFERENTIAL is what determines the order of finish between those three TIED teams. If you determine the placement of one of the teams & there is still a TIE, you move on to #4 - just for those two teams that are still tied. If there is still a tie, you would move on to #5*

1. **Win/Loss/Tie Point Total** - 2 Points for a Win - 0 Points for a Loss - 1 Point for a Tie
2. **Head to Head** - This is used for a two way tie in Points
3. **Run Differential** (between teams tied in points) - This is ONLY used when there is a THREE WAY tie in Pool Play.
   Only the games where the three (3) teams played each other are used to determine RUN DIFFERENTIAL.
4. **Runs Against** - **Total all the runs the TIED TEAMS have had SCORED AGAINST them during the tournament**. If one team has more games played than another we use AVERAGE Runs AGAINST.
5. **Total all RUNS the TIED TEAMS SCORED** during the tournament. If one team has more games played than another we use AVERAGE Runs SCORED.

In POOL PLAY with CROSSOVER GAMES: 1st in Pool A vs 1st in Pool B - Winner is seeded 1st in Pool and Loser is seeded 2nd in Pool, 2nd in Pool A vs 2nd in Pool B - Winner is seeded 3rd in Pool and Loser is seeded 4th in Pool, 3rd in Pool A vs 3rd in Pool B - Winner is seeded 5th and Loser is seeded 6th, with the seeding for the bracket is 1st through 6th or 1st through 6th in pool B/C, etc…
Once teams play 2 pool games using the Pool Play tie breakers listed above - teams have a cross over game and are seeded into brackets based on the Crossover Game.

In POOL PLAY with a BOWLERS FINISH: Teams will play in Pool and establish an order of finish to be seeded into the "Bowlers Finish" or "mini bracket" play.
3rd in Pool A vs 2nd in Pool A, then Winner of that game will play 1st in Pool A.
The final finish of the BOWLERS FINISH will be used to seed teams into the brackets.

BRACKET PLAY - Determining Order of Finish of the TOURNAMENT:

1. The further a team advances in bracket, the higher they finish in the tournament. NO MATTER what their record was in Pool Play.
   A team could be 0-3 in Pool and win three games in the bracket to WIN the tournament. They could end up with a record of 3-3 in 1st Place, and a team that lost their first game in bracket could be 3-0 in Pool Play but end up in Last Place for the tournament with a record of 3-1.
2. Teams that drop out of the bracket in the same position will tie for their place in the bracket.

Due to Weather Issues and the Tournament Bracket cannot be completed:

1. Any team that has lost and been eliminated from bracket play will NOT be considered for awards, even if they finished first in their pool.
2. If there are two undefeated teams left in the bracket, they will be considered CO-CHAMPIONS - Awards will be given to these top two teams.
3. If there are more than two teams left in the bracket - **NO Awards will be given, UNLESS the tournament had CUSTOM AWARDS made for the top two teams and they choose to present the awards:**
   a. Look for teams that were higher finishing in Pools - If multiple teams left - Look at W/L/T record.
   b. Still more than 2 teams with same record - Depending on the size of the bracket, but MOST TIMES: Head to Head can only be used to determine order of finish if there were Crossover Pool Play games to seed the bracket. If there are NO Head to Head or crossover games then we use:
   b. Runs Against - If one team has more games played than another we use AVERAGE Runs Against.
   c. Runs Scored - If one team has more games played than another we use AVERAGE Runs Scored.
   d. Coin Flip