

Preliminary Group Competition

Group qualifying rounds allow teams to play a minimum of 2 tournament games rather than be subject to single elimination within a straight bracketing format.

Teams are first grouped according to start date and/or the time available to play during their August starting day...in a format of 3, 4 or 5 teams per group, with one or two teams in each group advancing to the next round of twelve (Dazzling Dozen©). Regardless of grouping, teams usually only play 2 games within their group unless two teams have 2-0 records coming out of a group of four or more teams. A tie-breaker game is then played, but only if both teams are undefeated.

TIE-BREAKING CRITERIA GUIDELINES

A tie-breaking criterion shall be applied in the order numbered below to all teams within a grouping to determine the winner(s) of that group. If tournament officials cannot determine the winner(s) by the first criterion, officials shall apply each succeeding criterion until a determination can be made.

Groups may have such results which require that many, or all of the criteria listed — numbers 1-6 below — must be used. In any case, the order of the listed tiebreakers shall be followed according to number, with number 1 used first and number 6 used last. (See example scenarios at the bottom of this section.)

Tie-breaking Guidelines

- 1.) Teams that have less wins than another team in the group will NOT advance. Exception: More than one team scheduled to advance from a group (usually 5 in group).
- 2.) Head-to-head results determine the winner ONLY IF 2 TEAMS IN A GROUP have an identical 1-1 record. (If three or more teams in a group have identical 1-1 records, but succeeding tiebreakers #3-5 below eventually leave two teams that actually played head-to-head, NO head-to-head comparisons will be made at that time. Rather, the winner shall be determined by criterion number six, a coin toss, despite an actual head-to-head score. The fact that both teams survived competition through five tiebreaker levels of scrutiny in these guidelines makes them equal in standing at the end.)
- 3.) A runs differential formula shall establish a number, which, if higher than another team, shall determine a winner. The formula shall only apply to the games within a group and add all runs scored by a team as a positive number, with all runs scored against a team as a negative number. These two numbers shall then be totaled. The team with the highest positive number or, if no team has a positive number, the team with the lowest negative number shall be the winner.
- 4.) A team that allowed the least number of runs scored against it shall be the winner.
- 5.) A team which has scored the most runs shall be the winner.
- 6.) The flip of a coin shall determine the winner.

Group format

In this format, the team of a group of three that wins both games advances. However, if each team has a win and a loss, the tiebreaker guidelines above will apply to determine which team advances. In groups of four or five teams, two teams may have 2-0 records coming out of group play...and will compete in a playoff game to determine which team advances.

SCHEDULING NOTE:

The outcome of the first game in a three-team group determines which teams play next. For example, Teams A & B play at 9 AM. The winner sits an hour while the loser next plays Team C so that no team may have 2 wins after 2 games...thus preventing the third game from being played. Tournament officials will instruct teams about who plays the second and third games of a group. In four-team or five-team groups, the highest seed of the group plays the lowest seed in the first round. Conversely, the lowest seed then plays the second lowest seed in the next round.

First scenario for a three-team group where teams A, B, and C play each other:

A vs B at 9 AM (A wins 14-8) (Winner A plays at 11 AM)
B vs C at 10 AM (C wins 18-8) (Team B eliminated with 2 losses; A & C have 1-0 records)
A vs C at 11 AM (Winner advances with 2-0 record; loser eliminated with 1-1 record)

Scenario II

In this 3-team scenario, tiebreakers are employed since each team wins one game:

Schedule	Result	Record
A vs B at 9 AM	(A wins 14-8, and plays at 11 AM)	(A 1-0, B 0-1, C 0-0)
B vs C at 10 AM	(B wins 18-9)	(A 1-0, B 1-1, C 0-1)
A vs C at 11 AM	(C wins 15-13)	(A 1-1, B 1-1, C 1-1)

In this scenario, the Tie-Breaking Guidelines are followed:

Tiebreaker #1.) Does not apply. All teams have equal number of wins.

Tiebreaker #2.) Does not apply. Each team won and lost in 3-way head-to-head competition.

Tiebreaker #3.) Eliminates Team C at -7 score. Does not apply for Teams A & B which both have +3 scores.

The formula number for Team A is scored runs $(14+13)= +26$ and given up runs $(-8-15)=-23$ for a formula number of +3.

The formula number for Team B is scored runs $(18+8)= +26$ and given up runs $(-14-9)=-23$ for a formula number of +3.

The formula number for Team C is scored runs $(9+15)= +24$ and given up runs $(-18-13)=-31$ for a formula number of -7.

Tiebreaker #4.) Does not apply for Teams A & B. Both teams have given up 23 runs.

Tiebreaker #5.) Does not apply for Teams A & B. Both teams have scored 26 runs.

Tiebreaker #6.) A flip of a coin shall determine the winner.