

**SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION**  
**TIE BREAKER SYSTEM FOR ROUND ROBINS,**  
**AND TIES WITH NO PLAYOFFS**

THE ORDER OF PRECEDENCE TO BE USED IN BREAKING TIES IN TOTAL RECORD.

1. **HEAD TO HEAD COMPETITION (TWO TEAMS TIED WITH THE SAME RECORD)**

- A. Team (A) is tied with Team (B) after the round robin.  
Team (A) defeated Team (B) in the round robin.  
Team (A) is declared the champion

2. **RUN DIFFERENTIAL (THREE TEAMS INVOLVED IN A TIE WITH THE SAME RECORD)**

**PRIORITY #1**

If any team defeats the other two teams in a three-team tie, they are declared the winner.

- A. (A), (B) and (C) are tied. Scores were:  
(A) 10, (B) 5  
(C) 10, (A) 11  
(B) 10, (C) 2

Team (A) is declared the winner.

- B. The remaining two teams that are still tied for a qualifying spot, tie breaker will revert back to #1 (Head to Head Competition)  
This will involve only the two teams still tied for a qualifying spot. The winner of head to head competition between the remaining two tied teams receives the qualifying position.

**PRIORITY #2**

Use this tie breaker when **none** of the teams defeats the other two teams in a three-team tie.

- A. Using only the games involving the three tied teams,  
(A), (B) and (C) are tied. Scores were:  
(C) 10, (B) 5  
(A) 11, (C) 10  
(B) 10, (A) 2

Team (C) has a run differential of:  
 $+10 + 10 - 5 - 11 = 4$

Team (B) has a run differential of:  
 $+5 + 10 - 10 - 2 = 3$

Team (A) has a run differential of:  
 $+2 + 11 - 10 - 10 = -7$

Team (C) is declared the winner.

Team (B) is declared runner up.

- B. The remaining two teams that are still tied for a qualifying spot, tie breaker will revert back to #1 (Head to Head Competition). This will involve only the two teams still tied for a qualifying spot. The winner of head to head competition between the remaining two tied teams receives the qualifying position.

NOTE: When two teams are tied for a qualifying spot with the same run differential, tie breaker will revert to #1 (Head to Head Competition). Once the top team is distinguished, the other team is automatically declared runner up finisher.

3. **GROSS RUNS SCORED (THREE OR MORE TEAMS INVOLVED IN A TIE)**

- A. (A) has 20 runs, (B) has 15, and (C) has 13

4. **GROSS RUNS ALLOWED (THREE TEAMS INVOLVED IN A TIE)**

- A. (A) has 16 runs given up, (B) has 12, and (C) has 20

5. **COIN FLIP**

If the above measures cannot break the tie, a coin flip will determine the winner.