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.