Appendix

INTERNATIONAL TOURNAMENT POOL PLAY FORMAT
SECTION I – GUIDELINES

The Pool Play Format should only be used in divisions in which there is a reasonable expectation for all teams to play all games for which they are scheduled. In divisions in which teams traditionally drop out at the last moment, or partway through the tournament, the standard double-elimination or single-elimination formats should be used instead.

The following conditions must apply to all Pool Play Format tournaments, unless specified as optional:

A. In the event a team or teams drop out of a pool play format tournament before the first game of the tournament is played (by any team in the tournament), the pools must be redrawn. If a team or teams drop out or is/are removed by action of the Tournament Committee after the first game is played, the matter must be referred to the Tournament Committee for a decision.

B. A Pool Play Format tournament may have one or more pools.

C. The pool assignments (or "draw") must either be a blind draw, or must be based on geographic considerations. Pool assignments must never be "seeded" based on the expected ability of the teams.

D. In all cases, the results of Pool Play have no bearing on the next segment of play, with the exception of rules and regulations regarding rest periods for pitchers, (i.e., losses do not "carry over").

E.   It is preferable for each team in a given pool to be scheduled to play all other teams in that pool once.

F. Each team within any one pool must be scheduled to play an equal number of games as the other teams in that pool.

G. In the case of a one-pool tournament, one team may advance to become the tournament champion, based solely on the results of pool play, at the discretion of the tournament director. More commonly in a one-pool tournament, however, two teams advance to play each other for the tournament championship.

H. If more than one pool is used, and the total number of teams in the largest and smallest of the pools combined is less than ten (10), the number of teams in largest pool must be no more than one team greater than the number of teams in the smallest pool. Example:

Acceptable		Not Acceptable	
Pool A	**Pool B**	**Pool A**	**Pool B**
4 teams	5 teams	3 teams	6 teams

I. If more than one pool is used, and the total number of teams in the largest and smallest of the pools is ten (10) or more, the number of teams in the largest pool must be no more than two teams greater than the number of teams in smallest pool. Example:

Acceptable		Not Acceptable	
Pool A	**Pool B**	**Pool A**	**Pool B**
4 teams	6 teams	3 teams	7 teams

J. In the case of tournaments involving more than one pool, one or more teams may advance out of each pool to the next segment. In most cases, when two teams ad-

vance, the schedule may be arranged so that teams will "cross over" for the purpose of seeding in the next round. For example, in a two-pool tournament:

    1. The first-place team in Pool A plays the second-place team in Pool B.

    2. The first-place team in Pool B plays the second-place team in Pool A.

    3. The winners of those two games play each other for the championship.

    4. A consolation game may be scheduled between the losing teams.

    The crossover method, however, is not required. At the discretion of the tournament director, the teams advancing from pool play could be re-drawn for placement in the next round via blind draw.

K.   In the case of tournaments involving more than one team advancing out of pool play into a playoff, the playoff format may be single- or double-elimination, at the discretion of the tournament director.

However, if the published format calls for double-elimination, and the tournament director subsequently wishes for it to revert to single-elimination because of delays caused by weather, etc., this can only be approved by the Tournament Committee in Williamsport.

L.   The tournament director may, at his/her discretion, use a format in which all teams that finish the pool play round with a specific won-lost record will advance. In the following examples, the format calls for advancing all teams (from a 10-team pool in which each team plays only seven games) that finish pool play with zero or one loss. Example 1: Among the 10 teams in the pool, two finished with 7-0 records, while two others finished with 6-1 records. Result – These four teams advance and the other six teams are eliminated. Example 2: Among the 10 teams in the pool, one finished with a 7-0 record, while two others finished with 6-1 records. Result – These three teams advance and the other seven teams are eliminated.

M.   The tiebreaker methods published herein by Little League International are the only methods that will be used when a tiebreaker is required. If any question or controversy arises, it must be referred to the Regional Headquarters before advancing a team.

N.   A manager is not permitted to purposely forfeit any game for the purpose of engineering the outcome of pool play, and may be removed from the tournament by action of the Tournament Committee in Williamsport. Additionally, the Tournament Committee may remove such a team from further tournament play.

O.   Only the Tournament Committee can forfeit a game in the International Tournament, and reserves the right to disregard the results of a forfeited game in computing a team's won-lost record and Runs-Allowed Ratio. (Section IV)

P.   When a manager or coach instructs his/her players to play poorly for any reason, such as, but not limited to the following, such action may result in the manager's removal by the umpire-in-chief, and/or removal of the manager, coach(es) and/or team from further tournament play. Note – This policy is not intended to prevent a manager from using lesser-skilled players more frequently if he or she wishes, even if such action may result in losing a game):

    1. losing a game to effect a particular outcome in a Pool Play Format tournament;

    2. so as to lose a game by the 10-run rule;

    3. to delay the game until the curfew;

    4. to allow an opponent to tie the score so that more innings may be played, etc.

SECTION II – SEGMENTS OF A POOL PLAY TOURNAMENT

A. Under this format, there are two distinct segments to a pool play format tournament.

    1. In segment 1 – The Pool Play Round, the teams are divided into a number of pools (usually two to four pools). Each team in each of the pools should play the other teams in that pool once. By decision of the tournament director, one or more teams with the best records(s) in the pool will advance to the next segment. Note: In a one-pool format, one or more teams team may advance to become the tournament champion. If only one team advances, there is no second segment.

    2. In Segment 2 – The Elimination Round, the teams advancing out of Segment 1 are matched up in either a standard single-elimination format, or a standard double-elimination format.

B. Once a segment is completed, games played previously have no bearing on the next segment, with the exception of:

    1. rules and regulations regarding the required rest periods for pitchers;

    2. rules and regulations regarding players, managers and/or coaches that were ejected, and the prescribed penalties resulting from the ejection.

SECTION III – TIEBREAKER PROCEDURES

A. In all cases, the team(s) advancing past Segment 1 must be the team(s) with the best won-lost record(s) during pool play. The tournament director will decide the number of teams that will advance beyond pool play, and such decision must be made available to the leagues/teams involved before the tournament begins.

B. When records are tied, however, the following procedures must be applied in order, so that the tie can be broken. These procedures also apply to determining the seeding for Segment 2 (the playoff round), if seeding for Segment 2 is based on results of pool play.

    1. The first tiebreaker is the result of the head-to-head match-up(s) during pool play (Segment 1) of the teams that are involved in the tie.

        a) If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance:

        i. Defeated all of the other teams involved in the tie at least once, AND;

        ii. Defeated all of the other teams involved in the tie in every one of the pool play games it played against those teams; AND;

        iii. Played each of the teams involved in the tie an equal number of times.

        example: Three teams are tied with identical records for first place at the end of pool play, and one team is to advance to Segment 2. Teams A, B and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, while Team B and Team C are eliminated.

        b) Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to "B. 1." (head-to-head results) in this section.

        1. Example: Three teams are tied with identical records for first place

at the end of pool play, and two teams are to advance to Segment 2. Teams A, B and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broke by reverting to "B. 1. a)" in this section.

2. If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), then the tie is broken using the Runs-Allowed Ratio (see Section IV).

C. In all cases, if the tie-breaking principles herein are correctly applied and fail to break the tie, or if these guidelines are not applied correctly (in the judgment of the Tournament Committee in Williamsport), then the matter will be referred to the Tournament Committee, which will be the final arbiter in deciding the issue. If a tie cannot be broken through the proper application of these guidelines (in the opinion of the Tournament Committee), then a playoff, blind draw or coin flip will determine which team(s) will advance. This is a decision of the Tournament Committee.

SECTION IV – RUNS-ALLOWED RATIO

A. For each team involved in a tie in which head-to-head results cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), the tournament director will calculate: The total number of runs given up in all pool play games played by that team, divided by the number of half-innings played on defense in pool play games by that team. This provides the number of runs give up per half-inning by that team: the Runs-Allowed Ratio.

1. Example: The Hometown Little League team has given up eight (8) runs in all four (4) of its pool play games, and has played 23 innings on defense in those four games. 8 divided by 23 equals .3478

2. The Runs-Allowed Ratio for Hometown Little League (.3478 in the example above) is compared to the same calculation for each of the teams involved in the tie.

B. The Runs-Allowed Ratio is used to advance ONLY ONE team.

C. If, after computing the Runs-Allowed Ratio using results of all pool play games played by the teams involved in the tie:

1. one team has the lowest Runs-Allowed Ratio, that team advances. After one team has advanced using the Runs-Allowed Ratio, the breaking of any other ties must revert to the methods detailed in Section III – Tiebreaker Procedures, before the Runs-Allowed Ratio is used to break the tie.

2. two or more teams remain tied, and the methods detailed in Section III – Tiebreaker Procedures cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between

those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), then the Runs-Allowed Ratio must be recomputed using statistics only from the pool play games played between the teams involved in the tie. The results are used to advance ONE team, and any other ties must revert to the methods detailed in Section III – Tiebreaker Procedures, before the Runs-Allowed Ratio is used to break the tie.

D.   Any part of a half-inning played on defense will count as a complete half-inning on defense for the purposes of computing the Runs-Allowed Ratio.

E.   If a game is forfeited, in most cases the score of the game will be recorded as 6-0 (for Little League Divisions and below) or 7-0 (for Junior League Divisions and above). However, only the Tournament Committee in Williamsport can decree a forfeit, and the Tournament Committee reserves the right to disregard the results of the game, to assign the score as noted above, or to allow the score to stand (if any part of the game was played).

F.   If a game is forfeited, in most cases each team involved in the forfeit will be deemed to have played six defensive half-innings (for Little League Divisions and below) or seven defensive innings (for Junior League Divisions and above). However, forfeits and the final score and number of innings charged or credited in forfeits, can only be decreed by the Tournament Committee in Williamsport.

G.   In the event a team (defined for this purpose as a minimum of nine players) fails to attend a scheduled game, and it is determined by the Tournament Committee in Williamsport that the failure to attend was designed to cause a forfeit or delay the tournament for any reason, the Tournament Committee reserves the right to remove the team from further play in the International Tournament and/or remove those adults it deems responsible from the team and/or local league.