



ASA ♦ USA SOFTBALL
MINNESOTA SPORTS FEDERATION

TIE BREAKING PROCEDURES

TEAMS ADVANCE OR ARE SEEDED BASED ON WON/LOSS RECORDS.

IN THE EVENT OF A **TWO TEAM TIE** IN THE WON/LOSS STANDINGS, THE WINNER OF HEAD TO HEAD COMPETITION SHALL RECEIVE THE HIGHER SEED. IN THE EVENT OF A TWO TEAM TIE IN THE WON/LOSS STANDINGS AND THE TWO TIED TEAMS DID NOT PLAY EACH OTHER, THE BELOW TIE BREAKING CRITERIA (A-D) SHALL BE APPLIED IN THE ORDER SHOWN TO DETERMINE ADVANCEMENT OR SEED POSITIONS.

IN THE EVENT OF A **THREE WAY OR MORE TIE** IN THE WON/LOSS STANDINGS, THE BELOW TIE BREAKING CRITERIA (A-D) SHALL BE APPLIED IN THE ORDER SHOWN TO DETERMINE ADVANCEMENT OR SEED POSITIONS.

FEWEST RUNS ALLOWED IN ALL POOL PLAY GAMES. THE TEAM(S) ALLOWING THE FEWEST RUNS WILL BECOME THE HIGHER SEED.

IF A TWO WAY TIE IN FEWEST RUNS ALLOWED NOW EXISTS, THEN HEAD TO HEAD COMPETITION SHALL DETERMINE THE HIGHER SPEED.

IF A THREE WAY OR MORE TIE IN FEWEST RUNS ALLOWED STILL EXISTS OR A TWO WAY TIE EXISTS AND THE TEAMS DID NOT PLAY EACH OTHER, GO ON TO THE NEXT TIE BREAKER (B).

BEST RUN DIFFERENTIAL (TOTAL RUNS SCORED MINUS TOTAL RUNS ALLOWED) IN ALL POOL PLAY GAMES. THE TEAM(S) WITH THE BEST RUN DIFFERENTIAL WILL BECOME THE HIGHER SEED(S).

IF A TWO WAY TIE IN RUN DIFFERENTIAL NOW EXISTS, THEN HEAD TO HEAD COMPETITION SHALL DETERMINE THE HIGHER SPEED.

IF A THREE WAY OR MORE TIE IN RUN DIFFERENTIAL STILL EXISTS OR A TWO WAY TIE EXISTS AND THE TEAMS DID NOT PLAY EACH OTHER, GO ON TO THE NEXT TIE BREAKER (C).

MOST RUNS SCORED IN ALL POOL PLAY GAMES. THE TEAMS SCORING THE MOST RUNS WILL BECOME THE HIGHER SEED(S).

IF A TWO WAY TIE IN MOST RUNS SCORED NOW EXISTS, THEN HEAD TO HEAD COMPETITION SHALL DETERMINE THE HIGHER SEED.

IF A THREE WAY OR MORE TIE IN MOST RUNS SCORED IN GAMES STILL EXISTS OR A TWO WAY TIE EXISTS AND THE TEAMS DID NOT PLAY EACH OTHER, GO ON TO THE NEXT TIE BREAKER (D).

COIN TOSS

IF A TIE STILL EXISTS AFTER APPLYING A, B, C THEN A COIN TOSS WILL TAKE PLACE.

TIE BREAKER EXAMPLES

NOTE: In the below examples, all the teams are tied in won/loss records.

EXAMPLE ONE

M X ALLOWED 2 RUNS
M Y ALLOWED 7 RUNS
M Z ALLOWED 9 RUNS

M X, Y, AND Z ARE
SEEDED 1ST, 2ND, 3RD
RESPECTIVELY.

EXAMPLE TWO

TEAM X ALLOWED 4 RUNS
TEAM Y ALLOWED 6 RUNS
TEAM Z ALLOWED 6 RUNS

TEAM X IS SEEDED FIRST. TEAM Z
IS SECOND BECAUSE THEY ARE
TIED IN FEWEST RUNS ALLOWED
WITH TEAM Y WHO THEY DEFEATED
IN HEAD TO HEAD COMPETITION.

EXAMPLE THREE

TEAM W ALLOWED 4 RUNS
TEAM X ALLOWED 5 RUNS
TEAM Y ALLOWED 8 RUNS
TEAM Z ALLOWED 8 RUNS

TEAM W IS SEEDED FIRST. TEAM X
IS SEEDED SECOND. TEAM Y AND
TEAM Z DID NOT PLAY EACH OTHER
IN HEAD TO HEAD COMPETITION
AND MUST GO ON TO THE NEXT TIE
BREAKER (B) TO DETERMINE THE
HIGHER SEED.