

Pool Seedings

Pool seeding will be based on the point system for the 3 pool games. When an odd number of teams exist in a pool, one team is required to play a 4th game in order for **all** teams to get their 3rd of 3 guaranteed games. All games for all teams will **count**. Most teams like the 4th game. No team will get a 4th game more than 1 time per season unless requested. Prior to 2006, a team would play the 4th game and then draw a number to see which game would be excluded for seeding purposes. The game could be a win, loss or tie. The new system is designed so a team is not penalized for a loss. If a team wins or ties, they receive 1 point. If a team loses, no points are given. It is to a team's advantage to play the 4th game. For example, 2 teams are tied with 3-0 records. One team plays the 4th game of their schedule. If they win or tie, they win the pool. If they lose, then the other tie-breakers go into effect. The 4th game tie-breaker is only used for breaking ties amongst tied teams. If the 4th games does not break the tie, only the first 3 games are used.

The criteria for the seeding will be based on the following:

1. Point system
2. Head-to-Head
3. Least average runs allowed per game first 3 games
4. Coin flip
5. Once a tie-breaker is used, previous tie-breakers do not count.

For 1st 3 games:

A win	=	2 points
A tie	=	1 point
A loss	=	0 points

For 4th game only:

A win	=	1 points
A tie	=	1 point
A loss	=	0 points
A forfeit	=	-1 point

Point system examples:

2 teams 3-0	If 4 th game is a win or tie, 1 team has 7 points. If 4 th game is a loss, both teams have 6 points.
2 teams 2-1	If 4 th game is a win or tie, 1 team has 5 points. If 4 th game is a loss, both teams have 4 points.
2 teams 1-2	If 4 th game is a win or tie, 1 team has 3 points. If 4 th game is a loss, both teams have 2 points.