

SWFLL Division Tie Breakers

If two teams are tied:

1. Head-to-head match-up
2. Runs allowed
3. Runs differential (Runs scored – Runs allowed)
4. Runs scored
5. Coin toss

If three or more teams are tied:

1. Head-to-head match-up, if all teams have played each other equal number of times:
 - a. Example: Teams A, B, C are tied with a 10-4 record, each team has played the other team 2 times. Team A is 1-3, Team B is 2-2, Team C is 3-1, then Team C wins the tiebreaker.
 - b. Example: Teams A, B, C are tied with 10-4 record, each team A and B have played each other twice, Team A and C have played each other once, Team B and C have played each other twice. Tie breaker does not apply as the teams have not played each other an equal number of times. Move to next tiebreaker.
2. Runs allowed
3. Run differential (Runs scored – Runs allowed)
4. Runs scored
5. Draw lots

Once a tie between three or more teams resolves down to two teams the two team tiebreaker applies.

Example:

3 teams tied with 10-4 record but have not played each other equal number of times, tie breaker 2 (runs allowed) is applied to select the top team out of the three. Once the top team is selected the remaining 2 teams revert to the head-to-head match-up to break their tie.