## 2 Game Tournaments

## RIYBA Pool Play Tiebreakers for a 3-Team Pool

## Scenario

- All 3 Teams tie at 1-1

| Pool A |  |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: |
| Team | W | L | PD | F | A |
| Portsmouth | 1 | 1 | 3 | 78 | 75 |
| East Providence | 1 | 1 | 3 | 82 | 79 |
| CLCF | 1 | 1 | -6 | 71 | 77 |

1. Rank the teams according to the following:
a. Greatest Total Point Differential (Max $+/-15$ per game); if 2 or 3 teams are still tied, then
b. Least Total Points Allowed; if 2 or 3 teams are still tied, then
c. Least Points Allowed in the Game that each team lost; if 2 or 3 teams are still tied, then
d. Draw team names out of a hat

## RIYBA Pool Play Tiebreakers for a 4-Team Pool

## Scenario 1

- All 4 Teams tie at 1-1

| Pool B |  |  |  |  |  |  |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: | :---: | :---: | :---: | :---: | :---: |
| Team | W | L | PD | F | A |  |  |  |  |  |
| Burriliville | 1 | 1 | 9 | 78 | 69 |  |  |  |  |  |
| Smithfield | 1 | 1 | 0 | 67 | 67 |  |  |  |  |  |
| Ponaganset | 1 | 1 | -1 | 79 | 80 |  |  |  |  |  |
| Cumberland-Lincoln | 1 | 1 | -8 | 57 | 65 |  |  |  |  |  |

1. Rank the teams according to the following:
a. Greatest Total Point Differential (Max +/- 15 per game); if 2, 3, or 4 teams are still tied, then
b. Least Total Points Allowed; if 2, 3, or 4 teams are still tied, then
c. Least Points Allowed in the Game that each team lost; if 2, 3, or 4 teams are still tied, then
d. Draw team names out of a hat.

## Scenario 2

- 2 Teams tie at 2-0
- 2 Teams tie at 0-2

| PoolA |  |  |  |  |  |  |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Team | W | L | PD | F | A |  |  |  |  |  |
| Coventry | 2 | 0 | 30 | 67 | 11 |  |  |  |  |  |
| East Greenwich (McAuliffe) | 2 | 0 | 30 | 82 | 23 |  |  |  |  |  |
| Ponaganset | 0 | 2 | -30 | 16 | 74 |  |  |  |  |  |
| Tiverton | 0 | 2 | -30 | 18 | 75 |  |  |  |  |  |

1. The two 2-0 teams and the two $0-2$ teams will be ranked according to the following:
a. Greatest Total Point Differential ( $\mathrm{Max}+/-15$ per game); if both 2-0 or $0-2$ teams are still tied, then
b. Least Total Points Allowed; if both 2-0 or 0-2 teams are still tied, then
c. Coin Flip

## RIYBA Pool Play Tiebreakers for a 4-Team Pool (continued)

## Scenario 3

- 1 Team finishes at 2-0
- 2 Teams tie at 1-1
- 1 Team finishes at 0-2

| Girls-6th Grade |  |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: |
| Team | W | L | PD | F | A |
| Coventry | 2 | 0 | 30 | 94 | 25 |
| Ponaganset | 1 | 1 | -2 | 45 | 56 |
| Westport. MA | 1 | 1 | -13 | 17 | 60 |
| Portsmouth | 0 | 2 | -15 | 22 | 37 |

1. The team finishing 2-0 is the pool's official $1^{\text {st }}$ place finisher and the team finishing $0-2$ is the pool's official $4^{\text {th }}$ place finisher.
2. The two 1-1 teams will be ranked according to the following:
a. Head-to-Head; if the two teams did not play each other, then
b. Greatest Total Point Differential (Max +/- 15 per game); if both teams are still tied, then
c. Least Total Points Allowed; if both teams are still tied, then
d. Least Points Allowed in the Game that each team lost; if both teams are still tied, then
e. Coin Flip or Draw team names out of a hat.

## RIYBA Pool Play Tiebreakers for a 5-Team Pool

## Scenario 1

- All 5 Teams tie at 1-1

| Pool A |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Team | W | 1 | PD | $F$ | A |
| Pontagiet | 1 | 1 | 3 | 56 | 53 |
| Saith Kicoliomin | 1 | 1 | 0 | 55 | 36 |
| North Kinestomin | 1 | 1 | 0 | 57 | 57 |
| Coventry | 1 | 1 | -1 | \$1 | 52 |
| Eant Greermich | 1 | 1 | -2 | 46 | 4 $\square_{1}$ |

1. Rank the teams according to the following:
a. Greatest Total Point Differential (Max +/- 15 per game); if $2,3,4$, or 5 teams are still tied, then
b. Least Total Points Allowed; if 2, 3, 4, or 5 teams are still tied, then
c. Least Points Allowed in the Game that each team lost; if 2, 3, 4, or 5 teams are still tied, then
d. Draw team names out of a hat.

## RIYBA Pool Play Tiebreakers for a 5-Team Pool (continued)

## Scenario 2

- 2 Teams tie at 2-0
- 1 Team finishes at 1-1
- 2 Teams tie at 0-2

1. The team finishing $1-1$ is the pool's official $3^{\text {rd }}$ place finisher.

| Girls - 8th Grade |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Team | W | 1 | $P D$ | F | A |
| Scuth Kirgitown | 2 | 0 | 25 | 83 | 54 |
| East Gremolit | 2 | 0 | 20 | 71 | 50 |
| North Kingitown | 1 | 1 | 5 | 74 | 63 |
| Porturnath | 0 | 2 | 30 | 43 | 78 |
| Jotruston | 0 | 2 | 20 | 54 | 80 |

2. The two 2-0 teams and the two 0-2 teams will be ranked according to the following:
a. Greatest Total Point Differential ( $\mathrm{Max}+/-15$ per game); if both 2-0 or $0-2$ teams are still tied, then
b. Least Total Points Allowed; if both 2-0 or 0-2 teams are still tied, then
c. Coin Flip

## Scenario 3

- 1 Team finishes at 2-0
- 3 Teams tie at 1-1
- 1 Team finishes at 0-2

| Pool A |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Team | w | 1 | PD | F | A |
| Warwirl | 2 | 0 | 28 | 112 | ${ }^{9} 5$ |
| Portsmouth | 1 | 1 | 0 | $\pi$ | 77 |
| Nemport | 1 | 1 | - 5 | 85 | 80 |
| South Xingatown (Pellegrinol | 1 | 1 | $-30$ | 68 | $8)$ |
| NorthiCinptownMarsheid | 0 | 2 | -43 | 68 | 81 |

1. The team finishing $2-0$ is the pool's official $1^{\text {st }}$ place finisher and the team finishing $0-2$ is the pool's official $5^{\text {th }}$ place finisher.
2. Initially rank the three $1-1$ teams as $2^{\text {nd }}$ place, $3^{\text {rd }}$ place, and $4^{\text {th }}$ place according to the following:
a. Greatest Total Point Differential (Max $+/-15$ per game); if 2 or 3 teams are still tied, then
b. Least Total Points Allowed; if 2 or 3 teams are still tied, then
c. Least Points Allowed in the Game that each team lost; if 2 or 3 teams are still tied, then
d. Draw team names out of a hat.
3. To determine the pool's official $4^{\text {th }}$ place finisher, apply the following:
a. Head-to-Head between the $3^{\text {rd }}$ and $4^{\text {th }}$ place initial ranked teams; if teams did not play each other, then
b. Re-apply step 2 , meaning the initial $4^{\text {th }}$ place ranked team officially finishes in $4^{\text {th }}$ place.
4. To determine the pool's official $\mathbf{2}^{\text {nd }}$ and $3^{\text {rd }}$ place finishers, apply the following:
a. Head-to-Head between the step 3 winner and the $2^{\text {nd }}$ place initial ranked team from step 2; if teams did not play each other, then
b. Re-apply step 2 , meaning the initial $2^{\text {nd }}$ place ranked team officially finishes in $2^{\text {nd }}$ place and the step 3 winner officially finishes in $3^{\text {rd }}$ place.

## 3 Game Tournaments

## RIYBA Pool Play Tiebreakers for a 4-Team Pool

## Scenario 1

- 1 team finishes 3-0
- 3 teams tie at 1-2

1. The team finishing $3-0$ is the pool's official $1^{\text {st }}$ place finisher.
2. Rank the three 1-2 teams according to the following (head-to-head will not apply because each team beat the other in a cyclical format - $A$ beat $B, B$ beat $C, C$ beat $A)$ :
a. Greatest Total Point Differential (Max $+/-15$ per game); if 2 or 3 teams are still tied, then
b. Least Total Points Allowed; if 2 or 3 teams are still tied, then
c. Draw team names out of a hat.

## Scenario 2

- 3 teams tie at 2-1
- 1 team finishes 0-3

1. The team finishing 0-3 is the pool's official $4^{\text {th }}$ place finisher.
2. Rank the three 2-1 teams according to the following (head-to-head will not apply because each team beat the other in a cyclical format - A beat B, B beat C, C beat A):
a. Greatest Total Point Differential (Max $+/-15$ per game); if 2 or 3 teams are still tied, then
b. Least Total Points Allowed; if 2 or 3 teams are still tied, then
c. Draw team names out of a hat.

## Scenario 3

- 2 teams tie at 2-1
- 2 teams tie at 1-2

1. Rank the two 2-1 teams according to the following:
a. Head-to-Head
2. Rank the two 1-2 teams according to the following:
a. Head-to-Head
