

TRIPLE CROWN OFFICIAL SEEDING PROCEDURES

FIRST FACTOR IS WIN-LOSS RECORD

TWO WAY TIE

1. HEAD TO HEAD BETWEEN TIED TEAMS
2. TOTAL RUN DIFFERENTIAL
3. RUNS ALLOWED
4. RUNS SCORED
5. ACTUAL RUN DIFFERENTIAL IN LAST POOL GAME
6. COIN FLIP

THREE (OR MORE) WAY TIE

1. HEAD TO HEAD (IF SWEEP)
2. TOTAL RUN DIFFERENTIAL
3. RUNS ALLOWED
4. RUNS SCORED
5. ACTUAL RUN DIFFERENTIAL IN LAST POOL GAME
6. COIN FLIP

NOTE: WHEN 3 OR MORE TEAMS ARE TIED AND THERE IS NOT A COMMON OPPONENT AMONGST ALL TIED TEAMS, RUN DIFFERENTIAL IS THE FIRST TIE BREAKER.

TIES WILL BE COUNTED AS .5 WIN AND .5 LOSS

MAXIMUM RUN DIFFERENTIAL IS 7, REGARDLESS OF SCORE.

FORFIETS WILL BE SCORED 7-0.