

CPLL PLAYOFFS

Tie-Breaking Procedure

1. Playoffs in divisions which conduct a playoff (A, AA, AAA, Majors) will utilize a round-robin format, whereby each team plays each other team once.
2. The 10-run rule is in effect for ALL playoff games.
3. The two teams with the best records (based on winning percentage) after the completion of round-robin competition will advance to the championship game.
4. Should the two teams with the best record be tied, the winner of the round-robin game between the two teams will be declared the home team for the championship game. If, the two teams did not play in the round-robin competition (due to weather or some other act of God), then the team with the best Runs-Allowed Ratio will be declared the home team. (See Runs-Allowed Ratio below).
5. Should there be more than two teams tied, the first tiebreaker is the result of the head-to-head match-up during the round-robin competition of the teams that are involved in the tie.
 - A. If one of the teams involved in the tie has defeated all of the other teams involved in the tie, it will advance to the championship game.
 - B. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to head-to-head competition.
 - i. Example: Three teams are tied with identical records for first place at the end of round-robin competition. Teams A, B, and C played against each other in the round-robin competition. Team A won all its games against Teams B and C. Result - Team A advances, which then creates a two-way tie between Teams B and C. That tie is broken by reverting to head-to-head competition.
 - ii. If the results of the head-to-head competition cannot break the tie (because no team defeated each of the other teams involved in the tie each time they played, or because the teams involved in the tie did not play one another an equal number of times), then the team with the best Runs-Allowed Ratio will advance. (See Runs-Allowed Ratio below)
 - C. In all cases, if the tie-breaking principles herein are correctly applied and fail to break the tie, the matter will be referred to the division vice president for resolution.

Runs-Allowed Ratio

1. For each team involved in a tie in which head-to-head competition cannot be used, the division vice president will calculate: The total number of runs given up during round-robin competition played by that team, divided by the number of half-innings played on defense during round-robin competition games played by that team. This provides the number of runs given up per half-inning by that team: the Runs-Allowed Ratio.
 - A. Example: Team A has given up eight runs in its four games and has played 23 innings

on defense during round-robin competition. Eight divided by 23 equals .3478.

- B. The Runs-Allowed Ratio for Team A (.3478) is compared to the same calculation for each of the teams involved in the tie.
2. The Runs-Allowed Ratio is used to advance ONLY ONE team.
 - A. The team with the lowest Runs-Allowed Ratio advances. After one team has advanced using the Runs-Allowed Ratio, the breaking of any other ties must revert to the methods detailed above in Tie-Breaking Procedure.
 - B. If two or more teams remain tied, and the methods detailed above in Tie-Breaking Procedure cannot be used, then the Runs-Allowed Ratio must again be used. After one team has advanced using the Runs-Allowed Ratio, the breaking of any other ties must revert to the methods detailed above in Tie-Breaking Procedure.
 3. Any part of a half-inning played on defense will count as a complete half-inning for purposes of the Runs-Allowed Ratio.
 4. If a game is forfeited, the score is not included in the non-forfeiting team's Runs-Allowed Ratio.