

Preliminary Group Competition

Group qualifying rounds allow teams to play a minimum of 2 tournament games rather than be subject to single elimination within a straight bracketing format.

Teams are first grouped according to start date and/or the time available to play during their August starting day...in a format of 3 or 4 teams per group, with one team in each group advancing to the next round of twelve (Dazzling Dozen©). Regardless of grouping, teams usually only play 2 games within their group unless two teams have 2-0 records coming out of a group of four teams. A tie-breaker game is then played.

TIE-BREAKING CRITERIA GUIDELINES

A tie-breaking criterion shall be applied in the order numbered below to all teams within a grouping to determine the winner(s) of that group. If tournament officials cannot determine the winner(s) by the first criterion, officials shall apply each succeeding criterion until a determination can be made.

Groups may have such results which require that many, or all of the criteria listed — numbers 1-6 below — must be used. In any case, the order of the listed tiebreakers shall be followed according to number, with number 1 used first and number 6 used last. (See example scenarios at the bottom of this section.)

Tie-breaking Guidelines

- 1.) Teams that have less wins than another team in the group will NOT advance. Exception: More than one team scheduled to advance from a group (usually 5 in group).
- 2.) Head-to-head results determine the winner ONLY IF 2 TEAMS IN A GROUP have an identical 1-1 record. (If three or more teams in a group have identical 1-1 records, but succeeding tiebreakers #3-5 below eventually leave two teams that actually played head-to-head, NO head-to-head comparisons will be made at that time. Rather, the winner shall be determined by criterion number six, a coin toss, despite an actual head-to-head score. The fact that both teams survived competition through five tiebreaker levels of scrutiny in these guidelines makes them equal in standing at the end.)
- 3.) A runs differential formula shall establish a number, which, if higher than another team, shall determine a winner. The formula shall only apply to the games within a group and add all runs scored by a team as a positive number, with all runs scored against a team as a negative number. These two numbers shall then be totaled. The team with the highest positive number or, if no team has a positive number, the team with the lowest negative number shall be the winner.
- 4.) A team that allowed the least number of runs scored against it shall be the winner.
- 5.) A team which has scored the most runs shall be the winner.
- 6.) The flip of a coin shall determine the winner.

Group format

In this format, the team of a group of three that wins both games advances. However, if each team has a win and a loss, the tiebreaker guidelines above will apply to determine which team advances. In groups of four teams, two teams may have 2-0 records coming out of group play...and will compete in a playoff game in September to determine which teams advances.

SCHEDULING NOTE:

The outcome of the first game in a three-team group determines which teams play next. For example, Teams A & B play at 9 AM. The winner sits an hour while the loser next plays Team C so that no team may have 2 wins after 2 games...thus preventing the third game from being played. Tournament officials will instruct teams about who plays the second and third games of a group. In four-team groups, the highest seed of the group plays the lowest seed in the first round. Conversely, the lowest seed next plays the second lowest seed in the next round.

First scenario for a three-team group where teams A, B, and C play each other:

A vs B at 9 AM (A wins 14-8) (Winner A plays at 11 AM)
B vs C at 10 AM (C wins 18-8) (Team B eliminated with 2 losses; A & C have 1-0 records)
A vs C at 11 AM (Winner advances with 2-0 record; loser eliminated with 1-1 record)

Scenario II

In this 3-team scenario, tiebreakers are employed since each team wins one game:

Schedule	Result	Record
A vs B at 9 AM	(A wins 14-8, and plays at 11 AM)	(A 1-0, B 0-1, C 0-0)
B vs C at 10 AM	(B wins 18-9)	(A 1-0, B 1-1, C 0-1)
A vs C at 11 AM	(C wins 15-13)	(A 1-1, B 1-1, C 1-1)

In this scenario, the Tie-Breaking Guidelines are followed:

Tiebreaker #1.) Does not apply. All teams have equal number of wins.

Tiebreaker #2.) Does not apply. Each team won and lost in 3-way head-to-head competition.

Tiebreaker #3.) Eliminates Team C at -7 score. Does not apply for Teams A & B which both have +3 scores.

The formula number for Team A is scored runs $(14+13)= +26$ and given up runs $(-8-15)=-23$ for a formula number of +3.

The formula number for Team B is scored runs $(18+8)= +26$ and given up runs $(-14-9)=-23$ for a formula number of +3.

The formula number for Team C is scored runs $(9+15)= +24$ and given up runs $(-18-13)=-31$ for a formula number of -7.

Tiebreaker #4.) Does not apply for Teams A & B. Both teams have given up 23 runs.

Tiebreaker #5.) Does not apply for Teams A & B. Both teams have scored 26 runs.

Tiebreaker #6.) A flip of a coin shall determine the winner.

Tiebreakers for Dummies

Up to six tiebreaker categories are used to determine the winner(s) of group competition. The first criterion is the won/loss record after teams complete their group play. However, if teams in a group have tied won/loss records, an additional five tiebreakers below are used in the order of their listing. The second criterion is head-to-head competition, BUT USED ONLY IF two teams have identical records...if more than 2 teams have identical records, head-to-head does not apply, but a formula number is established using runs scored as a positive number and subtracting runs given up for a positive or negative formula number. If that does not determine the winner(s), then the actual least number of runs given up is used followed by the actual most runs scored in group competition. If teams are still tied, a coin toss will determine the winner.

Group Results Table

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #1 Pittsburgh Pirates 14-1	2-0	+7	4	21
(B) #37 Kansas City Royals 5-7	1-1	+3	22	15
(C) #21 Chicago Cubs 10-7-1	1-1	-5	13	15

The Group Results table makes it easy to understand and follow tie-breaking criterion. Simply fill in the columns in the tables below. If the record and head-to-head competition do not determine the winner(s), then fill in the next column (formula #), and then the least runs given column and the most runs scored column. In this example, the Pirates win the record column. However, if all of the records were tied at 1-1, then the Pirates would win on the formula number. If that column was equal for all teams, then look towards the runs given or runs scored columns.

Tie-breaking Guidelines

- 1.) Teams that have less wins than another team in the group will NOT advance. Exception: More than one team scheduled to advance from a group (usually 5 in group).
- 2.) Head-to-head results determine the winner ONLY IF 2 TEAMS IN A GROUP have an identical 1-1 record. (If three or more teams in a group have identical 1-1 records, but succeeding tiebreakers #3-5 below eventually leave two teams that actually played head-to-head, NO head-to-head comparisons will be made at that time. Rather, the winner shall be determined by criterion number six, a coin toss, despite an actual head-to-head score. The fact that both teams survived competition through five tiebreaker levels of scrutiny in these guidelines makes them equal in standing at the end.)
- 3.) A runs differential formula shall establish a number, which, if higher than another team, shall determine a winner. The formula shall only apply to the games within a group and add all runs scored by a team as a positive number, with all runs scored against a team as a negative number. These two numbers shall then be totaled. The team with the highest positive number or, if no team has a positive number, the team with the lowest negative number shall be the winner.
- 4.) A team that allowed the least number of runs scored against it shall be the winner.
- 5.) A team which has scored the most runs shall be the winner.
- 6.) The flip of a coin shall determine the winner.

Preliminary Group Competition Schedule & Scoring Charts

Twelve Teams Advance From the POD Grouping

The advancing 12 teams will be re-seeded according to new rankings after their Group play. The top 4 rankings receive a bye while the remaining 8 play a round to determine who advances to the double-elimination Elite Eight Round. The "Dazzling Dozen©" will be assessed a one-time \$25 umpire's fee, as will the Final Four also be assessed a one-time championship round \$25 umpire's fee since each team now plays a minimum of 2 games.

September 12 --UPDATED

North & South Combined Group - 2 teams advance (Fields 1 & 2) --UPDATED

- (A) #3 Smell the Glove 9-1
- (B) #8 Securities Exchange Commandos 10-3
- (C) #23 Fallen Angels 6-5-2
- (D) #12 Margin of Terror 12-4
- (E) #20 Alphabet Soup 8-4

B vs D at 9 AM Field 2
A vs C at 10 AM Field 1
E vs D at 10 AM Field 2
A vs B at 11 AM Field 1
E vs C at 11 AM Field 2

East Group - 1 team advances (Fields 1 & 2)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #2 Raising Arizona 16-3-1
- (B) #64 PPC Complexificationizers 3-5
- (C) #16 GSPM Softball 8-2
- (D) #33 Ten Thousand Men & Women of Harvard 6-4

A vs B at Noon Field 2
D vs C at Noon Field 1
A vs C at 1 PM Field 2
B vs D at 1 PM Field 1

September 12 (Cont'd.)

West Group - 1 team advances (Fields 1 & 2)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #11 Rob's Beltway Ballers 6-0
- (B) #54 We Got the Runs 6-6
- (C) #22 Grunley Bears 7-4-1
- (D) #30 Trade Warriors 6-6

B vs D at 2:30 PM Field 2

A vs C at 2:30 PM Field 1

A vs B at 3:30 PM Field 2

D vs C at 3:30 PM Field 1

--UPDATED-- Red Group has been desolved **--UPDATED**

Gold Group - 1 team advances (Fields 1 & 2) **--UPDATED**

- (A) #14 Fearless LEADers 10-4-1
- (B) #57 National Journal Group Hacks 7-7
- (C) #67 Peace Corps Villagers 3-7
- (D) #26 DNC 8-5

B vs D 4:30 PM Field 1

A vs C 4:30 PM Field 2

A vs B 5:30 PM Field 1

D vs C 6:30 PM Field 1

White Group - 1 team advances (Field 2) **--UPDATED**

- (A) #13 RNC 7-0
- (B) #29 PhRMA Innovators 6-3
- (C) #86 Cadmus Carbon Crushers 2-8

A vs C at 5:30 PM Field 2 (Winner plays against Team B at 7:30 PM)

B vs A/C at 6:30 PM Field 2

B vs A/C at 7:30 PM Field 2

September 12 (Cont'd.)

Blue Group - 1 team advances (Fields 1 & 2) --UPDATED

- (A) #9 PA Scrubs 9-2
- (B) #35 Arrgonauts 1-1
- (C) #72 Hitbollah 1-6-1
- (D) #21 Uncle John's Band 8-3-1

A vs B 7:30 PM Field 1

A vs C 8:30 PM Field 1

B vs D 8:30 PM Field 2

D vs C 9:30 PM Field 1

August 29

Mountain Group - 1 team advances (Field 1)

- (A) #4 seven (Microsoft) 11-2-1
- (B) #19 Yellow Journalists 6-2
- (C) #24 Pew's Your Daddy 8-4

A vs C at 9 AM Field 1 (Winner plays against Team B at 11 AM)

B vs A/C at 10 AM Field 1

B vs A/C at 11 AM Field 1

Valley Group - 1 team advances (Fields 1 & 2)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #7 Showboats 9-2
- (B) #83 NLEOMF Lions 2-8
- (C) #32 ALL VOLS 6-4-1
- (D) #42 Baltimore Oracles 5-5-1

A vs B at 9:30 AM Field 2

D vs C at 10:30 AM Field 2

A vs C at 11:30 AM Field 2

B vs D at Noon Field 1

August 29 (Cont'd.)

River Group - 1 team advances (Field 2)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #1 BALCO Bombers 20-0
- (B) #66 One Hitters 6-7
- (C) #18 No Talent AZ Clowns 9-4-1
- (D) #28 Brewmasters 4-4-1

B vs D at 12:30 PM Field 2

D vs C at 1:30 PM Field 2

A vs B at 3 PM Field 2

A vs C at 4 PM Field 2

Lake Group - 1 team advances (Field 1)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #10 NRSC Pirate Crushers 12-3
- (B) #93 Loose Slots 0-0
- (C) #30 DAI Stingers 4-3
- (D) #65 Bailout Commission 1-4

A vs C at 1:30 PM Field 1

D vs C at 2:30 PM Field 1

A vs B at 3:30 PM Field 1

B vs D at 4:30 PM Field 1

Preliminary Grouping Scoring Charts

September 12 --UPDATED

North & South Combined Group - 2 teams advance (Fields 1 & 2)

- (A) #3 Smell the Glove 9-1
- (B) #8 Securities Exchange Commandos 10-3
- (C) #23 Fallen Angels 6-5-2
- (D) #12 Margin of Terror 12-4
- (E) #20 Alphabet Soup 8-4

- B vs D at 9 AM Field 2
- A vs C at 10 AM Field 1
- E vs D at 10 AM Field 2
- A vs B at 11 AM Field 1
- E vs C at 11 AM Field 2

Game Results

	(Game)	(Score)	(Winner)
B vs D 9 AM Field 2	SEC Commandos vs Margin of Terror		
A vs C 10 AM Field 1	Smell the Glove vs Fallen Angels		
E vs D 10 AM Field 2	Alphabet Soup vs Margin of Terror		
A vs B 11 AM Field 1	Smell the Glove vs SEC Commandos		
E vs C 11 AM Field 2	Alphabet Soup vs Fallen Angels		

North & South Combined Group Tiebreaker Table Results

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #3 Smell the Glove 9-1				
(B) #8 Sec Exch. Commandos 10-3				
(C) #23 Fallen Angels 6-5-2				
(D) #12 Margin of Terror 12-4				
(E) #20 Alphabet Soup 8-4				

East Group - 1 team advances (Fields 1 & 2)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #2 Raising Arizona 16-3-1
- (B) #64 PPC Complexificationizers 3-5
- (C) #16 GSPM Softball 8-2
- (D) #33 Ten Thousand Men & Women of Harvard 6-4

Game Results

			(Game)	(Score)	(Winner)
A vs B	Noon	Field 2	Raising Arizona vs PPC Complexificationizers		
D vs C	Noon	Field 1	10K Men /Women of Harvard vs GSPM Softball		
B vs D	1 PM	Field 1	PPC Complexificationizers vs 10K Men /Women of Harvard		
A vs C	1 PM	Field 2	Raising Arizona vs GSPM Softball		

East Group Results Table

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #2 Raising Arizona 16-3-1				
(B) #64 PPC Complexificationizers 3-5				
(C) #16 GSPM Softball 8-2				
(D) #33 10K Men /Women of Harvard 6-4				

West Group - 1 team advances (Fields 1 & 2)

If 2 teams in this group are undefeated with identical 2-0 records, they will compete in a one-game playoff in September to determine which team advances.

- (A) #11 Rob's Beltway Ballers 6-0
- (B) #54 We Got the Runs 6-6
- (C) #22 Grunley Bears 7-4-1
- (D) #30 Trade Warriors 6-6

Game Results

	(Game)	(Score)	(Winner)
B vs D 2:30 PM Field 2	We Got the Runs vs Trade Warriors		
A vs C 2:30 PM Field 1	Rob's Beltway Ballers vs Grunley Bears		
A vs B 3:30 PM Field 2	Rob's Beltway Ballers vs We Got the Runs		
D vs C 3:30 PM Field 1	Trade Warriors vs Grunley Bears		

West Group Results Table

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #11 Rob's Beltway Ballers 6-0				
(B) #54 We Got the Runs 6-6				
(C) #22 Grunley Bears 7-4-1				
(D) #30 Trade Warriors 6-6				

Gold Group - 1 team advances (Fields 1 & 2)

- (A) #14 Fearless LEADers 10-4-1
- (B) #57 National Journal Group Hacks 7-7
- (C) #67 Peace Corps Villagers 3-7
- (D) #26 DNC 8-5

Game Results

	(Game)	(Score)	(Winner)
B vs D 4:30 PM Field 1	Nat. Journal Group Hacks / DNC		
A vs C 4:30 PM Field 2	Fearless LEADers / Peace Corps Villagers		
A vs B 5:30 PM Field 1	Fearless LEADers / Nat. Journal Group Hacks		
D vs C 6:30 PM Field 1	DNC / Peace Corps Villagers		

Gold Group Results Table

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #14 Fearless LEADers 10-4-1				
(B) #57 Nat. Journal Group Hacks 7-7				
(C) #67 Peace Corps Villagers 3-7				
(D) #26 DNC 8-5				

White Group - 1 team advances (Field 2)

- (A) #13 RNC 7-0
- (B) #29 PhRMA Innovators 6-3
- (C) #86 Cadmus Carbon Crushers 2-8

Game Results

	(Game)	(Score)	(Winner)
A vs C 5:30 PM Field 2 (Winner plays at 7:30 PM)	RNC / Cadmus Carbon Crushers		
B vs A/C 6:30 PM Field 2	PhRMA Innovators/ (Loser)		
B vs A/C 7:30 PM Field 2	PhRMA Innovators/ (Winner)		

White Group Results Table

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #13 RNC 7-0				
(B) #29 PhRMA Innovators 6-3				
(C) #86 Cadmus Carbon Crushers 2-8				

Blue Group - 1 team advances (Fields 1 & 2)

- (A) #9 PA Scrubs 9-2
- (B) #35 Arrgonauts 1-1
- (C) #72 Hitbollah 1-6-1
- (D) #21 Uncle John's Band 8-3-1

Game Results

	(Game)	(Score)	(Winner)
A vs B 7:30 PM Field 1	PA Scrubs / Arrgonauts		
A vs C 8:30 PM Field 1	PA Scrubs / Hitbollah		
B vs D 8:30 PM Field 2	Arrgonauts / Uncle John's Band		
D vs C 9:30 PM Field 1	Uncle John's Band / Hitbollah		

Blue Group Results Table

	(Record)	(Formula #)	(Least Runs Given)	(Most Runs Scored)
(A) #9 PA Scrubs 9-2				
(B) #35 Arrgonauts 1-1				
(C) #72 Hitbollah 1-6-1				
(D) #21 Uncle John's Band 8-3-1				