

DMLL Tie-Breaker Rules

The following tie-breaker rules will be applied, in order, to determine seeding in the playoffs based on regular season results when 2 or more teams have the same overall record:

1. Winning percentage

Highest of: (Total Number of Wins plus (Total Number of Ties times 0.5)) divided by Total Number of Games played.

This could also be written as: $(\text{wins} + (\text{ties} * 0.5)) / \text{games}$

2. Head to Head Winning percentage

Highest of all teams tied after computing #1 of: (Total Number of Wins against tied teams in #1 plus (Total Number of Ties against tied teams in #1 times 0.5)) divided by Total Number of Games played against tied teams in #1

3. Head to Head run differential

Highest of: Total number of runs scored when playing all tied teams in #2 - total number of runs allowed when playing tied teams in #2

4. Runs against overall

Lowest of: Total number of runs allowed for all games played in the division

5. Runs for overall

Highest of: Total number of runs scored for all games played in the division