

ROY HOBBS TIE - BREAKERS

1. Head-to-head results in games involving the tied teams. (*In the case of more than 2 teams tied and not all teams faced each other, head-to-head is bypassed.*)

2. Runs allowed with worst game thrown out.

3. Runs allowed in all games.

4. Runs allowed with worst 2 games thrown out.

5. Runs allowed with worst 3 games thrown out.

6. Runs allowed in best game.

Note I: If multiple teams are tied, and teams are eliminated by one of the tiebreakers, RH will go back to step #1 and start again.

Note II: Roy Hobbs Baseball reserves the right to adjust tiebreaker guidelines to ensure the competitive spirit of the game. Any adjustments, however, will be done in consultation with members of the Roy Hobbs Managers' Advisory Committee.