

PACS SESSION TIEBREAKERS (9 Ball)

If 2 teams...

1. Best Overall Head to Head in "Points For" vs. "Points Against".
2. Best Overall Head to Head in MATCH wins vs losses. Example...If 2 teams played each other twice and are 50-50 in Tiebreaker 1(above), the team that went at least 6-4 in head to head in individual matches would win the tiebreaker.
3. If after 1 and 2 above, the teams are still tied, the team that had at least 26 points in the last match played in head to head would win the tiebreaker.
4. In the very unlikely event that the teams are still tied, the team that won at least 3 individual matches in the last head to head meeting wins the final tiebreaker.

If more than 2 teams...

The tiebreakers will be applied with the end goal being to have 2 teams left standing such that the tiebreakers above (**Only 2 teams**) tied) will be applied.

1. Best "Points For" vs. "Points Against" % in Head to Head with each other.

Example. Team A, B, and C all have same points for vs points against percentage at the end of the session.

Team A defeated Team B 55-45 Overall

Team B defeated Team C 55-45 Overall

Team C defeated Team A 60-40 Overall

Therefore, their win % against each other were

Team A.... 95-105 (.475), Team B.... 100-100 (.500), Team C.... 105-95 (.525)

Team A will be seeded 3rd. Teams B and C will then revert to tiebreaker procedures if only **2 teams are tied**. Team B will be seeded first because after Team A was eliminated in the applied tiebreakers, Team B beat Team C in Head to Head 55-45.

2. In the extremely unlikely event that all teams above are tied with identical "Points for" vs. "Points Against" percentage after first tiebreaker, next tiebreaker will be overall individual MATCH win/loss percentage in head to head.
3. Last tiebreaker for MORE THAN 2 teams will be pulling of pills. The chances of this happening are only slightly better than being swept away in a sharknado.