

If you happen to find a problem, contact me on reddit or twitter

@MZLeothechoson

/u/MZLeothechoson

Thanks to reddit user /u/chitaino for being a huge help in confirming the data

Resolved two way tie

Unresolved two way tie

Unresolved multiway tie

Fully resolved multiway tie

Partially resolved 3-way tie. If team is bold, that team is locked into that position.

Updated 3/23/2020: Bug with resolved 2-way-ties have been fixed, as well as # of tiebreaker games

In the case of unresolved multiway ties, seeding order is NOT determined in this sheet.

March 28th

March 29th

TSM	C9	FLY	CLG	IMT	GG	DIG	EG	TL	100
100	EG	TL	GG	DIG	FLY	TSM	IMT	C9	CLG

C9	Locked	2ND	3RD	4TH	5TH	IMT/DIG/EG Locked	6TH	7TH	8TH	TL Locked	CLG Locked	10TH	TB Games
C9	1ST	FLY	100	EG	TSM	IMT	DIG	GG	TL	CLG			4

Winner	609
100	C9

March 28th	March 29th
100	100

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH
C9	FLY	100	EG	TSM	IMT	DIG	GG	TL	CLG

TB Games	Scenarios	% chance
0	0	0.0000%
1	0	0.0000%
2	0	0.0000%
3	0	0.0000%
4	1	100.0000%
5	0	0.0000%
6	0	0.0000%
7	0	0.0000%
0-2	0	0.0000%
3+	1	100.0000%

# Scenarios where team ends in or ends playing for X place	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
C9	1									
TSM					1					
FLY		1								
EG			1							
100				1						
IMT					1					
TL						1				
DIG							1			
GG								1		
CLG									1	

Tiebreakers+ chances	C9	EG	FLY	TSM	100T	IMT	TL	DIG	GG	CLG
C9	100.0000%									
EG	100.0000%									
FLY	100.0000%									
TSM	100.0000%									
100T	100.0000%									
IMT	100.0000%									
TL	0.0000%									
DIG	100.0000%									
GG	100.0000%									
CLG	0.0000%									

RIP TL's Miracle Run :(

4 If 4 games, tiebreakers are played on Monday

