TWO (2) TEAMS TIED IN ROUND ROBIN SERIES

A1 the winner of the round-robin game between the 2 tied teams gains the higher position

A2 the team with the most wins in the round-robin gains the higher position

A3 if the two (2) teams are still tied after A1 & A2 have been applied, then the team with the best goal average gains the higher position. The goal average is determined by:

Total number of goals FOR divided by the total number of goals (FOR & AGAINST).

NOTE: All round-robin games are included

EXAMPLE   FOR = 10
                                 AGAINST = 4
                                 PERCENTAGE 10/10+4 = .714
The higher percentage gains the higher position

A4 if the two (2) teams are still tied after A1, A2 and A3 have been applied, then the team with the least number of penalty minutes throughout all the round-robin games gains the higher position

              For purpose of time allotments . game misconducts = 10 minutes
                                                         . misconducts = 10 minutes
                                                         . match penalties = 15 minutes
                                                         . gross misconducts = 15 minutes

A5 if the two (2) teams are still tied after A1, A2, A3 and A4 have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the higher position

A6 if the two (2) teams are still tied after A1, A2, A3, A4 and A5 have been applied, then a single coin toss will determine which team gains the higher position

THREE (3) TEAMS OR MORE TIED IN ROUND ROBIN SERIES

NOTE: the three (3) team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd teams. If any step in the tiebreaker only seeds one (1) team, that team assumes that position. The tiebreaker will continue to determine the seeding of the two (2) remaining teams. At NO time will teams using this formula go back to the Two (2) Team Tiebreaker.

B1 if three (3) or more teams are tied, the point record established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) shall advance

B2 the team with the most wins would gain the higher position

B3 if the teams are still tied after B2 is applied, then the team with the best goal average gains the higher position. The goal average is determined by:

Total number of goals FOR divided by the total number of goals (FOR & AGAINST).

NOTE: All round-robin games are included

EXAMPLE   FOR = 10
                                 AGAINST = 4
                                 PERCENTAGE 10/10+4 = .714
NOTE: The higher percentage gains the higher position

The exercise of B3 establishes the team or teams with the highest position by percentage. These teams will advance. If there are still teams tied, they go to the next step – **THEY DO NOT GO BACK TO THE TWO (2) TEAM TIEBREAKER**

EXAMPLE

1		Team A - .714 = 1 seed – advances
		Team B - .500 = 3 seed – does not advance
		Team C - .650 = 2 seed – advances

2		Team A - .714 = 1 seed – advances
		Team B - .500 = still tied with Team C (go to next step)
		Team C - .500 = still tied with Team B (go to next step)

3		Team A - .650 = still tied with Team B (go to next step)
		Team B - .650 = still tied with Team A (go to next step)
		Team C - .500 = does not advance

B4 if teams are still tied after B1, B2 and B3 the team with the fewest goals against (**all round- robin games played**) will gain the highest position

B5 if teams are still tied after B1, B2, B3 and B4 the team with the most goals for (**all round-robin games played**) will gain the highest position

B6 if teams are still tied after B1, B2, B3, B4 and B5 have been applied, the team to qualify would be the team with the least number of penalty minutes throughout the round-robin games.

B7 if the teams are still tied after B1, B2, B3, B4, B5 and B6 have been applied, a coin toss shall determine the winner. In a three-team coin toss, the odd team gains the highest position