

POOL PLAY TIE-BREAKING GUIDELINES

Two-Team Tie

In any situation where two teams are tied, HEAD-TO-HEAD competition between the teams shall determine the winner.

NOTE: If a situation exists in which two teams do not play each other within the same pool, a point differential tie-breaker will be applied. All Pool Play games will be totaled. (Regardless of actual game scores, 24 points is the maximum plus or minus total that will be factored into the point differential calculation.)

Three or More Teams Tied

Step One:

If more than two teams are still tied after the application of Step One, <u>POINTS ALLOWED</u> by each team in all Pool Play games will be totaled. Teams are then ranked accordingly, the team that has allowed the least amount of total points is the pool winner.

Step Two:

If more than two teams are still tied after the application of Step Two, the <u>TOTAL POINTS SCORED</u> by each team in all Pool Play games will be totaled. Teams are then ranked accordingly, the team that has scored the most amount of total points is the pool winner.

Step Three:

If more than two teams are tied, a <u>POINT DIFFERENTIAL</u> tie breaker will be applied. The point differentials of the teams involved in the tie are totaled for all games. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is the pool winner. (Regardless of actual game scores, 20 points is the maximum plus or minus total that will be factored into the point differential calculation. Point total calculations for every game will range from –24 to +24.)

NOTE: Once the pool winner has been determined via the third step - point differential, the <u>tie between the remaining two</u> teams shall be broken based on head-to-head competition.

Misunderstood Rule: This tiebreaker does NOT rank teams 1-2-3 by point differential.

The three-team tie is broken first, a Pool Winner is declared, and then the two-team tie is broken by head-to-head or point differential if a head-to-head matchup does not exist.

Step Four:

If more than two teams are still tied after the application of Step Three, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner.

SPECIAL NOTE: All forfeits are scored 2-0.