

STANDINGS & TIE BREAKER RULES

~~YOUTH, GIRLS', ADULTS NON-NATIONAL BOUND DIVISIONS~~

FOR ALL DISTRICT 8 DIVISIONS AND CLASSIFICATIONS

This rule is for: All 10U and 12U Divisions; 14U B, A; 16U; and 18U B and BB; Non-National Girls' Tier III; and J.V. **FOR ALL DISTRICT 8 DIVISIONS AND CLASSIFICATIONS INCLUDING 14UAA.

STANDINGS:

The standings shall be determined on the basis of two points for a win and one point for a tie. There is no overtime in round-robin play. ****ALL DISTRICT 8 DISTRICT GAMES ARE PLAYED TO A WINNER.**

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking format. If one tiebreaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tie-breaking process again at step 1a.

Note - for tie-breaking purposes in determining the standings in round robin play, a maximum six goal differential will be used regardless of the greater goal differential; example 15-2 becomes 8-2.

The tie-breaker formulas are as follows:

1. The results of the Head-to-Head games played between the teams tied in the standings shall be used in the following order:
 - (If all tied teams have not played each other, skip step 1, and proceed to step 2.)*
 - Standings - Most points in Head-to-Head games.
 - Most wins in Head-to-Head games.
 - Differential - Subtracting goals scored against from goals scored in these Head-to-Head games, the positions being determined in order of the greatest surplus.
 - Quotient - Dividing the goals scored in these Head-to-Head games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for".
2. If after applying the formulas the tie still exists, the results of ALL the GAMES PLAYED by the teams tied in the standings shall be used in the following order.
 - Most wins in All the Games Played.
 - Differential—Subtracting goals scored against from goals scored in All the Games Played, the positions being determined in order of the greatest surplus.
 - Quotient—Dividing the goals scored in All the Games Played by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for".
 - Most periods won—In All the Games Played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total. In the event of a mercy, the winning team shall be awarded 2 points for a regulation period won for the 3rd period.

- Quickest first goal—The team that scored the quickest goal in All the Round Robin Games Played shall be ranked highest.
3. The team with the fewest total penalty minutes in All the Games Played will be ranked the highest, etc.

If the above procedure does not break the tie, a coin flip will be performed by the Tournament Director with the head coaches of both teams involved present.

TIE BREAKER EXAMPLES: In Divisions with NO Overtime games

EXAMPLE #1

NAME	WON	LOST	TIED	PTS.	GAME RESULTS OF TIED TEAMS																	
					GF	GA	GF	GA	GF	GA	GF	GA	GF	GA								
Team A	2	1	0	4																		
Team B	1	2	0	2	Team A	4	1	Team B	Team B	1	4	Team A	Team C	4	2	Team A	Team D	0	5	Team A		
Team C	2	1	0	4	Team A	2	4	Team C	Team B	4	2	Team C	Team C	2	4	Team B	Team D	3	0	Team B		
Team D	1	2	0	2	Team A	5	0	Team D	Team B	0	3	Team D	Team C	10	5	Team D	Team D	5	10	Team C		

- **Rule #1a:**
In the games played between the tie teams: Team C beat Team A 4-2. Team C is 1st and Team A is 2nd.
In the games played between the tie teams: Team D beat Team B 3-0. Team D is 3rd and Team B is 4th.

EXAMPLE #2

NAME	WON	LOST	TIED	PTS.	GAME RESULTS OF TIED TEAMS																	
					GF	GA	GF	GA	GF	GA	GF	GA	GF	GA								
Team A	2	1	0	4																		
Team B	2	1	0	4	Team A	2	1	Team B	Team B	1	3	Team A	Team C	3	2	Team A	Team D	3	4	Team A		
Team C	2	1	0	4	Team A	2	3	Team C	Team B	3	2	Team C	Team C	2	3	Team B	Team D	3	4	Team B		
Team D	0	3	0	0	Team A	4	3	Team D	Team B	4	3	Team D	Team C	3	2	Team D	Team D	2	3	Team C		

- Rule #1a:** In the games played between the tied teams: Most Points
In the games played between the tied teams: Teams A, B, and C all have (4) points. (A beat B; B beat C; C beat A) By this rule, Team D place has been determined as 4th.
Restart the tie breaker process with the remaining tied teams.
- Rule #1a:** In the games played between the tied teams: Most Points
In the games played between the tied teams: Teams A, B, and C all have (4) points. (A beat B; B beat C; C beat A)
The positions of all of the tied teams have not been determined. Go on to the next rule.
- Rule #1b:** In the games played between the tied teams: Most Wins
Teams A, B and C all have one win in their head-to-head games.
The positions of all of the tied teams have not been determined. Go on to the next rule.
- Rule #1c:** In the games played between the tied teams: Goal Differential
Team A has 4 goals for and 4 goals against. Goal differential = 0
Team B has 4 goals for and 4 goals against. Goal differential = 0
Team C has 5 goals for and 5 goals against. Goal differential = 0
The positions of all of the tied teams have not been determined. Go on to the next rule.
- Rule #1d:** In the games played between the tied teams: Quotient (goals for divided by goals against)
Team A has 4 goals for and 4 goals against. Quotient (4/4) = 0
Team B has 4 goals for and 4 goals against. Quotient (4/4) = 0
Team C has 5 goals for and 5 goals against. Quotient (5/5) = 0
The positions of all of the tied teams have not been determined. Go on to the next rule.
- Rule #2a:** Most Wins in all games played
Teams A, B and C all have two wins in all of their games played.
The positions of all of the tied teams have not been determined. Go on to the next rule.
- Rule #2b:** In all games played by the tied teams: Goal Differential
Teams A, B and C all have 8 goals for and 7 goals against. Goal differential = +1
The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #2c: In all games played by the tied teams: Quotient (goals for divided by goals against)
 Teams A, B and C all have 8 goals for divided by 7 goals against. Quotient = 1.1429
 The positions of all of the tied teams have determined. Go on to the next rule

Rule #2c: Most Periods Won:

Score Sheet	1	2	3	Final Score	Period Pts.	1	2	3	Total Per. Pts	Total Period Points	
Team A	0	0	2	2	Team A	1	0	2	3	Team A	5
Team B	0	1	0	1	Team B	1	2	0	3	Team B	7
Team B	1	1	1	3	Team B	2	2	0	4	Team C	6
Team C	0	0	2	2	Team C	0	0	2	2		
Team C	1	1	1	3	Team C	1	1	2	4		
Team A	1	1	0	2	Team A	1	1	0	2		

The Tie Breaker has determined that Team B is 1st, Team C is 2nd and Team A is 3rd.

Note 1: If two of the three teams had remained tied in period points, those two teams would have started over with Rule #1a.

Note 2: If all three teams had remained tied, go to rule if, earliest goal scored in the games played between the teams tied.