

Ryan Sobiech Memorial Championship Tournament Participation

1. Tournament Format

- Each tournament will consist of a four-team round-robin.

2. Divisional Structure

- Age groups with two divisions (Crosby, McDavid) will include the top two teams from each division based on regular season standings.
- Age groups with a single division will consist of the top four teams from the regular season standings.
- Championship tournaments will not be held for divisions with fewer than three teams.

3. Tie-Breaking Rules In the event of a tie in season points, the following tie-breaking procedures will be used:

A. Head-to-Head Results (if applicable)

1. Most points earned.
2. Most wins.
3. Goal Differential: Goals scored minus goals conceded in head-to-head games. The team with the highest positive differential ranks higher.
4. Quotient: Goals scored in head-to-head games divided by goals conceded. Rankings are based on the highest quotient.
 - If a team has no goals conceded, they will rank higher than any team with a non-zero denominator.
 - If multiple teams have no goals conceded, they will be ranked by total goals scored “for”.

B. Overall League Results (if tie remains after head-to-head analysis)

1. Most total wins in the regular season.
2. Goal Differential: Goals scored minus goals conceded in all league games, with the highest positive differential ranked higher.
3. Quotient: Goals scored in all league games divided by goals conceded. The highest quotient determines ranking.
 - If a team has no goals conceded, they will rank higher than any team with a non-zero denominator.
 - If multiple teams have no goals conceded, they will be ranked by total goals scored “for”.

4. Seeding Rules

- **Single Division:** Seeding will be based on total points earned by the end of the season. If a tie occurs, the tie-breaking rules in Section 3 will be applied.
- **Subdivisions:** In divisions split into two subdivisions, seeding will be based on total points. If a tie occurs, the tie-breaking rules in Section 3 will be applied.
- **Unequal Games Played:** If subdivisions do not play the same number of games, seeding will be determined as follows:
 1. **Win Percentage** – Calculated by dividing total wins by total games played.
 2. **Quotient** – Calculated by dividing total goals scored by total goals conceded. The highest quotient determines ranking.
 - A quotient involving division by zero (0) ranks higher than a quotient derived from division by any other number.