

# Different Types of Standings Options

**NOTE:** This article is referring to [Standings Tool Settings](#) during the setup of a League.

## ICE HOCKEY

Hockey - NHL Classic: Teams receive 2 points for a win and 1 for a tie. Teams are ordered by points, then wins, then losses (ascending), then by games played (ascending), and then goal differential.

Hockey - NHL Classic with FPP: Identical to NHL Classic, but with the addition of Fair Play Points (FPP).

Hockey - NHL Current: Teams receive 2 points for a win, 1 for a tie, and 1 for an overtime loss. Teams are ordered by points, then wins, then losses (ascending), then by games played (ascending), and then goal differential.

Hockey - Pond Hockey: Teams receive 3 points for a win and 0 for a loss, no ties. Teams are ordered by points, then goals against, then goals for (ascending).

Hockey - International: Teams receive 3 points for a win, 0 for a loss, 2 for an over-time win, and 1 for an over-time loss. No ties. Teams are ordered by points and goal differential (GF-GA)

Hockey - NCHC: Teams receive 3 points for a win, 1 for a tie, and 2 for a shootout win. Teams are ordered by points, then wins, then winning percentage.

Hockey - International Ice Hockey Federation Championships: Standings are sorted by points, head-to-head wins, and goals differential.

## LACROSSE

Lacrosse - MLL: Teams are ordered by games behind, then winning percentage, and then wins.

Lacrosse - NLL: Identical to Lacrosse - MLL, but with no tie game option

## BASEBALL/SOFTBALL

Baseball - MLB: Teams are ordered by games behind, then winning percentage, wins, and then run differential.

## SOCCER

Soccer - Universal: Teams receive 3 points for a win and 1 point for a tie. Teams are

ordered by points, then goal differential, then goals for.

Soccer - 2 Point Win: Identical to Soccer - Universal, but teams receive 2 points for a win.

## **BASKETBALL**

Basketball - NBA: Teams are ordered by games behind, then winning percentage, and then wins.

## **FOOTBALL**

Football - NFL: Teams are ordered by games behind, then winning percentage, and then wins.

## **FLAG FOOTBALL**

Teams are ordered by overall winning percentage, then head-to-head record, then goal differential.

## **VOLLEYBALL**

Volleyball: Volleyball Standings

## **RUGBY UNION**

Rugby Union With Bonus Points: Teams receive 4 points for a win and 2 for a tie. The losing team receives 1 point if they lost by 7 or less, and both teams receive a point if they have 4 or more tries. Teams are ordered by points, then wins, then losses (ascending), and then by games

Rugby Union Without Bonus Points: Teams receive 4 points for a win and 2 for a tie. Teams are ordered by points, then wins, then losses (ascending), and then by games played (ascending).

Basic: Basic Standings

## **CUSTOM STANDING**

- Wins: Games won by the team in regulation time.
- Losses: Games lost by the team in regulation time.
- Ties: Games tied by the team in regulation time.
- Points: The number of points scored.
- Secondary Record: Division record when aggregated at the “league level”.  
League record when aggregated at the “lowest division” level. For example,

if you are showing your standings at the lowest division level, the secondary record is league. If you are showing them at the league level, then the secondary record is the lowest division level.

- Score For: The amount of points/runs/goals scored by a standings team.
- Score Against: The amount of points/runs/goals scored against a standings team.
- Score Differential: The difference between the winning and losing score. Admins can set a max score differential when using custom standings.
- Games Played: Total number of games played by the team that are flagged as 'Completed'
- Games Remaining: Total number of games which have a future scheduled date that are not flagged as 'Canceled'
- Win Percent: Winning percentage of the team.
- Streak: Number of consecutive wins by the team.
- Last Ten: The number of wins, losses, and ties for the last ten games played.
- Overtime Wins: Games won by the team in overtime or extra periods/innings
- Overtime Losses: Games lost by the team in overtime or extra periods/innings
- Extra Points: Bonus points awarded to a team after the game (Fair Play Points)
- Points Allowed: Sum of the total number of points that can be accrued by the team for the season. This includes any override points at the game level EXCEPT for extra points.
- Points Remaining: Sum of the total number of points remaining in the season that a team could accrue. This can be used to determine how far up the standings order a team could ascend if they won every game.