

ADDENDUM TO TOURNAMENT RULES AND REGULATIONS

(Modification and Clarification of Ties and Tiebreaker Rules)

ARTICLE 2

Ties and Tiebreakers

2.2 Tiebreakers for All Age Levels of Round Robin Play. If two or more teams are tied in points after the round robin, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding.

1. Head to head competition (** Head-to-head will be applied whenever it can; see examples below.)

a) Note: In the event that more than two teams are tied after the round robin, **and all the tied teams played against each other in the round robin**, then the games played against the non-tied teams shall be disregarded for playoff seeding purposes. If a tie remains after disregarding the games against the non-tied teams (for example, three teams are tied and each had a 1-and-1 record against the other two tied teams), go to the next tiebreaker.

b) Note: In the event of a 3-way tie where the three tied teams did not all play against each other, head-to-head will be applied as follows: if one of the three tied teams played against the other two tied teams and had three or more points in those two games, i.e. two wins or a win and a tie, then that team advances based on head-to-head, even though the other two teams did not play against each other.

2. Most wins.

a) Note: If after applying this Most Wins tiebreaker, two teams remain tied AND those two teams played against each other in the round robin, then the winner of that round robin game gets the higher seeding. If the teams tied that round robin game, go to the next tiebreaker.

3. Scoring quotient. The scoring quotient is calculated by taking an individual team's goals for and divided it by the sum of that team's goals for plus goals against. Whichever team has the higher quotient advances.

4. Fewest penalty minutes against.

5. Coin toss.

**** Scenarios in which Head-to-Head Competition will be applied:**

Scenario A:

Bracket X (Crossover-type Bracket):

Team 1 beats Teams 4, 5 & 6 – They win bracket with 6 points;

Team 2 beats Teams 4 & 5 but loses to Team 6 – They finish with 4 points;

Team 3 beats Teams 4 & 5 but loses to Team 6 – They finish with 4 points;

Team 4 loses to Teams 1, 2 & 3 – They finish with 0 points;

Team 5 loses to Teams 1, 2 & 3 – They finish with 0 points;

Team 6 loses to 1 but beats Teams 2 & 3 – They finish with 4 points.

Teams 2, 3 & 6 all tie in points but Team 6 gets the higher seeding because they beat both Team 2 and Team 3. (In this situation it is clear that Teams 4 and 5 are weaker and would give the advantage to Teams 2 and 3 in the scoring quotient. In addition, Teams 2 and 3 did not have to play Team 1, the top team in the bracket, but Team 6 did.)

Scenario B:

Bracket Y (Crossover-type Bracket):

Team 1 beats Teams 4 & 6 and ties Team 5 – They win bracket with 5 points;

Team 2 beats Teams 4 & 6 but loses to Team 5 – They finish with 4 points;

Team 3 beats Team 6 and ties Teams 4 & 5 – They finish with 4 points;

Team 4 ties Team 3 and loses to Teams 1 & 2 – They finish with 1 point;

Team 5 beats Team 2 and ties Teams 1 & 3 – They finish with 4 points;

Team 6 loses to Teams 1, 2 & 3 – They finish with 0 points.

Teams 2, 3 & 5 all tie in points but Team 5 gets the higher seeding because they beat Team 2 and tied Team 3. (In this situation, Team 5 played a tougher schedule and still got 3 out of 4 points from the two other tied teams.)