

TIE BREAKER RULES IN ROUND ROBIN PLAY

(Substantially taken from USA Hockey & CHC Tournament Regulations)

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 tie-breaker 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 over again at step 1. (If all tied teams have not played each other, then proceed to step 2.)

Note:

A team may go into the tie-breaking process having defeated another of the tied teams and still **NOT** advance.

If three teams are tied and after the tie-breaker establishes an order 1,2,3, then this will be the order used for advancement.

Step 1: The results of the head to head games played **ONLY BETWEEN THE TIED TEAM** in the following order:

- a. Standings – Most Points
- b. Most wins
- c. Differential – For only these games - Subtracting goals scored against from goals scored, the positions being determined in order of the greatest surplus.
- d. Quotient – For only these games - Dividing the goals scored 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 (0). Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of “goals scored”.

Step 2: If after applying the formulas of 1 a,b,c and d the tie still exists, the results of **ALL** the games played by the tied teams in the following order:

- a. Most wins
- b. Differential - For ALL games - Subtracting goals scored against from goals scored, the positions being determined in order of the greatest surplus.
- c. Quotient – For ALL games - Dividing the goals scored 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 (0). Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of “goals scored”.
- d. Most periods won – In 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.
- e. Quickest first goal – The team that scored the quickest goal in round robin play shall be ranked highest.

Step 3: If the above procedure does not break the tie, positions for the purpose of advancement shall be determined by coin flip administered by the Tournament Director and witnessed by representatives from each tied team.

Note: Forfeits – If a team forfeits any of its games, and becomes involved in any tie-breaking formula to determine its eligibility to advance, the team shall be declared to have forfeited all games in round robin play and the games recorded as 1-0 victories for the non-offending team.

Administration of the above procedures will be conducted by the Official Tournament Scorekeeper and only those results will be official. Any interpretation of procedure will be provided by the Tournament Director whose decision will be final.