



WR8.08 Tie-Breaking to Determine Standings:

In the Event of a tie in points between teams, the final standings shall be determined as follows:

TIE BREAKER FOR TWO TEAMS

In the event of a tie in points between two teams the final standing shall be determined as follows:

- 1) The team that won the greater number of points in the games played, during the competition, between the teams that tied shall be declared the winner of the higher position. (HEAD TO HEAD)
- 2) If a tie still exists, the Goal Average Formula will be used to break the tie, all goals scored in the games during the competition shall be used in the goal average computation. (See Goal Average Formula) below
- 3) If a tie still exists the team with least carded fouls in all Round Robin games played shall be declared the winner.
- 4) If a tie still exists then a coin toss will decide the winner.

The Goal Average Formula is defined as follows:

$$\frac{GF}{GF + GA} = GOAL AVERAGE$$

The team with the goal average closest to 1.0 shall be declared the winner

TIE BREAKER FOR THREE OR MORE TEAMS:

- 1) The team(s) that won the greater number of points in games played, during the competition, between the team(s) tied shall be declared the winner of the higher position (HEAD TO HEAD)
- 2) If tie still exists, the Goal Average Formula will be used to break the tie. Only goals scored in games between the tied teams during the competition shall be used in the goal average computation. (See Goal Average Formula)
- 3) If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games during the competition shall be used in the goal average computation. (See Goal Average Formula Below)
- 4) If a tie still exists the team with the least carded fouls in all Round Robin games played shall be declared the winner.
- 5) If a tie still exists then a coin toss shall decide the winner.

The Goal Average Formula is defined as follows:

$$\frac{GF}{GF + GA} = GOAL AVERAGE$$

The team with the goal average closest to 1.0 shall be declared the winner