



2024-25 GTHL PLAYOFF POSITION TIE-BREAKERS

TIES

Ties in round-robin games will remain a tie with each team earning one point. In the event of a tie at the end of the round-robin series, for any position, the following procedure will be used to break the tie within the round robin segment that the tie has occurred. Results from another segment of the round robin do not apply. Each round robin is a new competition. Please note the following:

Two (2) Teams tied in Round Robin Series

If two teams are tied at the conclusion of a round robin series then the following procedure will be used to determine the final rankings before advancing to the next stage.

A1 The winner of the round-robin game between the two tied teams gains the higher position.

A2 The team with the most wins in the round robin gains the higher position.

A3 If the two (2) teams are still tied after A1 and A2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL round robin games of just the segment the tie occurred in are included. Results from a previous round-robin do not carry through into the new round-robin (as an example no result from the first round carries into the second round).

Example: For = 10 goals
 Against = 4 goals
 Percentage: $10/(10+4) = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

A4 If the two (2) teams are still tied after A1, A2 and A3 have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the higher position.

The following time allotments would be regulated for GTHL tie-breakers:

Game Misconducts are worth ten (10) minutes
 Misconducts are worth ten (10) minutes
 Match Penalties are worth fifteen (15) minutes
 Gross Misconducts, are worth fifteen (15) minutes

A5 If the two (2) teams are still tied after A1, A2, A3 and A4 have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the higher position.

A6 If the two (2) teams are still tied after A1, A2, A3, A4, and A5 have been applied, then a single coin toss will determine which team gains the higher position.

Three (3) Teams or more Tied in Round Robin Series

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd teams. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

B1 If three (3) teams or more are tied, the point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding which team(s) shall advance.

B2 The team(s) with the most wins would gain the highest position.

B3 If the teams are still tied after B2 has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL round robin games of just the segment the tie occurred in are included. Results from a previous round-robin do not carry through into the new round-robin (as an example no result from the first round carries into the second round).

Example: For = 10 goals
 Against = 4 goals
 Percentage: $10/(10+4) = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position. The exercise of B3 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the Two-Team Tiebreaker.**

EXAMPLE:

Team A - .714 = 1 seed –Advances
 Team B - .500 = 3 seed – Does not advance
 Team C - .650 = 2 seed – Advances

Team A - .714 = 1 seed –Advances
 Team B - .500 = Still tied with Team C (go to next step B3)
 Team C - .500 = Still tied with Team B (go to next step B3)

Team A - .650 = Still tied with Team B (go to next step B3) Team
 B - .650 = Still tied with Team A (go to next step B3) Team
 C - .500 = Does not advance

B4 If teams are still tied after B1, B2 and B3, the team with the fewest goals against (all round robin games played) will gain the highest position.

B5 If teams are still tied after B1, B2, B3 and B4 the team with the most goals for (all round robin games played) will gain the highest position.

B6 If teams are still tied after B1, B2, B3, B4 and B5 have been applied, the team to qualify would be the team that received the least number of penalties minutes throughout all round-robin games. The following time allotments would be regulated for GTHL tie-breakers:

Game Misconducts are worth ten (10) minutes

Misconducts are worth ten (10) minutes

Match penalties are worth fifteen (15) minutes

Gross misconducts are worth fifteen (15) minutes

B7 If the teams are still tied after B1, B2, B3, B4, B5 and B6 have been applied, a coin toss shall determine the winner. In a three-team coin toss, the odd team gains the highest position.