

League Tie-Breaker Rules for Seedings At the End of Regular Season

As voted on at the February 2013 Tri County meeting, the tie-breaker rules for seedings at the end of regular season are as follows:

First use head-to-head record between two tied teams; then if still tied, use GF/GA% for games just between tied teams, then if still tied use GF/GA for total season games, then if still tied use most wins, then if still tied use virtual coin toss.

Eii) TIE-BREAKER RULES FOR OMHA ROUND ROBIN QUALIFIERS:

As Per O.M.H.A. regulation 13.4d: A) If two (2) teams tied: Extra one (1) game played; home ice as defined in above noted regulation

B) If three (3) teams tied: the percentage rule will be used to determine first, second and third places between these three teams (use Goals For divided by Goals For plus Goals Against); The second and third place teams will play a one (1) game playoff; the winner of that game will then play a one (1) game playoff against the first place team; home ice as defined in above noted regulation. NOTE: only the tied teams head to head scores will be used, and if still tied, then all Round Robin game scores will be used as per OMHA regulations 13.4d(iv).

Fi) TIE-BREAKER RULES FOR TYKE DIVISION TC LEAGUE PLAYOFFS:

If two (2) teams are tied in points at the end of the Round Robin for either first place or second place, the first tie-breaker will be the Head to Head; If the teams are still tied, then the percentage rule ($GF / GF + GA$) will be used to determine first and second place, or second and third place.

If three (3) teams are tied in points for first place at the end of the Round Robin , the team with the most wins in the round robin gets first place; if still tied, the percentage rule (above) will be used to determine first, second and third places. Once places are determined, the second and third place teams play a one (1) game playoff. Home ice for the extra game is based on Round Robin standings (second hosts third). The winner of that game will play for the League Championship series against the first place team.

The first place team at the end of the Round Robin has home ice advantage for the Championship series

Gi) TIE-BREAKER RULES FOR ALL OTHER DIVISIONS (NOVICE THROUGH MIDGET) TC LEAGUE PLAYOFFS:

Where there are two (2) groups, the top place of each group plays each other in the League Championship Final Series. If two (2) or three (3) teams are tied in points at the end of the Round Robin for first place, the first tie-breaker will be the Head to Head; if the teams are still tied, then The percentage rule ($GF / GF + GA$) will be used to determine first place.

Where there is only one (1) group, the top two places play each other in the League Championship Final Series. If two (2) teams are tied in points at the end of the Round Robin for

either first place or second place, the first tie-breaker will be the Head to Head; if the teams are still tied, then the percentage rule ($GF / GF + GA$) will be used to determine first and second place, or second and third place. If three (3) teams are tied in points for first place at the end of the Round Robin, the team with the most wins in the round robin gets first place; if still tied, the percentage rule (above) will be used to determine first, second and third places. Once places are determined, the second and third place teams play a one (1) game playoff. Home ice for the extra game is based on the Round Robin standings (second hosts third). The winner of that game will play for the League Championship series against the first place team.

The first place team at the end of the Round Robin has home ice advantage for the Championship series. Where there are two (2) groups, if there is a tie in points between the first place finishers of each group, then home ice is awarded to the highest seeded team at the end of the Regular Season.