



TRI-COUNTY

minor hockey league

TCMHL Tiebreaker Rules for Seeding - End of Regular Season

In the event of a tie in the standings at the end of the regular season (for any position such as 1st, 2nd, etc.), the following procedure will be used to break the tie. Only games played before the season end date will count towards the standings and tiebreakers.

Two Teams Tied:

1. **Head-to-head winner:** The team that won the games between the two tied teams will be awarded the higher seed.
2. **Most wins in league play:** If the teams remain tied, the team with the most wins during league play will gain the higher seed.
3. **Goal average:** If still tied, the team with the best goal average (calculated as total goals for divided by the sum of goals for and against) will take the higher position.
 - o **Example:** 10 goals for, 4 goals against: Goal average = $10 / (10 + 4) = .714$.
 - o Note: This calculation only includes head-to-head games between the tied teams.

If the teams remain tied after applying these steps, the team with the best goal average across all league games will gain the higher position.

4. **Coin toss:** As a last resort, a coin toss will be used.

Three or More Teams Tied:

If three or more teams are tied, the team with the best goal average (total goals for divided by the total of goals for and against) will gain the highest position. All games are included in this calculation.

The following steps will then be used to determine the remaining positions:

1. **Most wins among tied teams:** If the teams played an equal number of games against each other, the team with the most wins among the tied teams will be ranked higher.
2. **Goal average:** If a tie remains, the goal average will be used to rank the teams.
3. **Penalty minutes:** If still tied, the team with the fewest penalty minutes across all games will be ranked higher.
4. **First goal:** If still tied, the team that scored the first goal in the first game between the tied teams will be awarded the higher seed.
5. **Coin toss:** As a last resort, a coin toss will be used. In a three-team tie, the odd team out in a three-coin toss will receive the higher position.