



### Three or More Teams Tied

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

2.1 Only apply 2.1 if the three or more tied teams have played each other an equal number of times. If they have not played equal number of times each then proceed to 2.2. If the three or more teams are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula. **If still tied go to 2.2**

If teams are still tied after 2.1 has been applied ,then the team with the best Goal For Percentage gains the highest seeding position. The Goal For Percentage of a team is to be determined in the following manner:

**Note: All league games are included.**

Goal For Percentage (GF %)

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

Example 10 GOALS FOR, 4 GOALS AGAINST

Goal For Percentage Calculation  $10/10+4 = .714$

NOTE: The higher percentage gains the higher seeding position

2.2 The exercise of 2.2 establishes the team or teams with the highest position(s) by percentage. These teams will advance. See below. If there are still teams tied, they go to the next step. They do not go back to the “two Team Tiebreaker” **If still tied go to 2.3**

Example A

Team A - .714 = 1st Seed  
 Team B - .500 = 3rd Seed  
 Team C - .650 = 2nd Seed

Example B

Team A - .714 = 1st Seed – Advances  
 Team B - .500 = Still tied with Team C – go to next step 2.3  
 Team C - .500 = Still tied with Team B – go to next step 2.3

Example C

Team A - .650 = Still tied with Team B – go to next step 2.3  
 Team B - .650 = Still tied with Team A – go to next step 2.3  
 Team C - .500 = 3rd seed

If the teams are still tied after 2.1, and 2.2 has been applied; a coin toss shall determine the winner.

- 2.3 Based on the number of teams yet to be positioned will determine the number of coins used. In a three-team coin toss, the odd team (three coins are tossed) gains the higher seeding position

Date

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**Revision Made**