

**Tri-County Minor Hockey League
Tiebreaker Rules for Seeding - End of Regular Season
Effective : 2023 - 2024 Season Until Changed by TCMHL Executive**

End of Regular Season

In the event of a tie at the end of the Regular Season, for any position (1st, 2nd, etc.) the following procedure will be used to break the tie. **(Only those games played prior to season end date will count in the standings and for tiebreakers.)**

1 Two Teams Tied

1.1 Head-to-head winner between teams tied - The winner of the games between the two tied teams will gain the higher seeding position. **If still tied go to 1.2**

If the two teams are still tied after 1.1 has been applied, then the team with the best Goal For Percentage (GF %) gains the higher seeding position. **Only games against the two tied teams to be included.** The Goal For Percentage of a team is to be determined in the following manner:

1.2 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

If still tied go to 1.3

1.3 If the two teams are still tied after 1.1, and 1.2 has been applied, then the team with the best Goal For Percentage **in all league games** gains the higher seeding position. **If still tied go to 1.4**

1.4 If the two teams are still tied after 1.1, 1.2, and 1.3: a single virtual coin toss will determine which team gains the higher seeding position.

Three or More Teams Tied

Note: The three or more -team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd 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

January 31, 2024

Revision Made