



APRIL SHOWERS TOURNAMENT

TIE BREAKER RULES



The standings shall be determined utilizing the following points system:

WIN IN REGULATION	=	3 POINTS
SHOOT OUT WIN	=	2 POINTS
SHOOT OUT LOSS	=	1 POINT
LOSS IN REGULATION	=	0 POINTS

If two or more teams have an equal number of points, the standings shall be determined by:

(Note: For tie-breaker purposes in determining the standings in preliminary round play, a maximum six-goal differential will be used regardless of a greater actual goal differential; ex. 15-2 becomes an 8-2 score.)

(Note: If a team forfeits any of its games in round-robin play, the team forfeits all of its games and the games shall be recorded as 1-0 victories for the non-forfeiting teams.)

1. **“Head to Head” Game Results:** the results of the games played between the tied teams in the following order:

(Note: To use the “Head to Head” tie breakers 1a, 1b, & 1c, all of the tied teams must have played each other. However, if one team has defeated the other team with which they are tied, they shall be ranked ahead of the other team.)

a. The Points acquired in the head to head games.

b. Subtracting Goals Scored Against from Goals Scored For in the Head to Head games. Their positions shall be in order of the greatest surplus.

(Note: A maximum differential of six goals per game will be used in this formula.)

c. Dividing the Goals Scored in the Head to Head games by the Goals Scored Against, their positions being determined in the order of the greatest quotient.

(Note: A maximum differential of six goals per game will be used in this formula.)

(Note: A quotient involving dividing by zero has higher standing than a quotient dividing by any number other than zero. Where two or more teams have no goals against, and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of goals for.)

2. **“Using all Games Played”:** if after applying the formulas of 1a, 1b, and 1c, the tie still exists, 1b and 1c shall be applied using all of the games played by the teams tied.

(Note: the formulas shall be applied in order 1a, 1b, 1c and 2 until one formula breaks the tie for a position between all of the teams at the same time. If the teams remained tied, continue to formulas 3, 4, and 5.)

3. The team with the fewest total penalty minutes shall be ranked highest, etc.

4. The Tournament Committee shall have the authority to interpret these rules and make a final decision as to division winners. This decision may come down to a coin toss.