

# Hockey Canada Tie-Breaking System

## Tie Breaking Sequence:

### Two Teams Tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semifinal and final games are played. In the event that teams are tied for a playoff position, the following procedure will apply:

**1.1** The winner of the round robin game between the two tied teams gains the higher position

**1.2** The team with the most wins in the round robin gains the higher position.

**1.3** If the two teams are still tied after 1.1 and 1.2 have been applied then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against. **Note:** All round robin games are included. Example: 10 Goals For 4 Goals Against, Percentage 10 [over] 10+4. Note: The higher percentage gains the higher position.

**1.4** If the two teams are still tied after **1.1, 1.2 and 1.3** have been applied, the team with the least number of minutes in penalties throughout all of the round robin games gains the higher position.

**1.5** If the two teams are still tied after **1.1, 1.2, 1.3 and 1.4** have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

**1.6** If the two teams are still tied after **1.2, 1.3, 1.4 and 1.5** have been applied, a single coin toss will determine which team gains the higher position.

### Three or More Teams Tied

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

**2.** If three or more teams are tied, the point record established in the game among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

**2.1** The team with the most wins would gain the highest position.

**2.2** If the teams are still tied after 2.1 has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against. **Note:** All round robin games are included. Example: 10 Goals for 4 Goals Against, Percentage: 10 [over] 10 + 4. Note: The highest percentage gains the highest position(s).

The exercise of 2.2 establishes the team or teams with highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tie Breaker".

Examples:

A.

Team A - .714 = 1 seed – Advances

Team B - .500 = 3 seed – Does not Advance

Team C - .650 = 2 seed – Advances

B.

Team A - .714 = 1 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

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 = Does not advance

**2.3** If teams are still tied after **2.1 and 2.2** the team(s) with the fewest goals against (all round robin games played) will gain the highest position.

**2.4** If teams are still tied after **2.1, 2.2, and 2.3** the team(s) with the most goals for (all round robin games played) will gain the highest position(s).

**2.5** If teams are still tied after **2.1, 2.2, 2.3 and 2.4** have been applied, the team to qualify would be the team(s) that received the least number of minutes in penalties throughout all the round robin games...

**2.6** If teams are still tied after **2.1, 2.2, 2.3, 2.4 and 2.5** have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.