

AMRHA Tie Breaking Rules:

The tie breaking procedure at the end of round robin play (in the event that teams are tied with equal number of points for the semi-final and/or final positions, the following procedure will apply

If Two Teams are Tied After Round Robin Play :

- a) The team with the most wins in the Round Robin gains the highest seed.
- b) The winner of the Round Robin game between the two tied teams (head to head match) gains the highest seed.
- c) If the two teams are tied after a & b above, then the team with the least amount of goals against gains the highest seed.
- d) If still tied, then team with lowest goal differential will gain highest seed (GF-GA).
- e) If two teams did not play each other and are still tied to this point, the team with the least amount of penalties minutes gains highest seed. (This includes bench, minor, major, misconducts and match - considered a major).
- f) If still tied then a single coin toss will determine which team gains highest seed.

If Three or More Teams are Tied After Round Robin Play

* At anytime through this process the number of teams still tied falls to two, then automatically convert to the above Two Team Tie Breaking Formula beginning at (a).

- a) The point record established in the games among the tied teams only will be used as the first tie breaking formula (this is only if teams are in the same pool) the team with the most wins gains highest seed.
- b) If from different pools: team with most wins gains highest seed.
- c) Team with least amount of goals against gains the highest seed.
- d) Team with lowest goal differential gains highest seed (GF-GA).
- e) Team with the least amount of penalties minutes gains highest seed (this includes bench, minor, major, misconducts and match - considered a major).
- f) If still tied then a single coin toss will determine which team gains highest seed.

