



## YSMHL Tie Breakers

### **Tie-Breaking Criteria (applied in the order listed)**

**(league play refers to regular season and or qualifiers)**

**(If 3 or more teams are tied, you would start at section #2.**

**Once one team has been eliminated from the tie you would then revert back to #1)**

#### **(1) Head-to-Head Competition: (IF 2 TEAMS ARE TIED)**

Results of games played between the tied teams during League Play. The team with the better head-to-head record will be ranked higher.

#### **(2) Head-to-Head Goal Differential Percentage: (IF 3 OR MORE TEAMS ARE TIED)**

If teams remain tied, the goal differential percentage from head-to-head League Play games between the tied teams will be used. This percentage is calculated as: **Goals For (GF) ÷ [Goals For (GF) + Goals Against (GA)]**.

The team with the higher percentage will advance.

#### **(3) Overall Goal Differential Percentage (League Play):**

If still tied, the goal differential percentage from all League Play games will be used. This percentage is calculated as: **Goals For (GF) ÷ [Goals For (GF) + Goals Against (GA)]**.

The team with the highest percentage will advance.

#### **(4) Total Goals Scored:**

If teams remain tied, the team that has scored the greatest total number of goals during the League Play will advance.



**(5) Fewest Penalty Minutes:**

If a tie still exists, the team with the fewest total penalty minutes accumulated during the League Play will advance. Penalty minutes shall be calculated as follows: misconduct penalties assessed to players and coaches count as ten (10) minutes each, major penalties count as five (5) minutes each, and minor penalties count as two (2) minutes each.

**(6) Coin Toss:**

If teams remain tied after all previous criteria have been applied, the tie will be resolved by a coin toss conducted by the League. The coin toss will be overseen by a League official, with both teams represented. The result of the coin toss shall be final.