

POOL PLAY

TIE-BREAKING GUIDELINES

TWO-TEAM TIE

In any situation where two teams are tied, HEAD-TO-HEAD competition between the teams shall determine the winner.

NOTE: If a situation exists in which two teams do not play each other within the same pool, a point differential tie-breaker will be applied. All Pool Play games will be totaled. (Regardless of actual game scores, 15 points is the maximum plus or minus total that will be factored into the point differential calculation.)

THREE OR MORE TEAMS TIED

NOTE: Once the pool winner has been determined via the point differential, the tie between the remaining two teams shall be broken based on head-to-head competition.

Step One:

If more than two teams are tied, a POINT DIFFERENTIAL tie breaker will be applied. The point differentials of the teams involved in the tie are totaled for all games. Teams are then ranked according to the sum of the point differential and the team with the highest ranking is the pool winner.

(Regardless of actual game scores, 20 points is the maximum plus or minus total that will be factored into the point differential calculation.)

Step Two:

If more than two teams are still tied after the application of Step Two, the TOTAL POINTS ALLOWED by each team in games played between the teams that are tied will be totaled. Teams are then ranked accordingly, the team that has allowed the least amount of total points is the pool winner.

Step Three:

If more than two teams are still tied after the application of Step Three, the TOTAL POINTS SCORED by each team in games played between the teams that are tied will be totaled. Teams are then ranked accordingly, the team that has allowed the least amount of total points is the pool winner.

Step Four:

If more than two teams are still tied after the application of Step Two, a three-way flip of the coin shall break the tie, with the odd team being declared the pool winner.

SPECIAL NOTE: All forfeits are scored 15-0.

WILD CARD DETERMINATIONS

The following steps will be taken to determine the Wild Card team.

Step 1: NUMBER OF WINS in all Pool Play games will be the first determining factor for the wild card berths.

Step 2: *If two teams are tied* with the same number of wins, the following steps will be taken to determine the Wild Card(s):

A) HEAD-TO-HEAD competition will be the first tie-breaker in any situation when applicable.

B) If the two teams *have not played each other*, a POINT DIFFERENTIAL tie breaker will be applied. The point differentials of the teams involved in the tie are totaled. All Pool Play games will be included in the point differential tie-breaker. The team with the highest point differential will be determined the Wildcard.

(Regardless of actual game scores, 20 points per game is the maximum plus or minus total that will be factored into the point differential calculation.)

Step 3: *If two or more teams are tied* with the same number of wins the following steps will be taken to determine the Wild Card(s):

- A point differential tie breaker will be applied.
- The point differentials of the teams involved in the tie are totaled.
- All Pool Play games will be included in the point differential tie-breaker.
- Teams are then ranked according to the sum of the point differential.
- The team with the highest point differential will be determined the Wildcard.

(Regardless of actual game scores, 20 points is the maximum plus or minus total that will be factored into the point differential calculation.)

Step 4: **A) If more than two teams are still tied—**

Total points allowed by each team will be used to break the tie.

B) If two teams are still tied and HAVE NOT played head-to-head:

Total points allowed by each team will be used to break the tie.

C) If two teams are still tied and HAVE NOT played head-to-head:

Total points scored by each team will be used to break the tie.

Step 5: *If teams are still tied, the tie will be broken with a coin flip*

SPECIAL NOTE: All forfeits are scored 15-0.

Re-Seeding Procedure

Teams advancing to Bracket Play will be re-seeded by the tournament officials at the completion of Pool Play.

Seeds will first be determined by Pool Play record.

If two teams are tied:

- In any situation where two teams are tied and a head-to-head matchup exists, **head-to-head** competition between the teams shall determine the highest seed.
- If a head-to-head matchup DOES NOT exist, a POINT DIFFERENTIAL tie-breaker will be applied. All Pool Play games will be totaled and included in the point differential. The team with the best point differential will receive the highest available seed. (Regardless of actual game scores, **20 points** is the maximum plus or minus total that will be factored into the point differential calculation.)
- If two teams are still tied upon applying point differential tie-breaker, TOTAL POINTS ALLOWED will be used to break the tie.
- If two teams are still tied upon applying total points allowed tie-breaker, TOTAL POINTS SCORED will be used to break the tie.
- In the event that three teams are still tied after the above tie-breaking procedures have been applied, a COIN FLIP will be used to break the tie.

If more than two teams are tied:

- If more than two teams are tied, a point differential tie breaker will be applied. All Pool Play games will be totaled and included in the point differential. Teams are then ranked according to the sum of the point differential. (Regardless of actual game scores, 20 points is the maximum plus or minus total that will be factored into the point differential calculation.)
- If three teams are still tied upon applying point differential tie-breaker, total points allowed will be used to break the tie.
- If three teams are still tied upon applying total points allowed tie-breaker, total points scored will be used to break the tie.
- In the event that three teams are still tied after the above tie-breaking procedures have been applied, a coin flip will be used to break the tie.

NOTE: Once a multi-team tie has been broken via the point differential and the tie is down to between two teams, the tie between the remaining two teams shall be broken based on TWO-TEAM TIE-BREAKER LISTED ABOVE