



Tie Breaker Procedures

The Youth Sports office will have full discretion in determining position and placement for all teams.

The following system will be used to determine league winners, tournament series and/or position day placement:

Between TWO teams:

1. Results of head-to-head competition between the two tied teams.
2. The team who allowed the least amount of cumulative points to be scored will be declared the winner. (this philosophy rewards the defensive game). If a team forfeited a regular season game, the team would automatically lose the tie breaker.
3. The team with the most cumulative points scored (offensive points) against common league opponents will be declared the winner. Only common league opponents that did not forfeit any regular season games will be included in this calculation.
4. If available, the team with the highest cumulative sportsmanship rating will be declared the winner.
5. ONLY FOR TOURNAMENT SERIES AND/OR POSITION DAY PLACEMENT: If all things remain equal, then a coin toss will be administered by the Youth Sports Office. A team representative may attend the coin flip. Team listed first alphabetically will be heads on the coin.
6. If there is no league tournament series and/or position day scheduled, teams will be declared Co-Champions, Co-Second, etc.

FOR MULTIPLE (3 or more) team ties:

Note: Once a Multiple (3 or more) team tie is reduced to 2 teams, the two-team tiebreaker will go into effect and will start from the beginning.

1. Results of head-to-head competition between the tied teams. All teams must have played at least one team in the tie for this step to be considered.
2. The teams that allowed the least amount of cumulative points to be scored will be declared the winner. (this philosophy rewards the defensive game). Team(s) that forfeited a regular season game would automatically lose the tie breaker.
3. The teams with the most cumulative points scored (offensive points) against common league opponents will be declared winners. Only common league opponents that did not forfeit any regular season games will be included in this calculation.
4. If available, the team with the highest cumulative sportsmanship rating will be declared the winner.
5. The records of both tied teams will be compared against all common league opponents.
6. Record versus the first-place team shall be compared.
7. Record versus the second-place team shall be compared.

Reminders:

- Individual games that result in a tie counts one-half win and one-half lost for both teams.
- If all scheduled games are not able to be completed due to unforeseen circumstances (i.e. weather) winning percentages will be used to break a tie. For example, a team that is 1-0 (1.000) would win the tie over a team that is 1-1 (0.500).