

# Tie Breaker Rules

## TIE BREAKER RULES FOR TEAM STANDING

1. Regardless of game score, a maximum SEVEN goal difference will be used when applying the tie breaker rules.
2. When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:
  - a) **Head-to-Head** - The winner of more game(s) between each other during the round robin will be declared the highest position.
  - b) **Goal Differential** - If still tied, teams shall be ranked according to the **difference between goals for and against in games between the tied teams in round robin play**. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, etc.
  - c) **Goal Quotient** - If still tied, teams shall be ranked according to the **highest ratio of goals for, divided by goals against for all games played in the round robin**. The tied team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, etc.
  - d) **Fewest Goals Against** - If still tied, teams shall be ranked according to the least goals against in all **games played in the round robin**. The tied team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, etc.
  - e) **Least Penalty Minutes** - If still tied, teams shall be ranked according to the **least total penalty minutes for all games played in the round robin**. The tied team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, etc.
  - f) **Highest Ratio** - If still tied, teams shall be ranked according to the **highest ratio of goals for, divided by the sum of goals for, plus goals against, for all games played in the round robin**. The tied team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, etc.
  - g) **Coin Toss** - If still tied, two tied teams shall be ranked by a coin toss. If more than two teams are still tied, teams shall be ranked by random draw.
3. NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie. **If three or more teams are involved in the tie, the tie breaking procedure shall only revert to (A) if teams are still tied after the application of subsequent rules.**

## TIE BREAKER RULES FOR MEDAL GAMES

1. U12, U14, U16 and U19
  - a) **Overtime Period** - If a MEDAL GAME is tied at the end of the second period, an overtime, five (5) minute, stop-time, SUDDEN VICTORY, period will be played. Ring possession shall be determined by a coin toss called by the home team. Penalties assessed in regulation play shall carry-over to the overtime period.
  - b) **Shoot-Out** - If the game winner is not determined in the overtime period, the game winner will be determined by a Shoot-Out.
    - The team that lost the coin toss for the overtime period shall have the choice to shoot first or second.
    - Coaches must produce the names of their shooters immediately after the overtime period.
    - Shooters must be selected from the players on the current game's game sheet.
    - Penalties from previous periods shall not carry over to the shoot-out.
      - i. **Shoot-Out Round One**: Three shooters from each team alternate shots. The game winner will be the team with the most goals after three shooters. The shoot-out will end if it becomes impossible for one team to score sufficient goals to tie the other team.
      - ii. **Shoot-Out Round Two**: If it is still tied after round one, teams shall continue one shooter at a time until a winner is determined. No player may shoot again until all players have taken a shot. The game winner will be declared when one team scores and the other team does not in sudden victory format.
  - c) If no additional ice time is available, a coin toss will determine the game winner.