



SOUTH TEXAS YOUTH SOCCER ASSOCIATION
PROPOSED RULE CHANGE #9
(One Change per Form, Please)

SECTION I: ADD OR CHANGE A RULE

Is there currently a rule that applies? X Yes No

Primary Page No(s): Secondary Page No(s):

Rule Location: 5. District and State Playoff Rules

Title of Section: 5.8. Standings

Rule as it presently reads:

5.8. STANDINGS

5.8.1. **Tournament Standings.** All standings will be determined by points: 6 points for a win, 3 points for a tie, and 0 points for a loss. A point will be awarded for each goal up to three goals. A point will also be awarded for a shutout. A win by forfeit results in 10 points for the winning team (scored 3-0).

a. **Round Robin Tie Breakers.** If the teams are tied at the end of the Round Robin, the following progressive sequence will be used to determine final Round Robin standings:

- (1) Winner in head-to-head competition; then if teams are tied,
- (2) Highest goal difference (goals for minus goals against) with a maximum of three (3) goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
- (3) Total goals allowed. (Team with fewest total goals allowed advances.)
- (4) Kicks from the Penalty Mark (See 5.8.2)

Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams.

Proposed Additions and/or Changes:

5.8. STANDINGS

5.8.1. **Tournament Standings.** All standings will be determined by points: 6 points for a win, 3 points for a tie, and 0 points for a loss. A point will be awarded for each goal up to three goals. A point will also be awarded for a shutout. A win by forfeit results in 10 points for the winning team (scored 3-0).

a. **Round Robin Tie Breakers.** If **two or more** teams are tied **on points (as determined above)** at the end of the Round Robin, the following progressive sequence will be used to determine final Round Robin standings:

- (1) Winner in head-to-head **competition (this criterion is used only if the tied teams have all played each other)**; then, if teams are **still** tied,
- (2) Highest goal difference (goals for minus goals against) with a maximum of three (3) goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team; **then, if teams are still tied,**
- (3) Total goals allowed. (Team with fewest total goals allowed advances.); then, if teams are still tied,
- (4) Kicks from the Penalty Mark **If two teams remain tied, then follow 5.8.2. If more than two teams remain tied, the following procedure will be used to determine the pairings of the Kicks from the Penalty Mark;**

- a) **If an odd number of teams are tied (3, 5, 7, ...), teams will draw numbers and the team with the lowest number (1) will receive a bye. All other teams will be paired by number (2 vs 3, 4 vs 5, ...) and then follow 5.8.2;**

- b) If an even number of teams are tied (4, 6, 8, ...), teams will draw numbers and be paired by number (1 vs 2, 3 vs 4, ...) and then follow 5.8.2;
- c) Repeat 5.8.1.a.4.a or 5.8.1.a.4.b until only two teams remain, then follow 5.8.2.

Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams.

SECTION II - JUSTIFICATION FOR THE PROPOSED RULE CHANGE:

Provide justification for the proposed change

The current tiebreaker rules do not address where more than 2 teams might be tied and have not played a head to head match. This often occurs with odd number of round robin groups and a wildcard needs to be selected. This also makes the tiebreaker procedures consistent with other STYSA competitions such as the State Classic League and the Dynamo Dash League as well as Spring Cups.

Change also defines the procedure to be used if the Kicks from the Mark tiebreaker is necessary.

Submitted by: Chris Delay

Rules Committee Recommendation: The Committee recommends passage.

Executive Committee Recommendation: The Executive Committee recommends passage.