



Scores and Standings

- A. The standing of teams within play groups is based upon the number of points earned in qualifying games. Teams earn points as follows:
- Three (3) points for a win (including forfeits)
 - One (1) point for a tie, and
 - Zero (0) points for a loss
- B. In the event of a forfeited game, the team forfeiting the game will not be allowed to win the play group, have an additional 3 points subtracted from their total and have the score recorded as 0-4.

Tie Breakers

- A. If two or more teams are tied, the tiebreaker sequence below will be followed until the tie is clearly broken. At any point where a team is eliminated after a particular tiebreaker is applied to all teams, and two or more teams still remain tied, the remaining tied teams will then restart at point "1" in the sequence below, until the tie is broken.
- B. The following tiebreaker rules, for determining standings at the end of the season will be:
- (1). Winner of head to head competition (this criteria will not be used if more than two teams are tied)
 - (a). If the two teams involved play each other twice, their aggregate score will be used.
Example: Game 1: Team A – 1 vs Team B – 0
Game 2: Team A – 2 vs Team B – 2
Aggregate Score: Team A – 3 vs Team B – 2
 - (2). Winner of most games
 - (3). Goal differential (goals scored minus goals against) with a maximum differential of four goals per game)
 - (4). Goals scored for (all goals count up to the number needed to reach the maximum of +4 in goal differential [GD]. Example 1: Score of game A is 6-2. For the team that scored 6 goals, all goals scored count in the goals for calculation because the 5th and 6th goals were need to reach the +4 GD. Example 2: Score of game B is 7-2. For the team that scored 7 goals, only the first 6 goals count in the goals for calculation because the 7th goal exceeded the +4 GD.)
 - (5). Fewest goals allowed
- C. If at any time teams have not played the same number of games, percentages will be calculated.