SHA TIE BREAKING PROCEDURE

REGULATION 3.08.01

To determine teams standings in the event of a tie, the following
criteria shall be used by all leagues or associations playing under the
jurisdiction of the SHA.
a)
Two Teams Tied
If two teams are tied
i)
Best win record in games played between tied teams.
ii)
If still tied, the team with the best win record.
iii)
If the two teams are still tied after i) and ii) have been applied, then
the team with the best goal average gains the higher position. The goal
average of a team is to be determined in the following manner:
Total number of goals for divided by the total number of goals for and against.
NOTE:
All
games are included.
NOTE:
A
maximum
of seven (7) goal difference per game will be used
in the calculation of the game ratio. This will be calculated from the actual
"goals for" of the losing team in the particular game.
Example:
For = 10 Goals Against = 4 Goals
Percentage
Total Goals For
10
=
10
= .714
Total Goals for
10 + 4
14
Total Goals Against
iv)
If the two teams are still tied after i), ii) and iii) have been applied, the
team with the least number of minutes in penalties throughout
all
games,
gains the higher position.
v)
If the two teams are still tied after i), ii), iii) and iv) have been applied,
then the team which scored the first goal in the game between the tied
teams gains the higher position.
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vi)
If the two teams are still tied after i), ii), iii), iv) and v) have been applied,
a single coin toss will determine which team gains the higher position.
NOTE:
In round robin SHA Provincial Playoffs there shall be no overtime
played.
b)
Three or More Teams Tied
NOTE:
The three-team tiebreaker is used to determine the seeding of

the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The Three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If three teams or more are tied, the point record established in the games among the tied teams only
will be used as the first tie breaking formula in
deciding which team(s) shall advance.

i)
The team with the most wins (among tied teams) would gain the highest position.

ii)
If teams are still tied after I) has been applied then the team with the best goal average gains the highest position.

NOTE:
All
games are included.

NOTE:
A
maximum
of seven (7) goal difference per game
will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.

Example:
For = 10
Against = 4 Goals
Percentage:
Total Goals For
10
=
10
=.714
Total Goals For
10 + 4
14
Total Goals against

NOTE:
The highest percentage gains the highest position(s)
The exercise of ii) establishes the team or teams with the highest position(s)
by percentage. These team(s) will advance. If there are still teams tied,
they go to the next step. They do not go back to the "Two Team Tiebreaker".

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Example:
(a)
Team A - .714 = 1 seed – Advances
Team B - .500 = 3 seed – Does Not Advance
Team C - .650 = Advances

(b)
Team A - .714 = 1 seed
Team B - .500 = Still Tied with Team C – go to next step iii)
Team C - .500 = Still Tied with Team B – got to next step iii)

(c)
Team A - .650 = Still tied with Team B – go to next step iii)
Team B - .650 = Still tied with Team A – go to next step iii)
Team C - .500 = Does not advance.

iii)
If teams are still tied after i) and ii), the team with the fewest goals against (all games played) will gain the highest position.

iv)
If teams are still tied after i), ii), iii), the team with the most goals for

(all games played) will gain the highest position.
v)
If teams are still tied after i), ii), iii) and iv), have been applied, the team
to qualify would be the team that received the least number of minutes in
penalties throughout all games played.
vi)
If teams are still tied after i), ii), iii), iv) and v) have been applied, a
coin toss shall determine the winner. In a 3 team coin toss, the odd team
gains the highest positio