

REVISED 2/20
PLAY-OFF
TIE-BREAKING CRITERIA

BASIC CRITERIA USED IN ORDER THAT THEY APPEAR:

- 1. Head to head competition (Winning percentage)***
- 2. Record above the tie (Winning percentage)***
- 3. If a tie still exists between any two places. ...use numbers drawn for place****

If two teams are tied for a play-off position EXCEPT for the 4th place, the above criteria will be used.

If more than two teams are tied for a play-off position EXCEPT for the 4th place, the above criteria will be used to seed the team. Once a team is seeded, the above criteria will start over between the remaining tied teams.

For the sports of soccer & field hockey, all ties will be broken using points—3 for a win & 1 for a tie. For the 4th play off position, if points values are the same within the tie and there is no 2 head to head wins by one team, then a play in contest would be held using information denoted below.

For the final play-off spot if two teams are tied:

There will be a play in game to the play-offs if there is no head to head (2-0) advantage, except in single round sports, where the one head to head will be used.

- a. host of the play in contest is the highest draw number***
- b. admission will be charged as it is a play-off contest***

If more than two teams are tied for the last positions, 1 & 2 above will be used to break the three-way tie to qualify the first play in game team. If the tie is not broken between the three teams using 1 & 2 above, then the draw numbers will be used to place the first team into the play in game.

The criteria will start OVER to determine the second play in team.

In the case of more than three way tie for more than one spot which includes the 4th position:

The above criteria will be used to break the tie, seeding one team.

The criteria will start OVER again to complete the tournament using the criteria as stated previously.

* Numbers are drawn each spring for each school for each sport. It has been determined that a low number(1,2,3...) would be the top. The top number has priority!