

## **Appendix I – CTYLA Red Division Tiebreaker Policy**

Only games against Red Division teams count in the standings. In the event teams play each other twice, only the second game will count with regard to the standings, unless the Division is configured for all teams to play each team twice. In the event of a multi-way tie the following process will be used to determine all tie breakers:

1. The tied Teams will be placed in a sub group
2. The highest seeds are determined by Red Division wins against Teams within the sub group.
3. If a tie remains after step (b), Teams will be ranked by Head-to-Head competition within the sub group.
- 4(a). In the event of a Three-way (or more) tie within any sub group; the selection will also be based on a head-to-head comparison. If all of the Teams have the same number of wins over the other Teams in the tie (Team A has defeated Team B, Team B has defeated Team C, and Team C has defeated Team A) then the selection shall be based on the goals against scored between those games between the sub group. The team with the fewest goals against would be selected and the other teams would be also ranked based on goals against.
- 4(b) If all teams in the sub group have not played each other, the team with the fewest goals in all games which count in the standings would be selected and the other teams would be also ranked based on goals against.
5. Should (4)(a) or (b) not break the multi-way tie, there will be a coin flip. Coins will be flipped. The odd side out wins. The remaining teams go back to step (1).
6. If a tie remains after these steps, the tiebreaker process will be repeated recreating the sub group with the remaining Teams.