

Rules Regarding Round Robin Competitions

The final positions in round robin competition are determined by the following sequence:

- 1. Winner of the most matches;
- 2. In a two way tie, winner of the head-to-head match;
- 3. In a tie of three or more:
 - the player/team who has the best value after calculating (games won) - (games lost) between ONLY the tied players/teams, is awarded the highest position.
 - If the result of this calculation indicates a tie between two players/teams the winner of their head to head match will decide their placement.
- 4. If a multiple tie still remains;
 - the player/team who has the best value after calculating the (total points scored for) - (total points scored against) between ONLY the tied players/teams, is awarded the highest position.
 - If the result of this calculation then indicates a tie between two players/teams the winner of their head to head match will decide their placement.
- 5. If a multiple tie still remains we return to step 1 and continue.

NOTE:

- If a player/team forfeits more than 25% of their matches between tied teams ALL of their matches will be removed from consideration when breaking the tie.
 - Injury forfeits will result in the winning team being awarded the maximum amount of points for that game.
 - Forfeits, where the match was never started, will count as a match won in two games.
 - With forfeits, where "points scored" is the deciding factor, the points scored by the forfeiting team will be discounted from consideration for ALL teams.
 - In matches where the win by two points system is used the winner and loser will be calculated as having points equal to the regulation maximum points minus one. (e.g. in a game to 15 if the final score is 19 to 17 then for tie breaker purposes the winner's points will be calculated as 15 not 19 and the loser's points as 14 not 17.)
- Effective January 2007