

Tie Breaking Formats

We use the 5-point system in our youth games. A total of 5 points are available for each game. 2 points are given for winning a game and 1 point for a tie. In addition, there is 1 point provided for each period WON and One-half point for each period tied. A total of 5 points are available for each game.

If two teams are tied:

1. Most points acquired in the game played between the two tied teams.

Example: Team A and Team B each have 16 points. In the game played between these two teams, Team A has 2 points and Team B has 3 points. Team B is the Winner.

2. Plus/Minus: Goals for minus goals against in games versus common opponents. Highest +/- wins.
3. Plus/Minus: Goals for minus goals against in ALL GAMES PLAYED.
4. Total Goals For (against common opponents).
5. Total Goals For (In all games played).
6. Least Goals Allowed (against common opponents).
7. Least Goals Allowed (In all games played).
8. Team that scored the first goal (in the game against each other).

If three or more teams are tied:

1. Most points acquired in the games against other tied teams only.
2. Plus/Minus in games against other tied teams only.
3. Plus/Minus in all games played. Highest +/- wins.
4,5,6,7. Same as if two teams are tied (above).
8. First Goal Scored: Fastest goal scored by a team in games played against other tied teams only.
9. Least Penalty Minutes. (Major and Minor only). Misconducts do not apply

NOTE: All ties DO NOT NEED TO BE BROKEN AT ONCE. Example: If Team A and Team B each have a +3 in the +/- system, and Team C has a +2, then Team C fails to move on to the next tie breaker. Team A and Team B will move on to the next tie breaker.

The Tournament Committee reserves the right to change the tie breaking format under cases of unusual circumstances. In odd situations where teams pull out or forfeit, the point system is thrown off. Unusual situations may force change of these procedures. Teams will have input into any changes that may happen.