

CNYSSL Tie Breaking Procedure

If 2 teams are tied, begin with procedure: a
If 3 or more are tied, begin with procedure: b

- a. Head to head. (Which team won the most games played against the other).
If the teams tied, then who scored the most goals against their opponent is used. (i.e. If the two teams are tied, then the team that beat the other team a greater number of times will become the higher seeded team. If each team won the same number of games against the other, then the higher seeded team will be the team that scored the greater number of goals in those games. If this does NOT resolve the tie, go to b).
- b. Compare the record of the teams that are tied against each team not involved in the tie, one at a time, using the highest seeded team first and continue through the lowest seed team (if necessary). The tie team with the best record will become the higher seeded team. Repeat as necessary.
(i.e. If three teams are tied for 3rd place, then the tied team with the best record vs. the 1st place team will receive the higher seed. If the teams are still tied, then compare the records against the 2nd place team. If still tied, then continue with the 6th place team (etc.), until all teams are used). If this does not resolve the tie, go to c.
(note: goal differential is not used in this procedure)
- c. Compare the tied teams goals scored against all opponents. The team with the greater number of goals scored will receive the higher seed. If this does not resolve the tie, go to d.
- d. Compare the goals scored against each tied team. The tied team with the fewest goals scored against, will receive the higher seed. If this does not resolve the tie, go to e.
- e. Compare the number of shutouts against all opponents. The tied team with the greater number of shutouts will become the higher seeded team. If this does not resolve the tie, go to f.
- f. Compare the number of times the tied teams were shutout. The tied team that was shutout the fewest number of times will become the higher seeded team. If this does not resolve the tie, go to g.
- g. Coin Toss. An arbiter is chosen by the league, and each tied team will have an equal number of chances to match the arbiter's coin toss. The first tie team to be the only team to match the arbiter, will be the higher seeded team. If two teams tie, all teams flip again.