Federation Championship Round Robin Tie Breakers

The tie-breaker rules are as follows once the round robin games have been completed.

1. The results of only the head-to-head games played between the tied teams in the following

order: a. Most points earned. **(Head to Head)**

b. Most total wins (whether in regulation, overtime and shootout).

c. Most regulation wins.

d. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.

e. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero (0). Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for."

f. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.

*Please note if 3 teams are tied once the tie is broken to get to 2 remaining tied teams the process starts over at A. most points earned (Head to Head)

2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.

a. Most total wins (whether in regulation, overtime and shootout).

b. Most regulations wins.

c. Differential — Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.

d. Quotient — Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker is required, the teams shall be ranked high to low in descending order of

"goals for."

e. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.

f. Lowest number of penalty minutes — Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of "penalty minutes for."

g. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

H. Coin Flip

Federation Round Robin Points Awarded

Type	Points
Regulation Win	3
OT Win	2
Shootout Win	2
OT Loss	1
Shootout Loss	1
Regulation Loss	0