# Appendix I - THSLL Tiebreaker Policy

**Appendix I - THSLL Seeding/Tie Breaking Policy**

**Regular Season Seeding Guidelines**
Seeding for post-season activities will be determined using the following procedures.

* A district game is defined in the schedule with a game type of “District”. District teams may play each other more than once, but only games designated as “District” on the schedule will count towards seeding.
* Seeding is calculated by the number of wins against teams in the same division (Division I or II), district (North, South, etc), and conference (East, West, etc).
* Teams will be sorted by wins in descending order.
* A tie will not count towards a win or a loss.
* Forfeited games result in a winning score of 1-0 with the win being given to the team not initiating the forfeit. BoD reserves the right to adjust forfeited game scores or alternative method in extreme cases.
* All district games must be played. Any district games not completed by the deadline will be given a 0-1 loss for both teams. BoD reserves the right to adjust as needed in extreme cases.
* The top X teams will be selected in descending order starting with the most wins. The number of teams being seeded may be different between districts. The number of teams selected is decided pre-season during the district breakout sessions.

**Tie Breaking Procedures**
***In every situation possible , head to head results are primary .***

1. The tied teams will be placed in a sub group. The process outlined in steps 1 through 4 in b) below will be utilized for each seeding position. In a Multi-way tie, the process will first determine the highest seed in question and then be repeated again for the next seed, and continue until all tied teams are seeded.
2. The following steps are used, in order, to break ties for each seeding position:
	1. The highest seed is determined by District wins against Teams within the sub group.
	2. If a tie remains after step 1, teams will be ranked by Head-to-Head competition within the sub group. In the event of a Three-way tie within any sub group; the selection will also be based on a head-to-head comparison.
	3. If all of the Teams have one win 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 etc.) then the selection shall be based on the difference in scores between those three games:
		1. The winner will receive a plus for each goal above the goals by the other team, and the loser will receive a minus for each goal below the goals for the other team.
		For example – Team A defeated team B by the score of 8 to 5, team A would receive a plus 3 and Team B would receive a minus 3.
		2. The difference in goals for the remaining two games (B Vs C and C Vs A) would be likewise calculated, and the Team with the largest positive value would be selected.
	4. Should step 3 not break the three-way tie, there will be a coin flip. All 3 head coaches meet, and coins will be flipped. They flip and odd side out wins. The remaining two go back to step 1.
3. Once steps 1 through 4 have been completed, there will be one clear winner from the sub group. If two teams remain tied, steps 1 through 4 are used to break the remaining tie. If more than two teams remain, steps 1 through 4 are used to identify one clear winner per iteration until all ties are resolved.
4. To seed any remaining tied teams, the tiebreaker process will be repeated recreating the sub group with the remaining teams.