Regina Minor Football 2000 Inc.

Divisional Standings - Tie-Breaker Process

REGINA MINOR FOOTBALL TIE BREAKING RULES FOR LEAGUE STANDINGS

These are the tie breaking rules for the league final standings.
A win is worth 2 points, tie is 1 point, loss is 0 points. When we deal with points for and against scored per game, the most a team can have in a game is 20 points. (ie....66-6, 42-6, and 26-6 are all +/- 20,) this eliminates the need to run up the score.

1. *Head-to-Head. Win/loss record. Best win record (ie...5 wins 1 loss vs 4 wins 0 losses, 2 ties.... 5 wins is better)

2. *Head-to-Head. Record between tied teams. Winning team. (ie team "A" beats team "B".....team "A" is better)

3. *Head-to-Head. Difference in points for/against in games played amongst tied teams. (i.e. team "A" beats team "B" 7-0, Team "B" beats team "C" 14-3, team "C" beats team "A" 21-0, standings team "C" +9, team "B"+4,
Team "A" -13)

4. Win/Loss record of the tied teams against the highest finishing common opponent. (i.e..Team "A" and Team "B" are tied for first with a 5-1 record, but did not play each other. Team "A" beat 3rd place team "C", Team "B" lost to team "C", Team "A" 1st Team "B" 2nd.)

5. Difference between points for/against of the tied teams against the highest finishing common opponent. (i.e.Team "A" and Team "B" are tied for first with a 6-0 record, but did not play each other. Team "A" beat 3rd place team "C" 12-0, Team "B" beat team "C" 14-0, Team "B" 1st…. Team "A" 2nd.)

6. Difference between points for/against of the tied teams against all opponents.

7. Flip coin.

Note: *For head-to-head purposes all tied teams must have played an equal number of games against tied opponents.
Once the tiebreaking criteria has been used to advance a team, the process starts at the beginning to determine subsequent standings.