

## Manage Tie Breakers

Tool can be found in **Master Menu\Schedule Tools\Manage Tie Breakers**

By default if you do not have a tie breaker set up the system will break ties in the standings using this formula:

1. Most Points
2. Games Played
3. Most Wins
4. Most Goals For
5. Least Goals Against

You first need to give your tie breaker a name. (Ex: Atom AAA League Tie Breaker)

You then have the ability to add ten steps in your tie breaker. **The chart below explains each tie breaker rule:**

**NOTE:** Once a tie has been broken between 3 or more teams, the tie breaker **will not** revert back to step 1 in your tie breaker setup to break a tie for the remaining teams. It will continue through the list.

**Note:** For any tie breakers using **“Against tied teams”** if a team does not play a game against one of the tied teams, the tie breaker **will not** be skipped. **For example:** Tie Breaker → *Most GF, Against Tied Teams*: Team A beats Team B 3 to 1. Team A and B do not play Team C. Team A will get the highest seed for scoring 3 goals against Team B even though Team C did not play either team.

Tie Breaker Name	Description
Most Wins, Overall	The team with the most wins overall will be the higher seed
Most Wins, Against Tied Teams	The team with the most wins against tied teams will be seeded highest. (For example, Team A beat team B. Team C did not play team A or B but they are tied in the standings. Team A will be seeded higher due to their win against Team B)
Most Points, Against Tied Teams	The team with the most points against tied teams will be seeded highest. (For example, Team A took 2 points against Team B. Team C did not play team A or B but they are tied in the standings. Team A will be seeded higher due to their taking two points against Team B)
Most Points, Against Tied teams if two teams are tied	If two teams are tied, the team that took more points against the other will be seeded higher. (Ex: Team A beat Team B for 2 points. Team A will be seeded higher.) If more than 2 teams are tied, this tie breaker gets thrown out.
Most GF, Overall	The team with most Goals For overall including all games will be declared the higher seed
Most GF, Against Tied Teams	The team with <b>most Goals For only including games between tied teams</b> will be declared the higher seed. If one team does not play any of the teams tied in the standings, they will be seeded last.
Least GA, Overall	The team with least goals against overall including all games will be declared the higher seed
Least GA, Against Tied Teams	The team with <b>least Goals against, only including games between tied teams</b> will be declared the higher seed. If one team does not play any of the teams tied in the standings, they will be seeded first as they have given up the least goals (0)
Best GF-GA, Overall	The team with the highest goals for minus goals against number including all games will be the higher seed.
Best GF-GA, Against tied teams	The team with the highest goals for minus goals against number, only including games between tied teams, will be the higher seed.
Best GF/GA, Overall	The team with the best Goals For divided by Goals Against overall including all games will be the higher seed.
Best GF/GA, Against Tied Teams	The team with the best Goals For divided by Goals Against only including games between tied teams, will be the higher seed.
Best GF/ (GF + GA), Overall	The team with the best Goals For divided by (Goals for + Goals

	against) overall will be the higher seed.
Best GF/ (GF + GA), Against tied teams	The team with the best Goals For divided by (Goals for + Goals against) only including games between tied teams, will be the higher seed.
Least Penalty Minutes, Overall	The least penalized team including all games will be the higher seed.
Least Penalty Minutes, Against tied teams	The least penalized team, only including games involving the tied teams will be the higher seed.
Earliest Goal in any game	The Team scoring the earliest goal in any game will be highest seed. <b>Note:</b> You must be tracking individual player stats for this to work
Earliest goal in any game, against tied teams	The team scoring the earliest goal, only involving games between the tied teams, will be the higher seed. <b>Note:</b> You must be tracking individual player stats for this to work
Fewest losses, overall	The team with the fewest total losses will be the higher seed.
Fewest losses, against tied teams	The team with the fewest total losses against the tied teams will be the higher seed.
Best Win Percentage, overall	The team with the best win percentage overall will be the higher seed
Best win percentage, against tied teams	The team with the best win percentage, only including games amongst tied teams will be the higher seed.
Least games played	Team with the least games played will be the highest seed
Conference win percentage	If your standings are broken into conferences, the team with the best win percentage during conference games only will be the higher seed.
Coin Flip	A top seed will be chosen at random at the time the standings are created.

**Columns in Standings:** Select the columns that you wish to appear in your standings here. The order these appear here is the order they will appear on the public side of the site. These cannot be changed.

**Default Tie Breaker Check Box:** For any schedule that does not have a tie-breaker chosen, this tie-breaker will be applied.

**The tie breaker will be applied the next time the standings are modified. (Score or resave a game) The standings will not regenerate when you save the tie breaker**

Once you have filled in the important information click **“Create Tie Breaker”** to create your tie breaker

After creating your tie breaker you must apply the tie breaker to a schedule using **Edit Schedule Details**.

Tie Breaker to be used:	Default Tie-Breaker ▼
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**NOTE:** As best practice, tie breakers should be setup and added to a schedule prior to any games being scored.