



Steel City Tournament
Sault Ste. Marie, Ontario
January 6-9, 2011

Round Robin Tie Breaker Rules

In the event of a tie at the end of the round- robin the following procedure will be used to break the tie.

Two Teams Tied

- 1) The winner of the round robin game between the two tied teams gains the higher position.
- 2) The team with the most wins in the round robin gains the higher position.
- 3) If teams remained tied the team with the best goal average gains the higher position.
(Total number of goals for divided by the total number of goals for and against)
- 4) If the two teams are still tied the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
- 5) If still tied the team that scored the first goal in the game between the two tied teams, gains the higher position.
- 6) If the two teams are still tied after all above rules have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

1. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
2. The team with the most wins (among tied teams) would gain the highest position.
3. If teams are still tied then the team with the best goal average gains the highest position.
(Total number of goals for divided by the total number of goals for and against)
***The percentage gains the highest position.**
4. If teams are still tied, the team with the most goals for (all round robin games played) will gain the highest position.
5. If teams are still tied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.
6. If teams are still tied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position. (Three coins are tossed.)