

SECTION III: Application of Sport Specific Tiebreakers

In the event of a tie in League/Division Standings at the conclusion of scheduled league play, the following criteria shall be used to determine final standings:

1. Record (win/loss) between/among tied teams in head to head competition.
2. Point differential between/among tied teams in head to head competition.
3. Record (win/loss) between/among common opponents.
4. Point differential between/among common opponents
5. Application of Strength of Victory(SOV) - see Section V
6. Coin Toss

Point Differential:

The total added value when Points Against are subtracted from the Points Scored in the games played to the maximum allowed for each sport as listed below:

Maximum Points Per Sport:

- Baseball -7
- Basketball - 20
- Field Hockey - 5
- Volleyball - 15 - if # of sets won does not break the tie.
- Lacrosse - 8
- Football - 17
- Hockey - 5
- Rugby - 20
- Softball/Slow Pitch - 7
- Soccer - 5

Tie Breaking Procedure

When three (3) or more teams are tied, the order of tiebreaking, as outlined above, is applied until one or more team(s) are separated from the tied group. The tie breaking process will then be repeated starting at #1 for the remaining tied teams. This process will continue until all ties are broken.

SECTION IV: Strength of Victory (SOV) Application

When all tie breaking procedures outlined in the Sports Specific Playing Regulations have failed, SOV will be applied: **SOV is calculated by adding the winning percentages of the opponents a team has beaten. The team with the highest total winning percentages wins the tiebreaker**

1. In the event of a "Quad" league structure with teams playing an unequal number of games and /or not playing each other, SOV will be applied as follows: **all opponents winning percentages will be added together and the total divided by the number of games played.**