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ONTARIO LACROSSE ASSOCIATION PLAYOFF TIE-BREAKER FORMULA PEE WEE / BANTAM / MIDGET A FINALS MR7.08(a)

In the event of a tie in points between **two** teams, the final standings shall be determined as follows:

1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. **(HEAD TO HEAD)**
2. If a tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in games during the competition shall be used when determining the Goal Average. *The Goal Average formula is calculated as "Goals For" divided by the sum of "Goals For" plus "Goals Against":*

$$\frac{\text{GF}}{(\text{GF} + \text{GA})} = \text{GOAL AVERAGE}$$

The team with the Goal Average that is closest to 1.0 shall be declared the winner.

3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner.
4. If a tie still exists, then a coin toss will decide the winner.

ONTARIO LACROSSE ASSOCIATION PLAYOFF TIE-BREAKER FORMULA THREE OR MORE TEAMS MR7.08(a)

In the event of a tie in points between **three** or more teams, the final standings shall be determined as follows:

1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position.
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games during the competition shall be used in the goal average computation. (See Goal Average Formula above).