

# OLA PROVINCIAL BOX LACROSSE TIE-BREAKER FORMULA

## MR7.08

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

### TIE BREAKER FOR TWO TEAMS:

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 tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. *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. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
  4. If a tie still exists then a coin toss will decide the winner.
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### TIE BREAKER FOR THREE OR MORE TEAMS:

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

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. *The Goal Average formula is calculated as "Goals For" divided by the sum of "Goals For" plus "Goals Against."*
3. If a tie still exists, the team with the least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
4. If a tie still exists then a coin toss will decide the winner.