



TIE BREAKERS

Within Pools:

- 1) Record** - This is technically based on winning percentage which is computed as follows $(\text{Wins}) / (\text{Losses})$. For example, if one team is 2-1 and another is 1-2, the team with two wins has a higher win percentage .67 than the team with one win .33.
- 2) Head to Head** - This breaks ties based on the record against the teams tied with. For example if 3 teams have the same overall record at 2-1 and all 3 of the teams played each other an equal number of times and one teams record against the other two was 2-0 and another was 1-1 and the other was 0-2. This tie breaker would order them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used.
- 3) Pt Diff** - The differential tie breaker determines the total difference between a team's score versus their opponents. The largest differential wins the tie breaker.
- 4) Pts Allowed** - The total of a team's opponents score. The smallest total wins the tie breaker.