# FOOAMLIT 

## Seeding Procedures

## Pool Seeding

In the case of ties in the final standings for pool play, the following process will be used until all ties are broken and the seeding process is completed (ties will be broken in rank order beginning with the first procedure).

If more than two teams are tied for a pool seed, once one team is removed from the tie, the seeding criteria reverts back to the beginning of the procedure for the remaining teams tied.

## Tie Breaker Procedure:

1. Head to Head.
2. Record vs Team(s) tied with.
3. Total goals against teams tied with; only games where tied teams played each other.
4. Goal differential teams tied with (goal differential will not exceed $+/-7$ per game), only games where tied teams played each other.
5. Total goals against common opponents.
6. Goal differential against common opponents (goal differential will not exceed $+/-7$ per game).
7. Goals against overall.
8. Goal differential overall.
9. Coin flip.

## If two teams in the same pool are undefeated at the end of pool play, they will play a suddenvictory period to determine \#1 seed, after their third game. <br> *Seeding in a 5 and 7 team pool in which the teams do not play everyone, pool seeding will be determined by: <br> 1. Winning percentage <br> 2. Goals against average

## Divisional Seeding

HoganLax divisional seeding will follow below criteria after pool seeding is determined.

1. Seed in Pool.
2. Overall Record.
3. Goals Against Average.
4. Goal Differential (goal differential will not exceed +/- 7 per game).
*If teams from same program are scheduled to play in the first round, HoganLax reserves the right to change the seeding.
