

NOTE: Tie breakers within tourney machine never revert back to the top of the tie breaker list. For example, if three teams are tied and head to head is the first tie breaker and all three teams have a 1-1 record against each other, so the head to head doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is score differential and if team 1 has a 3 score differential, and team 2 has a 2 score differential, and team 3 has a 1 score differential then team 3 will be last, team 2 second, and team 1 first, even if team 2 beat team 1 head to head. Head to head got thrown out in the first step and does not get reverted back to even after team 3 is eliminated by differential.

- **Record** - This is technically based on winning percentage which is computed as follows $(\text{Wins} + .5 * \text{Ties}) / (\text{Wins} + \text{Ties} + \text{Losses})$. For example, if one team is 1-1 and another is 0-0-3, they technically have the same record (winning percentage)
- **Points** - Some tournaments allocate points for Wins, Losses (usually zero for losses), and Ties. For example, if you assign 3 points for a win, 0 points for a loss, and 1 point for a tie (common scenario in soccer) and one team goes 1-1-1 they would receive 4 points (3 for the win and 1 for the tie) and another team goes 0-0-3 they would receive 3 points (1 for each tie).
- **Head to Head** - This breaks ties based on the record (or points, if points are used) against the teams tied with. For example if 3 teams have the same overall record at 4-2 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.

It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each this tie breaker will be ignored (regardless of the outcome of the two games played by the first team)

- **Head to Head Two Teams Only** - This is the same as the head to head tie breaker, except this one will only be used if only two teams are tied. If there are three teams tied (even if they all played each other), this tie breaker will be ignored.
- **Goal Diff** - The differential tie breaker determines the total difference between a teams score versus their opponents. The largest differential wins the tie breaker.
- **Goals Scored** - The total of a teams score. The higher total wins the tie breaker.

- **Goals Allowed** - The total of a teams opponents score. The smallest total wins the tie breaker.
- **Pool Place** - This tie breaker is only relevant when breaking ties across an entire division. For example if you have two pools of four within a division and you have the places set within those pools. Then within the divisional rankings this tie breaker will determine that all first place teams in their respective pools should rank higher within the division then second place teams in the pools.