Tie Breaker Clarifications (excerpts from TeamSideline Knowledge base):

SHYBA Tie breaker order:

       1 - Winning Percentage

       2 - Head to Head Competition

       3 – Coin Toss

In keeping with the SHYBA code of Conduct, no tie breakers related to point differentials or strength of schedule are used.

"Winning Percentage" Definition

The Winning Percentage Tie Breaker ranks teams by the percent of games a team has won. To calculate the Winning Percentage for a team divide the total number of games won by a team by the total number of games the team has played. The Team with the highest Winning Percentage wins. If the tie breaker does not resolve the tie, then the next tie breaker in the Tie Breaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

Note: A tie or draw counts as a ½ loss and a ½ win.

For further details - Click here for the wikipedia definition.

"Head-To-Head" Definition

The Head-To-Head Tie Breaker ranks teams by the number of wins against each team involved in the tie. To calculate the Head-To-Head Tie Breaker, list the teams who are tied, then total the number of wins each team has against each team involved in the tie. The team that has beaten the other teams involved in the tie the most is the winner. If the tied teams played each other more than one time then the team that has won more games against the other tied teams wins.

If two teams who are tied have not played each other but the Head-To-Head win loss records indicate a hierarchy with a "Dominant Team", then the dominant team wins the Head-To-Head Tie Breaker. (**Example:** Team A has beaten Team B in calculating the Head-To-Head Tie Breaker. Team C is also tied with A and B. If A has beaten C then A wins the tie breaker. If A has not played C but B has beaten C then A wins the tie breaker.)

In the above Dominant Team scenario, if A has not played C and C has beaten B then the Head-To-Head calculation can not be used. Also, if the tie breaker does not resolve the tie, then the next tie breaker in the Tie Breaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

"Coin Toss" Definition

While this definition suggests a physical coin flip event is needed, it is really an all electronic event. For Team Sideline, when Teams are created in TeamSideline they are automatically randomly assigned different whole numbers. For a Coin Toss tie breaker, the team with the highest randomly

assigned number wins.   If there are multiple teams in the particular seeding tie, all of the random number are compared to break the tie.

It is not possible for 2 teams to have the same randomly assigned different whole number so it is common for this to be the last tie breaker used in the Tie Breaker Order.