



POOL PLAY STANDINGS & TIE-BREAKERS

All participants, coaches, and spectators are expected to review and understand the official Tournament Rules prior to arriving onsite.

POOL PLAY POINT SYSTEM

- Win = 3 points
- Loss = 0 points
- Tie = 1 point

FOUR GAME POOL EXCEPTIONS

In certain situations, a team may be required to play a fourth pool game to ensure another team receives its guaranteed third game.

When this occurs:

- The fourth game will be identified with an asterisk (*) on Tourney Machine.
- For the team playing its fourth game:
 - The result will not count toward pool-play points.
 - Goals Against from that game will not be included in tiebreaker calculations.
- For the team playing its third game:
 - The result will count toward pool-play points.
 - Goals Against will be included in tiebreaker calculations.
- If a head-to-head result between two tied teams occurred during a designated fourth game (*), that result will not be used as a tiebreaker.

FORFEIT POLICY

In the event a game is decided by forfeit:

- The winning team will be credited with a victory.
- For ranking and tiebreaker purposes, Goals Against will be calculated using only completed games.
- **Example:**
 - Win 10–8
 - Win 12–8
 - Forfeit Win 1–0
 - The team's Goals Against value for ranking purposes would be 8.0, based on the average Goals Against from completed games only.



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TIE BREAKERS

- **TWO-TEAM TIES:** If two teams are tied in pool-play points, the following tiebreakers will be applied in order:

1. Head-to-Head Result
2. Lowest Total Goals Against
3. Lowest Goals Against versus Common Opponent(s)

If multiple common opponents exist, the combined Goals Against total against those opponents will be used.

- **THREE-TEAM TIES:** If three or more teams are tied in pool-play points, the following tiebreakers will be applied in order:

1. If one team defeated each of the other tied teams, that team will advance automatically. The remaining tied teams will then revert to the two-team tiebreaker process.
2. Lowest Total Goals Against
3. Lowest Goals Against versus Common Opponent(s)

- This criterion will only be used if all tied teams played the same opponent(s). If multiple common opponents exist, the combined Goals Against total against those opponents will be used.

FINAL DETERMINATION

If teams remain tied after all applicable tiebreakers have been exhausted and the tie affects advancement to a championship playoff bracket, the advancing team will be determined by either a coin toss conducted by the Tournament Director or a Braveheart, at the Tournament Director's discretion.