

# 2025 Gold Crown Competitive League League Championships

## Tie Breaker Scenarios and Definitions

Teams must qualify for the 'League Championships'. *If your team qualifies, and for some reason your team is unable to participate in the tournament, you will need to notify the Gold Crown office no later than Monday, February 24.*

- League Championships are scheduled for February 28 – March 2, 2025. All games will take place at the Gold Crown Field House.
- At the conclusion of the regular season, all teams will be seeded according to their final regular season standings. Please reference your division standings to determine where your team is seeded.
- Tiebreakers for final league standings and playoff seedings are as follows: 1> Winning Percentage, 2> Head-To-Head, 3> Strength of Schedule, 4> Head-To-Group, 5> Lowest Number of Forfeits, 6> Average Points Against, 7> Coin Toss (See Definitions Below.)

### "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.

### "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.

### "Strength of Schedule" Definition

The Strength of Schedule Tie Breaker ranks teams by the total strength of the teams they played against based on the total winning percentage of the teams played. To calculate the Strength of Schedule Tie Breaker, first, list the teams who are tied. Second, for each tied team, total the wins and losses to calculate the winning percentage for the teams each tied team played against. (**Example:** Team A played 5 teams and the total wins and losses of those 5 teams is 6 wins and 3 losses for a winning percentage of .666. This means the Team A Strength of Schedule winning percentage is .666.) The tied team that has the highest Strength of Schedule winning percentage wins.

### "Head-To-Group" Definition

The Head-To-Group Tie Breaker is the same as the Head-To-Head Tie Breaker, except all teams must have played each other at least once for the Head-To-Group Tie Breaker to be used.

### "Lowest Number of Forfeits" Definition

The Lowest Number of Forfeits Tie Breaker ranks teams by the Lowest Number of Forfeits for each team involved in the tie. The team with the Lowest Number of Forfeits is the winner.

### "Average Points Against" Definition

The Average Points Against Tie Breaker ranks teams by the average number of points each team involved in the tie has had scored against them for all games played. To calculate the Average Points Against Tie Breaker, first, list the teams who are tied. Second, calculate the Total Points Against of each team involved in the tie. (**Example:** Team A has had a total of 50 points scored against them during all games played so the Team A Total Points Against is 50.) Third, divide the Total Points Against by the number of games used to derive the Total Points Against. The result is the Average Points For. The team with the highest Average Points For number is the winner.

### "Coin Toss" Definition

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.