

# WHSBLA 2010 Playoff Structure and Tie-Breaks

## Playoffs:

**Division I - Top 6 teams in each conference based on OVERALL RECORD in 14 league scheduled games**

**Division II - Top 3 teams in Olympic, Evergreen, Skagit, Cascade and Metro conferences and Top 1 in Eastern based on OVERALL RECORD IN 12-13 league scheduled games**

## Two Team Tie-Breaks:

1. Head-to-head (best win-loss percentage in games among the teams involved).
2. Head-to-Head GD (best GD in games among the teams involved).
3. Overall Least Goals Allowed (in league games only)

No team will be eliminated from playoffs on tie-breakers beyond head-to-head (#1). These will be used only when determining seeding for teams already assured a playoff berth. If teams have split regular season series and are tied for last playoff berth then play-in game will occur at a neutral site.

## Three Team Tie-Breaks:

1. Head-to-head (best win-loss percentage in games among the teams involved).
2. Head-to-Head GD (best GD in games among the teams involved).
3. Overall Least Goals Allowed (in league games only)

No team will be eliminated from playoffs on tie-breakers beyond head-to-head (#1). These will be used only when determining seeding for teams already assured a playoff berth. If any teams involved are not assured a playoff berth, a three-way tie occurs and tie is not broken by head-to-head (#1) then a three team mini-playoff will occur.

THREE TEAM MINI-PLAYOFF: (Any three team mini-playoff will be played at location as determined by league)

1. Each team will play two halves, 1 half (2 twelve min. quarters) against each of the other teams involved.
2. Coin Flip will determine which team sits first. Each team flips coin, odd man out sits first.
3. Winner of first game has option to sit or play back to back.
4. Teams will be allotted a 15 minute warm-up/rest period in between each mini-game.
5. If tied after the 24 minutes of play, teams will play sudden-victory (4 min periods) until tie is broken.
6. WINNER:
  - A) If tie-break is for ONE playoff berth
    - I. team winning both of its mini-games
    - II. if all 3 still tied (beat each other in a circle), then best GD is declared winner

- B) If tie-break is for TWO playoff berths
  - I. team winning both of its mini-games is top seed, team finishing 1-1 is next seed
  - II. if all 3 still tied (beat each other in a circle), then worst GD is out
  - III. head-to-head result of mini game between two teams moving on will determine seeding

## Home Field - Hosting Playoff Games

1. Higher seed hosts, if both teams have same seed #, then team with better record hosts
2. Hosting team has right to choose date between options listed by the league in 1st and 2nd round.
3. If seed # and records are equal then team from better conference (based on overall conference W-L) will host