

2025 VFW YOUTH GROUP TOURNAMENT TIE BREAKER RULES

(Tournament Rules are subject to change before 2025 VFW Tournament)

This document details the tie-breaker methodology that will be used when two or more teams are tied in pool play or standings.

1. **NEW RULE* 3-team Round Robin Pool within a 7-team Division applied after two games to determine placement game teams*
2. 4-team Division
3. 6-team Division

Tie Breaker Rules

- i) In the event of a two-way tie, head-to-head competition ('who beat who' rule) will determine the winner.
- ii) In the event of a three- or four-way tie, the tie will be determined by point differential (PD) with a maximum of +/- 15 points in any one game and only games against teams involved in the tie will be factored in.
- iii) Technical fouls and/or player ejections may eliminate a team from consideration at the Tournament Committee's discretion.
- iv) Any team that forfeits a game will be automatically disqualified from tie breaker calculations.

**NEW RULE* For 3-team Round Robin Pools (within a 7-team Division)*

The same tie-breaker rules described below for the 4-team and 6-team pools shall apply.

For 4-team and 6-team Divisions

In a situation when two (2) teams are tied, **head-to-head competition** will determine the winner.

If more than two (2) teams are tied, apply the following rules **in the order presented** until a single winner can be declared. Only the scores and counts in games involving the tied teams will be considered. **If one team can be eliminated from the multi-way tie by applying these rules, apply the head-to-head rule described above to the remaining two teams.**

v) Determine HIGHEST total point differential (PD) allowed in the games

- (a) Only consider scores involving the tied teams.
- (b) For each team, add up the point differential (PD) in the games only involving the tied opponents with a maximum of +/- 15 points in any one game.
- (c) The team with the **highest** total point differential (PD) is declared the winner.
- (d) Should the multi-way tie continue, proceed to step vi).

vi) Determine the LEAST total points against (PA) in games played between TIED opponents only

- (a) Only consider scores involving the tied teams.
- (b) For each team, add up the points scored by its two opponents.
- (c) The team with the lowest total points is declared the winner.
- (d) Should the multi-way tie continue, proceed to step vii).

vii) Determine the LEAST number of personal and technical fouls committed be

- (a) For each tied team, count the total number of personal and technical fouls committed by the team in all of its games.
- (b) The team that committed the least number of total fouls is declared the winner.

(c) Should the multi-way tie continue, proceed to step viii).

viii) Determine the GREATEST number of free throws MADE

(a) For each tied team, count the number of free throws it made in all of its games.

(b) The team with the greatest number of free throws made is declared the winner.

(c) Should the multi-way tie continue, proceed to step ix).

ix) Coin flip

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****NEW RULE* 3-team Round Robin Pool within a 7-team Division***

Step 1: Document Win/Loss record for each pool

	<u>3-team Round Robin Pool</u>	
	WIN	LOSS
Team A	1	1
Team B	1	1
Team C	1	1

Step 2: Calculate the point differential only among teams with the same win/loss record.

+/- 15 point maximum point differential (PD) per game.

In this example, **all teams are in a tie:**

(Teams D, E, and F)

<u>Game 1</u>	Score	PD	
Team A	25	- 15	Actual PD is - 25, but the max negative value is - 15
Team B	50	+ 15	Actual PD is + 25, but the max positive value is + 15
<u>Game 2</u>	Score	PD	
Team A	40	+ 8	
Team C	32	- 8	
<u>Game 3</u>	Score	PD	
Team B	20	- 5	
Team C	25	+ 5	

Step 3: Combine each team's plus and minus (PD) scores.

The team with the **HIGHEST** total point differential (PD) is declared the winner.

	<u>Plus</u>	<u>Minus</u>		
Team A	+ 8	-15	= - 7	Pool 3 rd Place
Team B	+ 15	- 5	= + 10	Pool 1 st Place
Team C	+ 5	- 8	= - 3	Pool 2 nd Place
			Total: 0 (will always be 0)	

Steps to follow in sequence if a tie still exists. Once a winner is determined, the process stops.

Step 4*: The winner is the team with the LEAST points allowed (PA) against tied teams.

Step 5*: The winner is the team with the LEAST # of technical + personal fouls against tied teams.

Step 6*: The winner is the team with the GREATEST # of made free throws against tied teams.

Step 7: If a tie still exists, a coin flip will determine the winner.

***Note:** If one team can be eliminated from the multi-way tie by applying these rules, apply the head-to-head rule described above to the remaining two teams.

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Divisions with 4 Teams

If two teams are tied, the tie breaker is determined by:

Step 1: Head-to-Head

If three teams are tied because they have the same win/loss record, the steps to determine the tie breaker is as follows:

	WIN	LOSS	COMMENTS
Team A	2	1	Team included in 3-way tie calculation
Team B	2	1	Team included in 3-way tie calculation
Team C	2	1	Team included in 3-way tie calculation
Team D	0	3	Team not part of the 3-way tie

Step 2: Calculate the point differential only among teams with the same win/loss record.
+/- 15 point maximum point differential (PD) per game.

Point differential (PD) only among teams with the same number of wins (Team A, B, and C):

<u>Game 1</u>	<u>Score</u>	<u>PD</u>	
Team A	21	- 15	Actual PD is - 29, but the max negative value is - 15
Team B	50	+ 15	Actual PD is + 29, but the max positive value is + 15
<u>Game 2</u>	<u>Score</u>	<u>PD</u>	
Team C	38	N/A	NO calculation necessary, Team D is not part of the 3-way tie
Team D	30	N/A	NO calculation necessary, Team D is not part of the 3-way tie
<u>Game 3</u>	<u>Score</u>	<u>PD</u>	
Team A	38	N/A	NO calculation necessary, Team D is not part of the 3-way tie
Team D	30	N/A	NO calculation necessary, Team D is not part of the 3-way tie
<u>Game 4</u>	<u>Score</u>	<u>PD</u>	
Team B	31	- 4	
Team C	35	+ 4	
<u>Game 5</u>	<u>Score</u>	<u>PD</u>	
Team A	40	+ 6	
Team C	34	- 6	
<u>Game 6</u>	<u>Score</u>	<u>PD</u>	
Team B	31	N/A	NO calculation necessary, Team D is not part of the 3-way tie
Team D	30	N/A	NO calculation necessary, Team D is not part of the 3-way tie

Step 3: Combine each team's plus and minus (PD) scores.

The team with the **HIGHEST** total point differential (PD) is declared the winner.

	<u>Plus</u>	<u>Minus</u>		
Team A	+ 6	-15	=	- 9
Team B	+ 15	- 4	=	+ 11 WINNER
Team C	+ 4	- 6	=	- 2 Runner Up
Total: 0 (will always be 0)				

Steps to follow in sequence if a tie still exists. Once a winner is determined, the process stops.

Step 4*: The winner is the team with the LEAST points allowed (PA) against tied teams.

Step 5*: The winner is the team with the LEAST # of technical + personal fouls against tied teams.

Step 6*: The winner is the team with the GREATEST # of made free throws against tied teams.

Step 7: If a tie still exists, a coin flip will determine the winner.

***Note:** If one team can be eliminated from the multi-way tie by applying these rules, apply the head-to-head rule described above to the remaining two teams.

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Divisions with 6 Teams

Step 1: Document Win/Loss record for each pool

<u>Pool A</u>			<u>Pool B</u>		
	WIN	LOSS		WIN	LOSS
Team A	2	0	Team D	1	1
Team B	1	1	Team E	1	1
Team C	0	2	Team F	1	1

Step 2: Calculate the point differential only among teams with the same win/loss record.
+/- 15 point maximum point differential (PD) per game.

In this example, **only Pool B teams are in a tie:**
(Teams D, E, and F)

<u>Game 1</u>	<u>Score</u>	<u>PD</u>	
Team D	25	- 15	Actual PD is - 25, but the max negative value is - 15
Team E	50	+ 15	Actual PD is + 25, but the max positive value is + 15
<u>Game 2</u>	<u>Score</u>	<u>PD</u>	
Team D	40	+ 8	
Team F	32	- 8	
<u>Game 3</u>	<u>Score</u>	<u>PD</u>	
Team E	20	- 5	
Team F	25	+ 5	

Step 3: Combine each team's plus and minus (PD) scores.

The team with the **HIGHEST** total point differential (PD) is declared the winner.

	<u>Plus</u>	<u>Minus</u>		
Team D	+ 8	-15	=	- 7
Team E	+ 15	- 5	=	+ 10 WINNER of Pool B
Team F	+ 5	- 8	=	- 3 Runner Up of Pool B
			Total: 0 (will always be 0)	

Steps to follow in sequence if a tie still exists. Once a winner is determined, the process stops.

Step 4*: The winner is the team with the LEAST points allowed (PA) against tied teams.

Step 5*: The winner is the team with the LEAST # of technical + personal fouls against tied teams.

Step 6*: The winner is the team with the GREATEST # of made free throws against tied teams.

Step 7: If a tie still exists, a coin flip will determine the winner.

***Note:** If one team can be eliminated from the multi-way tie by applying these rules, apply the head-to-head rule described above to the remaining two teams.