

STANDINGS TIE-BREAKER HIERARCHY

ABBREVIATIONS

YTD => Year-to-Date

HTH => Head-to-Head game(s)

The following Tie-Breaking Criteria to be applied in order until the tie has been resolved.

First Half Criteria

- 1 MOST WINS first half; otherwise
- 2 MOST TIES first half; otherwise
- 3 **HTH** Result(s) first half; otherwise
- 4 HIGHEST games Results first half

Second Half Criteria

- 1 MOST WINS **second half**; otherwise
- 2 MOST TIES **second Half**; otherwise
- 3 MOST WINS **YTD**; otherwise
- 4 MOST TIES **YTD**; otherwise
- 5 **HTH** Result(s) second half; otherwise
- 6 **HTH** Result(s) **YTD**; otherwise
- 7 HIGHEST games Results second half; otherwise
- 8 HIGHEST games Results **YTD**; otherwise
- 9 HIGHEST games Results first half

Year-To-Date Criteria

- 1 MOST WINS **YTD**; otherwise
- 2 MOST TIES **YTD**; otherwise
- 3 MOST WINS **second half**; otherwise
- 4 MOST TIES **second Half**; otherwise
- 5 **HTH** Result(s) **YTD**; otherwise
- 6 **HTH** Result(s) second half; otherwise
- 7 HIGHEST games Results **YTD**; otherwise
- 8 HIGHEST games Results second half; otherwise
- 9 HIGHEST games Results first half