STANDINGS TIE-BREAKER HIERARCHY

Current Half Criteria

1 MOST WINS current half; otherwise
2 MOST **S-O** WINS current half; otherwise
3 MOST **S-O** LOSSES current half; otherwise
4 LEAST LOSSES current half; otherwise
5 MOST WINS **YTD** (second half only); otherwise
6 MOST **S-O** WINS **YTD** (second half only); otherwise
7 MOST **S-O** LOSSES **YTD** (second half only); otherwise
8 LEAST LOSSES **YTD** (second half only); otherwise
9 **HTH** Result(s) current half; otherwise
10 **HTH** Result(s) **YTD** (second half only); otherwise
11 HIGHEST single game Result current half; otherwise
12 HIGHEST single game Result **YTD** (second half only)

SECOND HALF Criteria - **YTD** Standings

1 MOST WINS **YTD**; otherwise
2 MOST **S-O** WINS **YTD**; otherwise
3 MOST **S-O** LOSSES **YTD**; otherwise
4 LEAST LOSSES **YTD**; otherwise
5 MOST WINS second half; otherwise
6 MOST **S-O** WINS second half; otherwise
7 MOST **S-O** LOSSES second half; otherwise
8 LEAST LOSSES second half; otherwise
9 **HTH** Result(s) **YTD**; otherwise
10 **HTH** Result(s) second half; otherwise
11 HIGHEST single game Result **YTD**; otherwise
12 HIGHEST single game Result second half

ABBREVIATIONS

S-O => Regular Season Game tie-breaking Shoot-out
YTD => Year-to-Date
HTH => Head-to-Head game(s)

Above Total Point Tie-Breaking Criteria to be applied in order until the tie has been resolved.