

## **VI. TENNIS TIE-BREAKER (qualifying for the region tournaments)**

1. The win-loss records of the teams in league play shall determine the seeding into a league/region tournament. The league's/region's administrators will determine win-loss records based on previously approved schedules. In the event of a tie, the tie shall be broken using the following procedures:
2. Tie between two (2) teams
  - A. Head-to-head competition in league play among tied teams.
  - B. If the tie remains, each tied team shall receive one point for each match won in league play by their defeated opponents. The team with more points will receive the higher seed.
  - C. (used only for seeding) If the tie remains, the team that won the second league match scheduled between the two teams will be the highest seed.
  - D. (used only for seeding) Coin toss.

EXCEPTION: Steps C & D are only to be used for seeding. A team shall not be eliminated from league or region competition by the use of step/s 'C' and/or 'D'. If the tie is not broken in steps 'A' and/or 'B' and a team will be eliminated, a playoff match will be played following the end of the regular season. The NIAA Executive Director will select a neutral site for this contest.

3. Ties between three (3) or more teams
  - A. In all cases of ties involving more than two teams, as each team is removed from the tie, all other tied teams revert back to head-to-head competition based on the number of teams remaining.
  - B. Head-to-head competition in league play among tied teams.

Example of multiple team ties:

Team A defeated Team B twice and split with Team C  
Team B defeated Team C twice and lost to Team A twice  
Team C lost to Team B twice and split with Team B

Team A is 3-1; Team B is 2-2; Team C is 1-3.

Team A receives the highest seed. Team B earns the second-highest seed based on its head-to-head record with Team C.

C. Total points between tied teams

If the tie remains, tied teams will compare their victory total with each other in league play. Each team will total their points in victory against the other tied teams. The team with the highest number of total points will receive the highest seed. If there is a tie for highest point total, then those tied teams shall revert back to the respective tie-breaking procedure based on the number of teams remaining in the tie. Once a team is eliminated, the remaining teams will always refer back to head-to-head competition based on the number of teams remaining.

Example of total points:

Team A defeats Team B, 16-2

Team B defeats Team C, 13-5

Team C defeats Team A, 10-8

Total points for Team A: 24

Total points for Team B: 15

Total points for Team C: 15

Team A is awarded highest seed

Team B is awarded second-highest seed after reverting back to head-to-head record against Team C

**NOTE: The winning team in a forfeited match will be credited with a +10 margin of victory.**

D. If the tie remains, each tied team shall receive one point for each team match won in league play by their defeated opponents. The team with the most points will receive the highest seed.

E. If a tie still exists and all tied teams, by virtue of the number of teams accepted into the league/region playoffs, are guaranteed entrance into the tournament, then a coin toss will be used to determine seeding. The winner of any coin flip will receive the highest seed. Remaining teams would revert back to head-to-head competition based on the number of teams remaining.

F. If a tie still exists, and one or more of the tied teams, by virtue of the number of teams accepted into the league/region playoffs, must be eliminated, a playoff match(es) will be played following the end of the regular season. The NIAA Executive Director will select a neutral site for the event.

Note: In the event of a multiple team tie as outlined in step 'F,' the tied teams will draw numbers. The team drawing #1 will have a bye and will play the winner of the first playoff game. All games will be scheduled as soon as possible. Seeding will be established by the results of the playoff.