

GNLL Tournament Tiebreakers

In many cases, there are ties after the pool stage of a tournament. The following tiebreakers are intended to resolve such ties. Note that a team that wins all of its pool games will always advance; if your team loses or ties any games, they may end up in a tiebreaker situation. Being aware of the procedures will help you maximize your chances of advancing.

Tiebreaker: In pool	Tiebreaker: In age division
1. Win percentage	1. Pool place
2. Head to head	2. Win percentage
3. Goal differential (capped at 10 per game)	3. Goal differential (capped at 10 per game)
4. Goals allowed	4. Goals allowed
5. Random draw	5. Random draw

Note 1: Win percentage is calculated by total wins divided by total games played, with ties—including games not played due to storms, heat index, or other issues that prevent a game from being played—counting as 0.5 wins. A forfeit for any reason counts as a loss; a double forfeit is a loss for both teams.

Note 2: Goal differential is capped at 10 goals per game, which means that beating a team by 20 goals counts exactly the same as beating it by 10 goals. There is no tiebreaker advantage to running up the score. Goals scored appears in the tiebreaker process only via goal differential and is not a tiebreaker on its own.

Note 3: If 3 or more teams are tied at any stage of the tiebreaker process and a subsequent stage breaks the tie for one of the teams, the tiebreaker restarts for the remaining two teams. For example, if one pool has teams A, B, and C tied at 3–1—with A beating B, B beating C, and C beating A—then the tiebreaker moves on to goal differential. If A has the largest goal differential, A wins the tiebreaker. Then, to determine second place in the pool, the tiebreaker starts over with only teams B and C involved; here, B beat C head-to-head, so B is second in the pool.

Note 4: In the extremely unlikely scenario where 4 or more teams are tied, the head-to-head tiebreaker will not be used because there are too many possibilities to list out.

Head-to-head scenario chart

The head-to-head tiebreaker resolves some tie situations but not others:

A vs. B	B vs. C	A vs. C	Tiebreaker winner
A wins	B, C, tie, didn't play	A wins	A
A wins	B wins	Tie	A
A wins	Tie	Tie	A
A wins	B wins	C wins	None
A wins	B wins	Didn't play	None
Tie	Tie	Tie	None
A wins	Didn't play	Didn't play	None
A wins	Tie	Didn't play	None

Scenario A: Three teams, A, B, and C, finish with identical records (3-1) in their pool and have all played each other. The scores were: A beat B 10–5, B beat C 20–4, C beat A 12–9. The tiebreaker process has:

1. *Win percentage:* all teams tied.
2. *Head-to-head:* row 4 of the chart says the head-to-head tiebreaker does not apply
3. *Point differential:* calculate the point differential for each team in the games involving the tied teams (note that the 20–4 score counts as +10 for B and –10 for C because goal differential is capped at 10 goals):
 - A vs. B = +5, A vs. C = –3, total = +2
 - B vs. A = –5, B vs. C = +10, total = +5
 - C vs. A = +3, C vs. B = –10, total = –7

Result: Team B has the best point differential (+5) and moves on. The tiebreaker restarts between teams A and C; since C beat A, C is second place in the pool.

Scenario B : Three teams, A, B, and C, finish with identical records (3-1) in their group but not all teams have played each other. First, consult the “Head-to-head scenario chart” to see if the head-to-head resolves the tie (note that the teams can always be labeled A, B, and C to find some row of the chart that applies). If the chart does not resolve the tie, move on to goal differential.