

# Appendix 22

# Tie Breaking Policy and Procedure

# Regina Soccer Association

## Tie Breaking Policy and Procedure

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The Regina Soccer Association subscribes to the tie-breaking rules established by the governing bodies of soccer, FIFA, the Canadian Soccer Association and the Saskatchewan Soccer Association.

Please note these procedures have been taken from the CSA documentation.

If two (2) or more teams have an equal number of points on completion of the round robin, the following criteria shall be used, in order, to determine the final standings:

**(a) Previous Match Results**

The winner of the match between two teams tied in points shall be awarded the higher position (not applicable if three (3) or more tied).

**(b) Goal Difference**

Goal difference shall be calculated by subtracting goals conceded from goals scored. A maximum difference of five (5) goals shall be awarded in each game. The team having the greater goal difference will be awarded the higher position.

**(c) Goal Average**

Goals for divided by goals against. A maximum difference of five (5) goals per match will be used for purposes of this rule (e.g. a 7-1 result will be counted as 6-1). The team having the greater goal average will be awarded the higher position.

**(d) Most Goals Scored**

The team having scored the most goals will be awarded the higher position.

**(e) Penalty Kicks**

If two or more teams are still tied under criteria (a) - (d), then the higher standings shall be decided by kicks from the penalty spot, as follows:

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### ***\*Two teams tied:***

as per FIFA Laws of the Game, at a time and place decided by the RSA Representative.

### ***\*Three teams tied:***

each team is designated A, B or C. Three mini- games shall be played (A vs B, B vs C, C vs A) consisting of five (5) penalty kicks at a time and place to be decided by the RSA Representative. The standings after these three mini-games shall be ranked according to the criteria (a) . (d) above;

### ***\*Four teams tied:***

each team is designated A, B, C or D. Six mini-games shall be played (A vs B, C vs D, A vs C, B vs D, D vs A and C vs B), to decide the final ranking, as in the three team case.