



North and South Football Tournament League Automatic Qualification Information and Tiebreaker Procedures

2013

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Atlantic Coast League

Automatic Qualifiers:
League Standings

Tiebreaker:

1. Head to Head
2. Power Ratings

Bay State Conference – Carey and Herget

Automatic Qualifiers:

The Bay State Herget and Carey Divisions agree to use the same criteria, both in determining a league champion for each division, and for forwarding second place playoff qualifiers from both divisions. The league champion will be the team from each division with the best league record in divisional games. The second league qualifier for playoffs will be the team from each division with the second best record against divisional opponents. If there is a tie for either first or second place the following tie breaker system will be used.

Tiebreaker:

Rule 1: The first and foremost tie breaker for playoff bids is always head-to-head competition between 2 teams. (Note) With overtime in the BSC and no tie games possible, playoff bid ties, within the same Division, would have to be between more than 2 teams.

Rule 2: If tie for bid occurs in a Division, then the next step is determining whether one team could be eliminated. This is first done by examining the game results against the other two (or more) divisional teams involved in the tie. If one team can be eliminated, then the tiebreaker for the remaining two teams is head-to-head. At any time, when only two teams remain in a tie, then we will always revert to head-to-head results. For three (or more) team ties, when one team cannot be eliminated, we will use each team's combined first half results (point differential) against the other two (or more) teams involved in the tie, until only one team remains. The one remaining team will be the conference champion and the same tie breaker will be used to eliminate second place teams. If ties cannot be broken using first half point differentials, then we will use differentials based on total game results against the same teams. Once there are two teams remaining, again we go back to head-to-head results.

Example 1: In Herget Division 3 teams: A, B and C are tied for either first or second place. If A and B both beat C, then C would be eliminated and we would use head-to-head results of A against B to determine league champion and second place playoff qualifier.

Example 2: 3 teams are tied, but A beat B, B beat C, C beat A. Combined first half point differentials in contests between tie-involved teams will be used to eliminate one of the three teams.

A-21, B-18: +/-3 differential

B-10, C-7: +/-3 differential

C-14, A-8: +/- 6 differential

Team A (-3 total differential); Team B (0); Team C (+3)

Team A eliminated, lowest differential. Playoff teams determined by head to head between B and C. B gets 1st remaining bid, C gets 2nd bid, if remaining.

Example 3: 3 teams are tied, A beat B, B beat C, C beat A, but combined first half point differentials are all equal. Complete game point differentials will be used to eliminate one of the three teams, as above in Example 2.

Rule 3: A three-way tie is not broken after applying Rule 2. The next step is to examine first half point differentials against the next highest rated divisional team. After examining this, the team with the lowest positive point differential or highest negative point differential is eliminated. The remaining two

way tie is broken by head to head. The same process will be used for second place ties. Second place finishers from each division will be the playoff nominees.

Example 1: Three teams in Herget Division: A, B, and C end the season with the same record and all three won their contest over team X, the next highest rated divisional opponent. A beat B, B beat C, and C beat A.

In games against X the scores, at the end of the first half were:

A-18, X-21: -3 differential

B-10, X-7: +3 differential

C-14, X-8: + 6 differential

Team A eliminated, lowest differential. Playoff team is determined by head to head between B and C. B gets bid.

Example 2: Same three way tie as in example one:

In games against X the scores at halftime were:

A-18, X-21: -3 differential

B -7, X-10: -3 differential

C -10, X-14: -4 differential

C eliminated. A gets bid because of head to head against B.

Example 3: Same three way tie as in example one:

In games against X the scores at halftime were:

A-18, X-21: -3 differential

B-7, X-10: -3 differential

C-14, X-14: 0 differential

A and B are now tied with C waiting (because their differential is higher). B eliminated because A beat them. C gets bid because they beat A head to head.

Example 4: Same three way tie as in example one:

In games against X the scores against X were:

A-18, X-15: +3 differential

B -10, X-8: +2 differential

C-10, X-7: +3 differential

B eliminated, lower differential. C gets bid from head to head against A.

Rule 4. If still tied repeat steps 2 and 3 vs. the next highest place team in the division.

If a tie still exists, continue using subsequent teams from the division in order of finish in standings until tie is broken.

Divisional champions (co- or tri-), for league award recognition, will still be determined by record only, as we do now.

Big Three

Automatic Qualifier and Tiebreaker:

- I. The Big 3 Conference Champion goes to the MIAA football playoff.
- II. In the event of tri-champions, the team that has not been in the playoffs for the longest period of time will represent the conference in the playoffs.
- III. For the 2013 season and beyond the criteria for determining the football playoff representative for the Big 3 Conference will be:
 - A. If Durfee and New Bedford play during weeks 1-7 (please refer to I and II).
- IV. In the years when Durfee and New Bedford only play during the Thanksgiving Day game. The playoff criteria for representation for the Big 3 will be:
 - A. If Brockton defeats Durfee and New Bedford they will represent the Big 3 Conference.
 - B. If Brockton doesn't defeat Durfee and New Bedford the league representative will be the school with the highest rating designated by the MIAA Football Committee's rating system after week #7.

Boston City League – North and South

Automatic Qualifiers:

League Standings

Tiebreaker:

Boston Public Schools Tie Breaking rules for Final League Football Standings in both the Boston North and Boston South Leagues.

(note in the case of more than two teams being tied for a playoff position, and any of these steps eliminates one of the tied teams. The steps will start over again at Step 1 for the teams that are still tied until all ties are dissolved.

1. If two teams are tied for First place with the same number of wins in League play, then the First Place Position in that League will be given to the team that was the victor in their Head-To Head League game with the losing team being declared the 2nd Place team in that League's Final Standings.
2. If Step #1 does not break the tie (i.e. they had a tied game head-to-head or did not yet play head-to-head, then the team with the fewest number of League losses will be the 1st Place team in that Division with the other team being declared the 2nd place team in that League.
3. If step #2 does not break the tie, then each of the tied teams will compare their records in games played vs. the other teams in that League in the League standings as they were ranked top to bottom (if tied team A beat the 3rd place team but tied team B lost to that 3rd place team, then team A would get the nod)
4. If the teams are still tied, then the team with the best point differential (points scored minus points allowed) in all their League games played will be awarded First Place in the League

Cape Ann League – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

The team with the best Won-Lost Record against other teams in its Division will be the MIAA Play-Off Team for the Division. If two or more teams within a Division are tied for the best Won-Lost Record, the tie will be broken using the following manner:

- 1) Result against each other
- 2) Points allowed against teams involved in the tie breaker
- 3) Coin toss
- 4) Any time team is eliminated, start back at beginning of tie breakers for the remaining teams.

Catholic Central League – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

The following Tie-breaker format has been installed by the Catholic Central League Football Coaches and Athletic Directors for both the Large and Small Leagues for the 2013 season.

A tie is considered when 2 or more teams have the same league record. The tie will be broken by following these steps:

STEP # 1 HEAD TO HEAD COMPETITION

STEP # 2 RATING SYSTEM

STEP # 3 POINT VALUES

STEP # 4 COIN FLIP

STEP # 1: HEAD TO HEAD COMPETITION

(In case of multiple champions)

STEP # 2: RATING SYSTEM

OWN VALUE

Teams will be rated on a point system as follows with the highest rated team breaking the tie.

- A team will receive 10 points for a win vs. a team within the same division or within the league.
- A team will receive 12 points for a win vs. a team in a higher division.
- A team will receive 8 points for a win vs. a team in a lower division.

OPPONENTS VALUE

- A team will receive 3 points for every win any opponent that you have beaten has
- A team will receive 1 point for every win an opponent that you have lost to has

EXAMPLE :

Team A is in Division 3 and beats Team B which is in Division 2. Team B ends the season with a record of 7-3. Team A receives 14 points for the victory and 14 points for Team B's 7 wins for a total of 28 points. (In case of ties all point values are divided in half.)

Any non MIAA school such as the ISL schools or out of state opponents will not be considered towards the tie breaking process.

All points are totaled and divided by the number of games played by that team to get a team rating. If after STEP # 2, any teams are still tied, teams that are not tied are eliminated and remaining teams revert back to STEP # 1.

EXAMPLE:

TEAM A Rating 10.5

TEAM B Rating 10.5

TEAM C Rating 10.4

TEAM C is eliminated and teams A and B revert back to STEP # 1. If more than two teams are still tied continue to STEP # 3 with only those teams that are tied.

STEP # 3: POINT VALUES

Using the same rating system as above, ties will be broken in the following order.

A) The team with the greatest number of "own" points will be selected.

B) The team with the greatest number of "opponents" points will be selected.

C) The ratings of all beaten opponents on each school's schedule will be totaled and divided by the number of games played, and the school with the lowest value will be eliminated.

D) The representative will be determined by totaling the wins and losses of their opponents and the team having competed against the higher percentage of total wins will be selected.

STEP # 4: COIN FLIP

Catholic Conference

Automatic Qualifiers:

League Standings

Tiebreaker:

Ties will be broken by first looking at head to head competition, and then, using our league (not state) power rating system to pick our representatives. If the tie cannot be broken at this point, a vote of the league AD's will determine our representatives.

Commonwealth Athletic Conference – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

First tie breaker is head to head, 3 way tie goes to power rating.

Dual County League – Large and Small

Automatic Qualifiers:

League Standings

For the DCL League Large Division and Small Division, the following criteria will be used to determine first place and second place.

The team with the best record within its division shall be the league champion followed by the second place team with the next best record. The following tiebreaking criteria shall be used if need be;

Tiebreaker:

13. Dual County League Football Playoff Qualifier Tie Breaker

A. Two Way Tie: Head to head Competition

B. Three Way Tie:

1. Take the game score plus or minus differential among the THREE TEAMS involved. The team with the lowest differential is eliminated. Then go to head to head competition for the other two teams.
2. If the plus or minus differential is the same, take the total points scored by the three teams among the three teams involved. The team that scored the least points is eliminated. Then go to head to head competition for the remaining two teams.
3. If a tie still remains, and any of the three teams has been to the playoff within 2 years, that team is eliminated. Then, go to head to head to head competition for the other two teams.
4. If there is still a tie, resort to a coin flip. Odd team out, then head to head competition between the two remaining teams.

C. Four Way Tie:

1. Take the game score plus or minus differential among the teams involved. The two teams with the lowest differential are eliminated. The go to head to head competition for the remaining two teams.
2. If plus or minus differential is the same, take the total points scored by the four tied teams against each other. The two teams with the fewest points scored re eliminated. Then go head to head competition.
3. If a tie still remains, and if one or two of the teams have been to the playoffs within two years, that team or teams would be eliminated. Then proceed to head to head competition.
4. If there is still a three or four way tie, resort to a coin flip. Odd team out. Do this until you have two teams left, and then resort to head to head competition.

Note: ANY POINT TOTAL DIFFERENTIAL USED INCLUDES ONLY THE TIED TEAMS, NOT ALL LEAGUE GAMES.

Eastern Athletic Conference

Automatic Qualifiers:

League Standings

Tiebreaker:

The determination of representatives should there be a tie for either place will be as follows:

1. Head to head competition
2. Fewest conference losses
3. Most conference wins
4. Fewest overall losses
5. Most overall wins
6. Eliminate most recent playoff participant school
7. Coin flip

Following the elimination of a school via this procedure in the case of multiple potential representatives the process reverts to step 1 in determining subsequent representatives.

Greater Boston League

Automatic Qualifiers:

League Standings

Tiebreaker:

1. Head to head
2. Power ranking
3. Overall common opponent
4. Coin toss

Hockomock League – Davenport and Kelley-Rex

Automatic Qualifiers:

League Standings

DIVISIONAL CHAMPION

- Will be the team with most divisional wins
- In the case of equal wins, the below tie-breaker will be used for playoff representation. The tie-breaker can be used to determine second the playoff representative, if needed
- For awards purposes, ties will not be broken.

Tiebreaker:

The following order will determine the league champion/playoff representative(s): follow the order below, eliminate all the teams you can at each step of the criteria, after eliminating all possible teams at that criteria level, revert back to step one and continue

1. Head to head competition.
2. In case of a three or four way tie, the team(s) that gave up the least points during those three or four games, will be crowned champion/playoff representative. Points scored in overtime periods will not count towards this tiebreaker
3. Draw name out of hat.

Mayflower League – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

The following procedure will determine the Conference representative. Follow the order below, eliminate all the teams you can at each step of the criteria, after eliminating all possible teams at that criteria level, revert back to step one and continue the same process until you are only left with one team.

1. Head to head competition
2. Fewest league losses
3. Most league wins
4. Eliminate last two (2) calendar year Super Bowl participants

Merrimack Valley Conference – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

When two or more divisional teams have identical divisional records at the end of the season, the following criteria applies to determine a divisional champion:

- 1- Head to head competition
- 2- Point System*
- 3- Common Cross-over opponent record
- 4- Coin Flip

***Point System**

- 5 points awarded for each MVC Divisional win
- 4 points awarded for each MVC Crossover win
- 2 points awarded for each opponent's win, within the MVC that you defeated
- 1 point for each opponent's win, within the MVC, that defeated you

- Divide the total points by the number of MVC football games on your schedule

Points to Consider:

- At each level of the tie breaker system, if one team is eliminated then revert back to #1 Head to Head
- At each level of the tie breaker, if all but on team is eliminated, then divisional champ is declared

Middlesex League – Freedom and Liberty

Automatic Qualifiers:

League Standings

Tiebreaker:

- 1) We use Head to Head as the first rule. If still tied (multiple teams tied and head to head doesn't clarify) we go to;
- 2) : 21 point differential. This is done with the **first half score only!** At the end of each half a team is given its point differential either a positive or negative number. Ex: team A is winning at half time 28-14 against Team B. Team A = +14 and Team B = -14. NO points will be given greater than 21. Ex: Team A is winning at half time 28-0 over team B. Team A = +21 and Team B = -21. Point differential is kept for the entire season and your end of the year score will be used to determine the tie breaker.

If still tied we go to

- 3) End of the Year tally: Least amount of points scored against you.

Northeastern Conference – North and South

Automatic Qualifiers:

League Standings

Tiebreaker:

The team with the best Won-Lost Record against other teams in its Division will be the MIAA Play-Off Team for the Division. If two or more teams within a Division are tied for the best Won-Lost Record, the tie will be broken using the following manner:

- 1) Result against each other
- 2) Points allowed against teams involved in the tie breaker
- 3) Coin toss
- 4) Any time team is eliminated, start back at beginning of tie breakers for the remaining teams.

Old Colony League

Automatic Qualifiers:

League Standings

Tiebreaker:

In the event of a tie (it would be 3 way), we will defer to the Sectional Power Rating System to determine the league champion.

Patriot League – Fisher and Keenan

Automatic Qualifiers:

League Standings

Tiebreaker:

SECTION I If there are league co-champions or multi-champions, our selected league representative shall be determined in the following manner:

- A. Head to head competition
- B. Fewest losses within Division(Keenan/Fisher)
- C. Most wins within Division(Keenan/Fisher)
- D. Point value rating system (as explained)

Benefit of the rating system: An encompassing formula which takes into account the strength of a school's non-league games, thus avoiding other arbitrary methods of determination, such as a coin toss or last to go being eliminated.

SECTION II To attain **own-value points** a school will receive:

Keenan

- a. 10 points for defeating a team in the Keenan Division, in the same EMass division, an out-of-region team, an out-of state team, or an independent team, regardless of their league or enrollment
- b. 8 points for defeating a school in one lower division
- c. 6 points for defeating a school in two lower divisions
- d. 4 points for defeating a school in three lower divisions
- e. 2 points for defeating a school in four lower divisions
- f. 12 points for defeating a school in one higher division
- g. 14 points for defeating a school in two higher divisions
- h. 16 points for defeating a school in three higher divisions

*** If a tie occurs against any opponent a school will receive one-half point total in accordance with steps a-g above.

Fisher

- i. 10 points for defeating a team in the Fisher Division, in the same EMass division, an out-of-region team, an out-of state team, or an independent team, regardless of their league or enrollment
- j. 8 points for defeating a school in one lower division
- k. 6 points for defeating a school in two lower divisions
- l. 4 points for defeating a school in three lower divisions
- m. 12 points for defeating a school in one higher division
- n. 14 points for defeating a school in two higher divisions
- o. 16 points for defeating a school in three higher divisions
- p. 18 points for defeating a school in four higher divisions

*** If a tie occurs against any opponent a school will receive one-half point total in accordance with steps a-g above.

To attain **opponent value points** a school will receive:

- a. 2 points for each victory and one point for each tie earned by any opponent which that particular team has defeated.
- b. 1 point for each victory and one-half point for each tie earned by an opponent which that team has tied.

Note: You can only gain value points if you beat that team! No value is gained for a loss.

SECTION III Add total number of own-value and opponent-value points. Divide this sum by the total number of games played. This will give a school's **point value rating**.

- a. If **two** teams are involved in the tie-breaker at this point, the team with the highest point value will represent our league in the playoffs.
- b. If there are three or more teams tied, eliminate the lower rated teams until the two highest rated teams remain, then revert back to **SECTION I**.

SECTION IV Should 2 or more teams still remain with the same rating, the following procedure will occur:

- a. Team with the greater number of own-value points.
- b. Team with the greater number of opponent-value points.

SECTION V Coin toss.

South Coast Conference – Tier A and Tier B

Tier A

Automatic Qualifiers:

Sectional Power Rating System

Tiebreaker:

Coin Flip

Tier B

Automatic Qualifier and Tiebreaker:

In Tier B, which includes Bourne, Case, Fairhaven and Greater New Bedford Regional Tech, the 1 automatic qualifier will be determined by the following:

- 1) Most Tier B Wins
- 2) Head - to - Head
- 3) State Point System

South Shore League – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

**If the pool of teams is greater than two, each time a team is eliminated at a tiebreaker stage, the remaining teams revert back to tiebreaker A.

- A. Head to Head Competition
- B. Fewest League Losses
- C. Most League Wins
- D. Power Rating (within SSL play = Total number of points divided by games played)

Teams will receive:

- a) 10 points for every league win (5 points for a tie)
 - b) 2 points for every win by opponents within the league
 - c) 1 point for every tie by opponents within the league
- E. Head to tiebreaker pool competition within the league
- F. Power Rating = total number of points divided by the number of games played.

1) Teams will receive:

- a) 20 points for every win (10 for tie) vs. Div. 1 opponent
 - b) 18 points for every win (9 for tie) vs. Div. 2 opponent
 - c) 16 points for every win (8 for tie) vs. Div. 3 opponent
 - d) 14 points for every win (7 for tie) vs. Div. 4 opponent
 - e) 12 points for every win (6 for tie) vs. Div. 5 opponent
 - f) 10 points for every win (5 for tie) vs. Div. 6 opponent
 - 10 points for every win (5 for tie) vs. independent opponent
 - 2 points for every win by opponents
 - 1 point for every tie by opponents
- G. Coin Flip

Tri-Valley League – Large and Small

Automatic Qualifiers:

League Standings

Tiebreaker:

1. Head to Head
2. Fewest amount of points allowed in the 1st half of your 4 league games.