

### 7.3. TIE-BREAK FORMAT

The 2017 Ontario Cup Tie-Break format will be as follows:

#### **Step 1: Most Wins**

The team with the most wins will be given priority ranking.

#### **Step 2: Two-Way Tie, Head-to-Head method**

If a tie exists between two teams at the completion of the schedule, the winner of the game played by the two teams involved (head-to-head match-up) will be given priority ranking.

#### **Step 3: Three-Way Tie, Points For and Against method**

If a tie exists between three or more teams, the points for and against method will be used with a cap at 20 points per game. **Example:** If Team A wins by 32 points, only a point spread of +20 will be used for that game, not +32.

Scores against the team(s) NOT involved in the three-way tie are discarded.

The total points scored and allowed for each game is calculated for the teams involved in the three-way tie.

The team with the highest points for and against value will be given priority ranking.

The team with the second highest points for and against value will be given the secondary ranking.

**Example:** Three pool games of the three teams tied.

*Game One:* A 50 - B 45

*Game Two:* B 60 - C 38

*Game Three:* C 45 - A 37

Team A: *Game One* (+5), *Game Three* (-8) = -3 Points For and Against

Team B: *Game One* (-5), *Game Two* (+20) = +15 Points For and Against

Team C: *Game Two* (-20), *Game Three* (+8) = -12 Points For and Against

Team B receives the priority ranking.

Team A receives the secondary ranking and advances to the playoffs.

Team C is eliminated from the playoffs.

**Step 4: Two-Way Tie Persists, Head-to-Head method**

If a tie exists between two teams after using the three-way tie – points for and against method (see Step Three on the previous page), the winner of the game played by the two teams involved (head-to-head match-up) will be given priority ranking. **Example:**

Team	Points For	Points Against	Points For and Against
A	90	80	+10
B	100	90	+10
C	80	100	-20

The winner of the game between Team A and Team B receives the priority ranking.

The loser of the game between Team A and Team B receives the secondary ranking.

Team C is eliminated from the playoffs.

**Step 5: Three-Way Tie Persists, Additional Pool Play Result**

If a tie persists between three teams after the points for and against method is used, the game against the remaining team in the pool will be added to the calculation to determine who is given priority ranking. If a tie persists between two teams after the additional score is used, the head-to-head method will be used to determine the priority ranking. **Example:**

Team	Points For and Against of Teams Involved	Additional Pool Play Game Result	Total Points For and Against
A	0	50 - 55 = -5	-5
B	0	68 - 60 = +8	+8
C	0	55 - 52 = +3	+3

Team B receives priority ranking.

Team C receives the secondary ranking and advances to the playoffs.

Team A is eliminated from the playoffs.

**Step 6: Three-Way Tie Persists, *Number Draw***

The numbers one, two, and three are written on individual pieces of paper and placed in a container by a neutral third party.

Each coach then draws a piece of paper from the container, beginning with the highest-seeded team and ending with the lowest seeded.

The team that draws the number 1 receives the priority ranking.

The team that draws the number 2 receives the secondary ranking.

The team that draws the number 3 is eliminated from the playoffs.

**7.4. PROTESTS**

In the event of a protest, a protest form (available from the convener at the venue) must be submitted to the tournament coordinator accompanied by a \$50 fee within one hour of the completion of the game that is being protested. The fee will be returned should the result of the game be overturned. As per FIBA rules, the score will be overturned to 2-0, or if the losing team is at fault, the score will remain as recorded.

Ontario Basketball will not overturn a result based on calls made by the officials throughout the game and will not review any video evidence during the protest. As per FIBA game rules, the score sheet will be the final indicator of any discrepancies.

**7.5. SPECTATOR BEHAVIOUR**

Noisemakers (e.g., mechanical air horns, electronic devices) are allowed but must be used only in a positive manner and in line with OBA's Fair Play Policy and guidelines. Noisemakers should not be used to distract the opposing team (i.e., during foul shots).

Should the tournament convener or game officials deem the noise to be excessive, spectator(s) will be asked to refrain from further distraction.