

**MCL JH BASKETBALL TOURNAMENT
POOL PLAY TIE-BREAK PROCEDURE**

Two Team Tie-Break Procedure

- Head-to-head win-loss result

Three-Team Tie-Break Procedure

- (1) Standings among three tied teams shall be determined by LVM Points tallied for *all* pool games
- (2) If three teams remain tied after (1), the standing of the three tied teams shall be determined by LVM Points tallied for only pool games contested among the tied teams
- (3) If any two teams remain tied after (2), head-to-head win-loss result shall be used to break the tie

Calculation of Limited Victory Margin (LVM) Points for Each Game

- LVM Points for a winning team = 10 points plus additional points for victory margin, up to a maximum of ten additional points. Examples: a team winning by a score of 38-30 will score 18 LVM Points; a team winning by a score of 43-30 will score 20 LVM Points
- LVM Points for a losing team = (-10) points minus additional points for losing margin, up to a maximum of minus ten points. Examples: a team losing by a score of 30-38 will score (-18) LVM Points; a team losing by a score of 30-43 will score (-20) LVM Points

Mountain Christian League
Limited Victory Margin Tie-Break Procedure for Determining League Champions
and Tournament Seeding

Two Team Tie-Break Procedure

- (1) Head-to-head win-loss result
- (2) If two teams remain tied following (1), LVM Points tallied for *all* league contests shall be used to break the tie
- (3a) If two teams remain tied for first place in the league standings following (2), Co-League Champions shall be declared. Both team names shall be engraved on the league championship trophy in the order of tournament seeding as established under (3b) and (4). An equitable sharing arrangement for the display of the trophy shall be agreed upon between the co-champions
- (3b) For purposes of tournament seeding, LVM Points tallied for contests between the tied teams shall first be used to break the tie, followed by LVM Points tallied in contests against the highest other standing teams, in descending order, until the tie is broken
- (4) If two teams remain tied following (3b), a coin flip or hat pull shall be used to determine tournament seeding

Multi-Team Tie-Break Procedure

- (1) For purposes of establishing two final tied teams, LVM Points tallied for *all* league contests shall be used to determine the standing order of the tied teams
 - (2) If more than two teams remain tied after (1), LVM Points tallied for only contests among the remaining tied teams shall be used to determine the standing order of the teams
 - (3) If more than two teams remain tied after (2), LVM Points tallied for contests against the highest other standing teams, in descending order, until all but two teams are eliminated from the tie
- Once two remaining tied teams are established, the Two Team Tie-Break Procedure shall be used

Calculation of Limited Victory Margin (LVM) Points for Each Game

- LVM Points for a winning team = 10 points plus additional points for victory margin, up to a maximum of ten additional points. Examples: a team winning by a score of 38-30 will score 18 LVM Points; a team winning by a score of 43-30 will score 20 LVM Points
- LVM Points for a losing team = (-10) points minus additional points for losing margin, up to a maximum of minus ten points. Examples: a team losing by a score of 30-38 will score (-18) LVM Points; a team losing by a score of 30-43 will score (-20) LVM Points

Principles of the Limited Victory Margin Procedure

- Provides no incentive for a team to gain a victory margin greater than ten points
- Following the use of head-to-head win-loss results, this procedure incorporates performance throughout all games in league or pool play in the tie-break determination, not just games among the tied teams, thereby assessing overall season or pool play performance