



Proposed Rule Changes

Additions

Section 14 - League Tiebreakers

Rule 14-1 Tiebreaker Method

(1) In the event teams have the same number of points at the end of the season the following tiebreaker criteria will be utilized in the order as follows to separate teams:

- Winning Percentage/total points
- Head to Head Play
- Goal Differential
- Goals For
- Goals For Per Game head to head
- Goals Against
- Goals Against Per Game Head to head
- Fair Play/Discipline Record
- Coin Toss

(2) League tiebreakers will be used to separate teams tied in final standings of League play and League Cup competition.

Remove

(3) In the event that teams cannot be separated after all League tiebreaker criteria has been applied, a single match or series of matches if more than 2 teams are tied may be scheduled to separate tied teams.

(3.1) Teams involved are required to play any and all tie breaker games scheduled. Failure to do so will be considered a breach of Rule 11-6 Match Forfeits and teams will face all related fines including additional sanctions.

(3.2) In situations where events beyond the League's control prohibit the possibility of scheduling tiebreaker games or cause the season to be cancelled before all games can be played the evaluation of promotion and relegation will be decided at the discretion of the Board. A prorated points earned per matches played criteria or standings at the end of all games played will be applied to determine a divisional group first or last place team in final standings regarding promotion, relegation and group winner award.

Logic: There is not a enough time in the season to have playdowns

Section 4 – The Players

Rule 4-1 – Player Registration

Remove

(5) In the Spring season, players can register on a second team, as long as the teams do not play in the same division.

Logic: shouldn't matter in spring.

Rule 13-1 Promotion & Relegation Method

Remove

(5.1) The number of teams promoted and relegated per division will be relative to the number of the groups in the division above and below with the exception of Selects B and Division 1.

Logic: redundant