

PROCEDURES FOR BREAKING TIES

At the conclusion of a pool, the pool finish positions of the teams are determined by their pool match records.

- If there is a tie in match record among 2 or more teams in the pool, tie(s) will be resolved using the GJNC National Tie Break Rules.
- Even in 3 team pools where all 3 sets are required to be played, match record - not set record - will determine a team's finish in the pool.

TWO-WAY TIES: 2 teams tied in match record

There will be *no* tie breaker sets.

- The higher finishing team will be the team that won the pool play match between the 2 tied teams (head-to-head). This is the procedure for **all two-way ties**, even when one (1) team might still win a Bid.

THREE-WAY TIES: Where **no team can advance** to win a Bid OR Non-Elimination Scenarios

If 3 or more teams are tied in match record, the ties are broken by applying the following steps, in order, without repeating any step, except when two (2) teams remain tied when all steps in the process have been exhausted.

- Pool match record.
- Head-to-head results. (Pool larger than 4 teams.) Applied when a team has either defeated or lost to all teams with which it is tied.
- Set percentage (sets won divided by total sets played). This is done by determining each team's set percentage (divide each team's total sets won in the pool by the total sets played). The team with the highest set percentage is first.
- If some or all of the teams have the same set percentage, then determine the point percentage of the teams that are still tied (divide each team's total points scored by the total points scored by all the team's opponents in that pool).
- Should 2 teams remain tied, the result of their Head-to-Head match will break the tie.

THREE-WAY TIES: Where **1 or more teams may advance** to win a Bid

There are several scenarios in which three-way ties can occur. The resolution for each tie breaker scenario depends on both the number of teams that can advance to win a Bid from the pool, AND which pool finish position is at stake for the tied teams.

SEEDING TIE BREAKER SETS

The *seeds* for teams tied in match record involved in the tie breaker sets are determined by:

- Set percentage: The total number of sets played in the pool (sets won divided by total sets played).
 - The team with the highest set percentage is seeded highest.

If the teams are still tied:

- Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
 - The team with the highest point percentage is seeded first.

If the teams are still tied:

- Should two (2) teams remain tied, the result of their Head-to-Head match will break the tie.

PLAYING TIE BREAKER SETS

Scenario One – 1 Team Advances

- All tied teams will participate in tie breaker sets.
- Set 1: the #2 seed will play the #3 seed, and the #1 seed will officiate. The loser of Set 1 will be in position #3 of the tied teams and will officiate the next tie breaker set.
- Set 2: the winner of Set 1 will play the #1 seed and the loser of Set 1 will officiate. The winner of Set 2 will be in position #1 of the tied teams and the loser will be in position #2.

If, for any reason at the start of the warm up period for the receiving team (second warmup period), 1 of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will automatically become 3rd of the tied teams and the other 2 teams will play one (1) tie breaker set. "Unavailable" is defined for a team playing in the tie-breaker set as not having a legal roster to begin a match. For a team assigned to officiate a tie-breaker set, a team must have every required position covered.

Scenario Two – 2 Teams Advance

- The #1 seed does not have a playoff set. The #1 seed finishes in position #1 of the tied teams.
- The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be in position #2 of the tied teams and the loser of this set will be in position #3 of the tied teams.

If, for any reason at the start of the Second Warmup Period, 1 of the tied teams is unavailable for the resolution of the tie at the time the court official is ready to proceed, that team will be ranked third of the tied teams. The remaining teams will finish 1st and 2nd in the pool based on the tie breaker seeding process. No other penalty will be applied and no tie breaker set is played. "Unavailable" is defined for a team playing in the tie-breaker set as not having a legal roster to begin a match. For a team assigned to officiate a tie-breaker set, a team must have every required position covered.

Scenario Three – Ties Involving More Than 3 Teams

Within a pool, should a tie occur involving more than 3 teams, the process for breaking that tie should be coordinated by NQ staff with a member of the USAV Events Department prior to the start of the event.

TIE BREAKER PROCEDURES FOR THIRD ROUND OPEN DIVISION POOLS (GOLD POOLS)

If 3 teams are tied, ALL 3 TEAMS WILL PARTICIPATE (PLAY and/or OFFICIATE) IN TIE BREAKER SETS. Follow the *Seeding the [Tie Breaker Sets](#)* to seed the teams, and *Scenario One* above for the Set Play Order.

If ***all teams in the Gold Pool are qualified, OR the result of a tie breaking process has no bearing on the awarding of

a Bid(s) in that pool (i.e. all teams involved in the tie either already have a Bid or will receive a Bid regardless of the tie break process) or any other teams in another pool of this round of play, there will be no tie breaker sets for that pool. Ties are resolved by ranking according to set percentage, or, if necessary, point percentage.

In the case that there is only one Gold Pool in the third round and 2 Bids are available:

- The #1 seed does not have a playoff set. The #1 seed finishes 1st in the pool and receives the 1st Bid.
- The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be 2nd place in the pool and will receive the 2nd Bid. The loser of this set will be 3rd place in the pool.

FORMAT FOR TIE BREAKER SETS

- Tie break sets are played to 25 points with one (1) team winning by two (2) points, no cap.
- Teams will switch sides at 13 points.

PENALTIES FOR MISSED TIE BREAKER SETS

- It is the responsibility of a team's coach to know if there is a potential tie in pool play finish and to have his/her team available courtside for tie breaker sets as soon as the last match of the pool is finished. Play of tie breaker sets will not be delayed in order to locate a team or provide time for a team to return to the court. "Unavailable" is defined for a team playing in the tie-breaker set as having a legal roster to begin a match. For a team assigned to officiate a tie-breaker set, a team must have every required position covered.

In a three-way tie, where 1 or more teams is not at courtside at the finish of the last match of the pool, the teams remaining will play for position, if necessary.

- The team(s) that left will finish lower than the team(s) that remained.
- The position of the team(s) that left will be determined following the tie break procedure as it pertains to the pool and advancing positions available.
- There are no other penalties for a team that is not present for tie breaking sets.

PROCEDURES FOR BREAKING TIES (OPEN DIVISION)

When ties occur (Bracket Play), the teams tied will share the final standing. If the tie is between two or more bid eligible teams, the tiebreaker order for bid allocation will be:

- Head-to-head among all teams tied in standing points
- Match percentage among all teams tied in standing points
- The team who finished higher on the final day of competition
- Set percentage or points will not be used to break ties

Voted and passed by WCPL Directors 6/6/18