



BURBANK AYSO REGION 254

2021 Scoring System and Standings Calculations

As of September 16, 2021

THE TOP 4 TEAMS IN THE STANDINGS IN EACH DIVISION WHO HAVE SUCCESSFULLY FULFILLED THEIR VOLUNTEER POINTS REQUIREMENTS (NO LATER THAN NOVEMBER 20, 2021) INCLUDING REFEREE POINTS, QUALIFY FOR REGIONAL PLAYOFFS

Definitions:

GP = Total Games Played

GF = Total Goals For (Cumulative)

GA = Total Goals Against (Cumulative)

GD = Total Goal Differential (Cumulative) (= "GF" minus "GA")

GA TB = Capped Goals Against - For tiebreaker scenarios only. Cumulative, but calculated on a per-game basis and capped at 5 per game per team.

GD TB = Capped Winning Goal Differential - For tiebreaker scenarios only. Cumulative, but calculated on a per-game basis and capped at 3 per game for the winning team.

Scoring System:

Win: +5 pts

Tie: +2 pts to each team

Loss: 0 pts

Shutout (no goals allowed in a single game): +1 bonus point. Awarded to both teams in a 0-0 tie.

Team Winning by Forfeit: +5 pts (treated as a 2-1 Score)

Team Losing by Forfeit: Deduct 1 point from point standings

Red Card and/or Player Ejection: Deduct 1 point from team's point standings, plus player is suspended for a minimum of 1 game

Team Shown 3 Yellow Cards in a single game: Deduct 0.5 points from point standings

Parent, Supporter, Coach, or Player Ejection: Deduct 1 point from the offending team's point standings, plus the offender will be suspended for a minimum of 1 game

Other Point Deductions may be assessed at the sole discretion of Burbank AYSO Region 254 Board of Directors as a disciplinary action for the following, including, but not limited to:

Abuse of Referee, Assistant Referee, or any other volunteer or Board Member

Unsportsmanlike behavior before, during or after a game by a player, substitute, coach, parent and/or team supporter

Repeated non-compliance with league administrative requirements (e.g., incorrectly completed game cards)

Violation of the 3/4 rule (all players must play 3 quarters before any player plays a full game)

Repeat Violations of the 3/4 rule may result in a 2-1 forfeit if the team in violation wins or draws

PLAYOFF TIEBREAKERS:

In the event of a points tie in league standings in a division, the following Tie Breakers apply in descending order:

- The team(s) that fulfilled their midseason requirement for 30 volunteer points (including 15 referee points) shall win this tiebreaker. If there are multiple teams tied in the points standing who have fulfilled this requirement, while other teams with which they are tied have not, the team(s) that fulfilled the midseason requirement advance to next rule while the other team(s) drop(s) down 1 seed, subject to additional tiebreakers, if applicable.
- Head to Head Record (if tied or did not play each other then advance to next rule)
- Most Wins (if tied then advance to next rule)
- Most Ties (if tied then advance to next rule)
- Least Goals Allowed, cumulative, but calculated on a per-game basis and capped at 5 per game (if tied then advance to next rule)
- Winning Goal Differential - cumulative, but calculated on a per-game basis and capped at 3 per game for the winning team only, no impact on losing teams. (if tied then advance to next rule)
- Points Earned in games against Common Opponents (if equal then advance to next rule)
- Least Goals Allowed in Games Against Common Opponents, cumulative, but calculated on a per-game basis and capped at 5 per game (if equal or not definitive due to no common opponents, then advance to next rule)
- Least Red Cards and/or Coach/Player/Supporter ejections (if equal then advance to next rule)
- Least Forfeits (if equal then advance to next rule)
- Least Yellow Cards (if equal then advance to next rule)
- Coin Flip (round robin if more than two teams)

*If games are cancelled by the league for any reason and cannot be rescheduled, and/or if there are scenarios where teams have played more or less games than other teams in their division, the following tiebreaker/special case calculations apply in descending order. These tiebreakers only apply to teams whose playoff seedings potentially could have changed if all games (and/or the same number of games as other teams) had been played. This does not apply to teams that would have been mathematically eliminated even if their cancelled game(s) had been rescheduled and played and/or if they had played the same number of games as other teams. For items d) and e) below, the Statistician will establish a common denominator (games against common opponents), if applicable:

- Average points earned per game played. (Points divided by games played)
- Least Goals Allowed per game played. (Goals Allowed divided by games played). Goals Allowed total is cumulative, but calculated on a per-game basis and capped at 5 per game (if tied then advance to next rule)
- Head to Head results (if equal or not definitive due to multiple teams not having played each other, then advance to next rule)
- Points Earned in Games Against Common Opponents (if equal or not definitive due to no common opponents, then advance to next rule)
- Least Goals Allowed in Games Against Common Opponents, cumulative, but calculated on a per-game basis and capped at 5 per game (if equal or not definitive due to no common opponents, then advance to next rule)
- The team(s) that fulfilled their midseason requirement for 30 volunteer points (including 15 referee points) shall win this tiebreaker. If there are multiple teams tied in the points standing who have fulfilled this requirement, while other teams with which they are tied have not, the team(s) that fulfilled the midseason requirement advance to next rule while the other team(s) drop(s) down 1 seed, subject to additional tiebreakers, if applicable.
- Least Red Cards and/or Coach/Player/Supporter ejections (if equal then advance to next rule)
- Least Yellow Cards (if equal then advance to next rule)
- Least Forfeits (if equal then advance to next rule)
- Coin Flip (round robin if more than two teams)

*If, after the posting of this notice and at the sole discretion of the Region 254 Board of Directors, a more fair and impartial tiebreaker is considered, then the more equitable tiebreaker may supersede the tiebreakers above, subject to a vote by the Board.