

ETL PLAYOFFS

FORMAT, QUALIFICATION AND TIEBREAKER INFORMATION

ETL Playoffs.

Each grade that has 13 teams or more in it is broken into a Gold and a Silver division. The top half of the grade regular season standings go to Gold division playoff bracket, and bottom half go to Silver division playoff bracket. If there is odd number of teams in a grade, it is the discretion of ETL executive board how the brackets are allocated. All teams play in same bracket at a grade that has 12 teams or less. Regular season game rules are in affect for the playoffs with the exception of player eligibility where a player may only play on one team in the playoffs and not multiple teams.

The ETL Executive Committee is responsible for:

- Identifying the venue for the Playoffs Tournament.
- Setting the Playoffs Tournament Schedule.
- Coordinating the officials.
- Supplying the Trophies and T-shirts.
- Partnering with the hosting Program to track Tournament game results and posting them electronically on the web site and thru social media as well as manually around the gym if appropriate.
- Being the ultimate escalation for problem resolution.

The Hosting Program is responsible for:

- Gym set up and tear down.
- Benches for teams and seats for spectators.
- Scorer's table with chairs and game clock.
- Any concessions available including staffing.
- Staffing the Entry Door.
- Providing a gym manager at all times.

ETL Playoffs Qualification.

Every team in the league makes the playoffs.

Seeding for the Playoffs is determined exclusively by Regular Season order of finish.

The final eligible day to play regular season games is the Wednesday prior to the Playoff Tournament

The Playoff seeding's with the tiebreaker results will be published by ETL Exec Committee Thursday AM prior to Playoff Tournament, or when all league regular season games have been played and results entered, whichever comes first.

The ETL Exec Committee uses the standings info on the league web site as the sole determinant for playoff seeding.

The Playoff Seeding's for each grade are calculated from top of regular season standings to bottom, in that order.

Teams are placed in brackets after all tie breaks have been resolved

ETL Playoffs seeding tiebreakers – for ties between teams having played all their regular season games.

First tiebreak - Head to head competition. Team who won head to head game between the two teams tied is assigned the higher seed. In the event more than 2 teams tie with identical regular season records, the team with best aggregate win-loss record vs all the other teams involved in the tie is assigned highest seed. In the case where this tiebreaker does not resolve all ties, repeat this tiebreaker as many times as necessary to resolve all ties. Apply next tiebreaker in event this first tiebreak does not break all ties.

Second Tiebreak – Record against teams above in the standings. Where first tiebreak above does not resolve tie(s), each team's aggregate record against all teams higher in the final regular season standings is calculated. Team with the best aggregate win-loss record is assigned the higher playoff seed. In the case where multiple teams are still tied after one application of this tiebreaker, repeat this tiebreaker as many times as necessary to resolve all ties. Apply next tiebreak in event first two tiebreaks do not break all ties.

Third Tiebreak – Record against teams below in the standings. Where first two tiebreaks do not resolve tie(s), each team's record against next team below in standings is calculated. The team with better record against that team is assigned higher seed. In the case where each team in tie has equal record vs next team below in standings, then each team successively below that in standings is looked at individually for record vs tied team(s). The first team in succession that brings different result for the tied teams, breaks tie. In the case where multiple teams remain tied after one application of this tiebreaker, repeat tiebreaker as many times as necessary to resolve all ties. In the case where unresolved ties get involved in applying this tiebreaker (meaning that teams below the tie in the standings are also tied and have not been resolved yet) then this tie is abandoned and the next tiebreaker in order is applied.

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Fourth Tiebreak – Coin Flip. A multi team coin flip is conducted in person at time and location determined by ETL Exec committee convenient to those involved. Any program involved in the coin flip can proxy attendance to coin flip to ETL Exec Committee or other designated representative of the Program's choosing. Remote attendance via phone or video to the flip is possible but not guaranteed. The coin flip is conducted by each participating team rep flipping the coin one time in 'NFL' method (let it hit the floor). The result of each coin flip is recorded by ETL Exec Committee member conducting the tiebreak. The team with the first singularly unique flip after every team has flipped once, is assigned the highest seed. This process is repeated as many times as necessary until each team has recorded a unique flip and therefore all ties are broken. ETL Exec Committee reserves the right to conduct the flip on its own if arrangements to physically meet with all participants cannot be figured out.

Tiebreak when teams have not played all their games – This occasionally happens for various reasons and it is understood there is no available cut and dried criteria to make this determination if it does. Description below attempts much as possible to fairly resolve this situation. The ETL Exec Committee reserves the right to determine final regular season standings and Playoff Tournament seeding order in cases involving a team(s) that has not played all their regular season games.

This could include multiple scenarios where tiebreak decisions need to be made:

- Two or more teams have same amount of wins OR losses but none of these teams has played all their games.
- Two or more teams have same amount of wins OR losses but one team has played all games and others not.
- Two or more teams have different amounts of wins and/or losses but no team involved has played all games.

*The one exception to this section is teams who have not played all their games but have played the exact same amount of games against the exact same opponents as all the team(s) they are tied with. In this case, the above tie breakers for teams having played all their games will be used.

*It is recommended before the season starts that teams do everything in their power to play all their games in order to avoid getting involved in a subjective judgement by the ETL Exec Committee regarding playoff seeding.

*Teams whom have played all their games get strongest consideration for determining higher seed regardless of head to head result or how they did against teams higher in the standings

*Teams get stronger consideration for higher seed when they play more games than team(s) they are tied with. Head to head result and result against teams higher and/or lower in the standings may also have effect in this case.

*Teams who have played the least amount of games compared to the other teams get the weakest consideration for the higher seed regardless of head to head result and how they did against teams higher or lower in the standings.

*The ETL Exec committee always strives to make the fairest decisions possible regarding playoff seeding and reserves the right depending on individual team circumstance to waive or re-arrange the considerations above.

*All ETL Exec Committee decisions are final.

ETL feels teams cannot be rewarded for not playing all their games. Teams not playing a full schedule that don't like the playoff seeding, should have made stronger effort to get their games played. Programs are urged to make a priority out of scheduling for teams that look to be involved in a potential tiebreak situation, while at the same time keeping in mind that some teams have less interest in wins, losses and playoff seeding than others.