



Tie Breakers/Crossovers

If tiebreakers were needed and once they have been determined, in the event that an age group has more than one division (which means that the total number of playoff teams typically exceeds 10), Crossover seeding games will be used to determine the top 10-12 seeds, with only the top 8 making the playoffs. Winners advance.

- **East #1 vs. West #4:** Winner advances to play winner of E3/W2; Loser season is over.
- **E #2 vs. W #3:** Winner advances to play winner of E4/W1; Loser season is over.
- **E #3 vs. W #2:** Winner advances to play winner of E1/W4; Loser season is over.
- **E #4 vs. W #1:** Winner advances to play winner of E2/W3; Loser season is over.
- **E #5 vs. W #6:** Last game for both teams
- **E #6 vs. W #5:** Last game for both teams.

Depending on the number of teams in the division, due to the importance of some of these games on playoff seeding, these games are scheduled with priority given to travel first and foremost. Since there are multiple teams in an organization traveling to different sites, in the case of 1v1, 2v2, etc. since seeds are equal going in, the hosting team is given preference as HOME. In the event of equal seeds playing at a site that is not their home field, the division of the home site is the home team, i.e.:

- If AR is playing Orting, if they are both #1 seeds but are playing at Orting, Orting is a South Team, therefore AR will be the home team since they are in the South division.

Also, if a 5v6 is playing, whichever team is the 5 seed, regardless of division or hosting, will be the home team.

Lastly, All AWAY teams must still provide chains as per the regular season rules.