NSA TIE-BREAKING FORMULA

TWO-WAY TIES:

Points - Win/Loss record
Head-to-Head (if applicable)
True plus/minus (NSA does not use a "cap" of any sort)
Best Defense
Best Offense
Coin Toss (Best of Seven)

THREE-WAY TIES:

Points - Win/Loss record
Head-to-Head (if applicable)
True plus/minus (NSA does not use a "cap" of any sort)
Best Defense
Best Offense
Coin Toss (Best of Seven)

Once the three way tie is broken, you re-apply the ENTIRE tie-breaking formula to the remaining teams.
If head-to-head applies, THEN IT WILL BE THE DECIDING FACTOR before +/-.

FOUR-WAY (and more) TIES:

Use the same format as the three-way tie breaker.
After each team is removed from the tie, the ENTIRE tie-breaking formula is reapplied to see if head-to-head is applicable.

This Tie-breaking formula is the CORRECT way to break a tie.
If a situation is decided on the field, we want to use that as a deciding factor rather than a technicality.

Forfeits are 7-0. Teams MAY be awarded wins for the forfeiting of games and/or may be pushed into a higher playoff position. Teams that show up and get a win by forfeit MAY be offered the opportunity to receive lower playoff position. This is at the discretion of the event committee.

NSA reserves the right to make decisions in the best interest of the event.