



# LEAGUE CHAMP SERIES *Cheat Sheet*

## INTRODUCTION

The SSC will always do everything possible to have every registered team confirmed into the league for their registered season. What this sometimes means is that leagues may run with an odd number in order to accommodate said teams. Often times, the SSC will run a 5 or 7 team division and, for playoffs, the championship will sometimes have to be decided through a **League Champ Series (LCS)** format.

## LEAGUE CHAMP SERIES FORMAT

Below are the details of how the series works, followed by the specific tiebreaking scenarios for each core sport:

- Week 1 of playoffs will determine who qualifies for the League Champ Series.
- It will be a **2-game series**.
- It is **NOT aggregate**. Goals/points for and goals/points against do not matter. Wins do!

## LEAGUE CHAMP SERIES TIEBREAKER

**Teams can tie the first game of the series.** If this occurs, the league champion would be awarded to the team who wins game 2 of the series.

If each team in the series wins a game, the winner will be decided via a **tiebreaking scenario** for each sport at the conclusion of the 2<sup>nd</sup> game of the series.

Below are the details for each of the core 4 sports that are the most likely to have an odd-team league:

- **Ball Hockey** – Standard Shootout
- **Basketball** – 4-minute Overtime period. First to score 4 points or the team who has the lead at the end of the overtime period, is the winner.
- **Dodgeball** – Standard Sudden Death Match
- **Turf/Outdoor/Futsal Soccer** – Penalty Shootout