## 2022 WORLD LACRSOSSE WOMEN’S CHAMPIONSHIP PROGRESSION TO BRACKET PLAY

| Championship Bracket (Final Seeds 1-16) |  | Platinum Bracket (Final Seeds 17-30) |  |
| :---: | :---: | :---: | :---: |
| SEED = FINAL POOL PLACEMENT |  | SEED = FINAL POOL PLACEMENT |  |
| 1 = A1 | 9 = E1 | 17 = 2nd Best* of $3^{\text {rd }}$ across pools | $24=C 4$ |
| 2 = A 2 | $10=\mathrm{F} 1$ | $18=3$ rd Best* of $3^{\text {rd }}$ across pools | $25=B 4$ |
| 3 = A3 | $11=\mathrm{F} 2$ | $19=4$ th Best* of $3^{\text {rd }}$ across pools | $26=B 5$ |
| 4 = A4 | $12=\mathrm{E} 2$ | $20=5$ th Best* of $3^{\text {rd }}$ across pools | 27 = D5 |
| 5 = A5 | 13 = D2 | $21=$ F4 | $28=$ E5 |
| $6=\mathrm{B1}$ | $14=\mathrm{C} 2$ | $22=\mathrm{E} 4$ | 29 = F5 |
| 7 = C1 | $15=\mathrm{B} 2$ | 23 = D4 |  |
| $8=$ D1 | $16=$ Best* $^{*}$ of 3rd across pools |  |  |

*As determined by Record and then Tie Breaking Measures below

## Tie Breaking Measures for Pools

During pool play, the winner of each game will be awarded one (1) point and the loser no points (0). Games must be played to a conclusive result. There shall be no tied games.

Seeding after pool play will be based on total points to determine \#1-4 or \#1-5 in each pool.
In the event two or more teams finish with equal points, then positions will be determined based on the following:

## Two-way tie:

a) Head-to-head.

## Three-way tie:

a) First, break the 3-way tie based on the following:
i. Head-to-head. if not conclusive then,
ii. The *Goal Difference considering the games between the tied teams (capped at 12). If not conclusive then,
iii. The "fewest goals conceded" considering the games between the tied teams. If not conclusive then,
iv. The *Goal Difference considering all pool play games (capped at 12 per game). If not conclusive then,
v. The "fewest goals conceded" considering all pool play games. If not conclusive then,
vi. The "least cards received" considering the games between the tied teams. If not conclusive then,
vii. The "least cards received" considering all pool play games.
*Goal Difference is defined as: Goals For - Goals Against. The maximum difference in scores allowed per team will be 12, which is achieved by reducing "Goals for".
b) Break the 2-way tie starting back at head-to-head above.

## Determining bracket seeding \#16 - \#20 for teams seeded $3^{\text {rd }}$ in their pool, across pools:

For teams who are seeded $3^{\text {rd }}$ in your pool after pool play, the following measures will be used to determine your bracket seed comparing only $3^{\text {rd }}$ place teams in Pools $B / C / D / E / F$.
a) Total Points considering pool play games against teams seeded \#1-4 in the pool, after pool play. If not conclusive then,
b) The *Goal Difference considering pool play games against teams (capped at 12) seeded \#1-4 in the pool, after pool play. If not conclusive then,
c) The "fewest goals conceded" considering pool play games against teams seeded \#1-4 in the pool, after pool play. If not conclusive then,
d) The "least cards received" considering pool play games against teams seeded \#1-4 in the pool, after pool play.

