

V. UNIVERSAL TIE-BREAKER (4A qualifying for the region tournaments)

Notes: Ties involving teams according to regular-season standings will be broken as follows:

4A Northern Region (Nevada Cup point standings)

1. The Nevada Cup (regular-season league) point standings of teams in league matches shall determine the league's top four (4) qualifiers for their respective region championship tournament. The region's administrators will determine the Nevada Cup point standings based on previously approved schedules. In the event of a tie, the tie shall be broken using the procedures outlined in this section.
2. Tie between two (2) teams
 - A. Teams will add their scores from all Nevada Cup matches to determine a total team score. The lowest total score wins. If both teams do not have a complete set of team scores, the team with the most team scores (most matches played) earns the higher seed. In all cases where the number of matches played is the same, the total scores will be compared to determine a winner (advancer).
 - B. If the tie remains, teams will add the scores of their *fifth* players from all Nevada Cup matches to determine a total *fifth-player* score. The lowest total score wins. If both teams do not have a complete set of *fifth* scores, the team with the most *fifth* scores earns the higher seed. In all cases where the number of matches played is the same, the total scores will be compared to determine a winner (advancer).
 - C. If the tie remains, teams will compare their performances in all individual Nevada Cup events to determine which team had the greater number of higher place finishes. The team with the greater number of higher place finishes earns the higher seed. In all cases where the number of matches played is the same, the greater number of higher place finishes will be compared to determine a winner (advancer).
 - D. If the tie remains, teams will compare their performance in the final Nevada Cup event. The team with the lowest team score will earn the higher seed.

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3. Tie between three (3) or more teams
 - A. In all cases of ties involving more than two teams, as each team is removed from the tie, all other tied teams revert back to head-to-head to break the tie and the process continues.
 - B. Teams will add their scores from all Nevada Cup matches to determine a total team score. The lowest total score wins. If all teams do not have a complete set of team scores, the team with the most team scores (most matches played) earns the highest seed. In all cases where the number of matches played is the same, the total scores will be compared to determine a winner (advancer).
 - C. If the tie remains, teams will add the scores of their *fifth* player(s) from all Nevada Cup matches to determine a total *fifth-player* score. The lowest total score wins. If both teams do not have a complete set of *fifth* scores, the team with the most *fifth* scores earns the highest seed. In all cases where the number of matches played is the same, the greater number of higher place finishes will be compared to determine a winner (advancer).
 - D. If the tie remains, teams will compare their performances in all individual Nevada Cup events to determine which team had the greatest number of higher place finishes. The team which had the greatest number of higher place finishes will receive the highest seed. In all cases where the number of matches played is the same, the greater number of higher place finishes will be compared to determine a winner (advancer).

Example (Match No. and place, only four matches used in example):

Team A	No. 1=6th, No. 2=4th, No. 3=5th, No. 4=4th
Team B	No. 1=4th, No. 2=7th, No. 3=8th, No. 4=5th
Team C	No. 1=5th, No. 2=5th, No. 3=4th, No. 4=6th

Result: Team A won two (2) matches between the tied teams, Team B won one (1) match between the tied teams and Team C won one (1) match between the tied teams. Team A is granted the higher seed (while Team B and Team C go back into the head-to-head tie-breaker).

- E. If the tie remains, teams will compare their performance in the final Nevada Cup event. The team with the lowest team score will earn the highest seed.

VI. IN-MATCH / TOURNAMENT TIE-BREAKER

1. Ties involving teams during tournament play:
 - A. The aggregate stroke score of the **four (4)** lowest 18-hole scores for each team, (each day), shall constitute their school's team score. Ties for the championship and/or runner-up trophies will be handled in accordance with NIAA playoff procedures described below.
 1. If the total of the low **four (4) scores** (each day) results in a tie after 18/36 holes, the lowest (two-day total) score of the **fifth** person(s) on the team will determine the winner. It is possible in a two-day tournament that the **fifth-place** finisher could be two different team members. If one team does not have a **fifth** score and the other team does, the team with the **fifth** score wins.
 2. If the **fifth** person(s) are also tied, all six players from each team will play one hole of sudden victory. Each team will count its lowest **four (4)** scores on this hole with the lowest total winning. If the total of the **four scores** are the same, the lowest score of the **fifth player** on the sudden victory hole will determine the winner. If the score of the **fifth** player also results in a tie, the teams will play another hole and proceed with the tie-breaking procedure as outlined in step 1.A.2. This procedure will continue until a winner is determined.
2. Ties involving individual medalists
 - A. Only ties for the (top) medalist (first place) honor will be broken by a sudden victory playoff.

Ties for other medals will be determined by matching scorecards, as recommended by the USGA and outlined below:

 1. The player with the best/lowest score on the back nine, final day only, will earn the higher/better finishing place.
 2. If a tie remains, the player with the best/lowest score on the last six holes, final day only, will earn the higher/better finishing place.

3. If a tie remains, the player with the best/lowest score on the last three holes, final day only, will earn the higher/better finishing place.
4. If a tie remains, the player with the best/lowest score on the 18th hole, final day only, will earn the higher/better finishing place.

Note: In the event multiple tees are used to start the tournament, the last nine holes will be Nos. 10-18 on the scorecard, the last six will be Nos. 13-18 on the scorecard, etc. At all times, the last nine holes will be represented by Nos. 10-18 on the scorecard.

Note: Tournament golf will follow the rules and regulations of the United States Golf Association, the NIAA Handbook and the NIAA Reference Manual.