

Basketball/Volleyball Seeding/Standings Notes

1. Only 2 games/matches count against any team in the conference standings.
2. Conference “winning percentage” will be the determinant of seeding
2. Forfeits are awarded when a team cancels games due to reasons of eligibility or other unexcused reasons. Weather or emergency issues do not result in forfeits. The forfeit losses apply to the forfeiting team as well.
3. If a "fill-in" team is found that a team has already been scheduled to play (or have already played in a regularly scheduled match/game) the first game from each weekend would count in the standings for/against either team. If teams don't face each other on the regular schedule during the year, both games/matches would count.
Rationale: It's unfair for a weaker team to add a stronger one to their schedule if it means an additional two losses, when they have them scheduled already.
4. Tournament games/matches against another conference teams count if the teams do not play each other during the regular schedule. If they do play during the regular season only the first game/match will count (along with the first game/match from the regular season). *Rationale: We want to have standings as accurate as we can to allow proper seeding, without skewing them due to additional wins/losses against a stronger/weaker opponent.*
5. If forfeits come from a team that folds prior to the completion of the season the matches are pulled from the records. This means that the standings may be scrambled if a team does cancel their season before it's completion. *Rationale: It is unfair to penalize/reward teams that received wins/losses (by forfeit or otherwise) if a team cannot finish its schedule. The teams that are yet to play them would not have the same opportunity.*
6. Matches/Games against teams that are not a member of the conference will not be included in the conference standings, or for seeding purposes.
7. Tiebreaking procedure:
 1. Head to head game/match record (%)
 2. Head to head set record (%) – Volleyball only
 3. Common opponent game/match record (%)
 4. Common opponent set record (%) – Volleyball only
 5. Overall conference set record (%) – Volleyball only
 6. Cumulative conference record of opponents (%)
 7. Coin flip