MOUNTAIN WEST FOOTBALL CHAMPIONSHIP TIEBREAKING PROCEDURES

CHAMPIONSHIP GAME PARTICIPANTS AND HOST DETERMINATION

The two (2) eligible teams that complete the Conference regular season with the highest Conference winning percentages shall be declared the Mountain West Football Championship Game participants. The eligible team with the highest Conference winning percentage outright shall be declared the host of the Championship Game.

If one eligible team completes the Conference regular season with the highest Conference winning percentage outright and two (2) or more eligible teams are tied for the second Championship Game participant position, the tiebreaking procedures shall be applied only to determine the second participant. The team with the highest Conference winning percentage outright shall remain the host.

If there is a tie between two (2) or more eligible teams for participation in or hosting of the Championship Game, CFP-Ranked Team Tiebreaker Immunity shall be considered first. If no team qualifies for immunity, or after the team receiving immunity is removed from the tied group, the following standard tiebreaking procedures shall be administered in numerical order and only as necessary to determine the participant or participants and host of the Championship Game.

CFP-RANKED TEAM TIEBREAKER IMMUNITY

1. Applicability. CFP-Ranked Team Tiebreaker Immunity shall apply only when two (2) or more eligible teams are tied in Conference winning percentage for participation in or hosting of the Championship Game.

2. Applicable CFP Ranking and Original Standings Tie. For purposes of the 2026 season, the "Applicable CFP Ranking" shall mean the CFP Selection Committee Top 25 ranking released on Tuesday, November 24, 2026. If no CFP Selection Committee Top 25 ranking is released on that date, the Applicable CFP Ranking shall mean the latest CFP Selection Committee Top 25 ranking released before the first scheduled contest of the final regular-season weekend involving a Mountain West team. The same Applicable CFP Ranking shall be used for every team included in the applicable standings tie.

   For purposes of these procedures, "original standings tie" means the complete group of eligible teams tied in Conference winning percentage before CFP-Ranked Team Tiebreaker Immunity or any standard tiebreaking procedure is applied.

3. Conditions for Immunity. One (1) team shall receive CFP-Ranked Team Tiebreaker Immunity only if both of the following conditions are satisfied:
   a. The team is the highest-ranked team in the Applicable CFP Ranking among all eligible teams included in the original standings tie; and
   b. The team wins its final regular-season contest played after release of the Applicable CFP Ranking.

If either condition is not satisfied, no team shall receive CFP-Ranked Team Tiebreaker Immunity. A lower-ranked tied team shall not receive immunity in place of the highest-ranked tied team.

A scheduled bye, canceled contest, postponed contest that is not completed before the Championship Game participants must be determined, or contest declared a no contest shall not satisfy the win requirement for CFP-Ranked Team Tiebreaker Immunity, unless the contest is officially awarded as a forfeit win under NCAA or Mountain West rules before the Championship Game participants must be determined.

4. Effect of Immunity. A team receiving CFP-Ranked Team Tiebreaker Immunity shall be exempt from the comparative tiebreaking criteria used to determine Championship Game participation and, when applicable, host designation.
    a. Tie for Highest Conference Winning Percentage. If the team receiving immunity is tied for the highest Conference winning percentage, that team shall be declared a Championship Game participant and the host of the Championship Game.

    b. Tie for Second Championship Game Participant Position. If one team completes the Conference regular season with the highest Conference winning percentage outright and the team receiving immunity is included in a tie for the second Championship Game participant position, the team receiving immunity shall be declared the second Championship Game participant. The team with the highest Conference winning percentage outright shall remain the host.

5. One-Time Application and Removal From the Tied Group. Only one (1) team may receive CFP-Ranked Team Tiebreaker Immunity. Immunity shall be considered once for the original standings tie and shall not be reconsidered or reapplied after a team is selected, advanced, eliminated, or removed from consideration.

    After a team receives immunity, that team shall be removed from the tied group before the standard tiebreaking procedures are applied to determine any remaining Championship Game participant position.

    For purposes of any head-to-head comparison among the remaining tied teams, only games played among those remaining teams shall be considered. Results against the team receiving immunity shall be excluded from the head-to-head comparison.

TIE BETWEEN TWO TEAMS

The following procedure shall be used to determine:

a. The host when two (2) teams are tied for the highest Conference winning percentage, in which case both teams shall be declared Championship Game participants;
b. One (1) available Championship Game participant position; or
c. Host determination after the Championship Game participants have been identified through a three-or-more-team tiebreaking procedure.

Following consideration of CFP-Ranked Team Tiebreaker Immunity, the following standard procedure shall apply to any unresolved two-team tie. Immunity shall not be reconsidered or reapplied.

1. Head-to-Head Result. The head-to-head result between the tied teams.
    a. The team that defeated the other tied team shall prevail.
    b. If the tied teams did not play each other, move to Step 2.

2. Highest CFP Selection Committee Ranking or Composite Computer Metrics.
    a. Among the tied teams ranked in the Applicable CFP Ranking that won their final regular-season contests played after release of the Applicable CFP Ranking, the higher-ranked team shall prevail.
    b. If neither team satisfies subsection a., a composite average of selected predictive and results-based computer metrics shall be used.
    c. Use of CFP ranking in this Step is solely to resolve the tie and shall not constitute an additional award of CFP-Ranked Team Tiebreaker Immunity.
    d. The selected predictive and results-based computer metrics shall include Connelly SP+, ESPN SOR, KPI, and SportSource and shall be calculated following the conclusion of all games played during the final weekend of the regular season.
    e. The composite average shall be the equally weighted arithmetic average of each tied team's numerical ranking in Connelly SP+, ESPN SOR, KPI, and SportSource. The same metrics shall be used for both tied teams. If a metric is unavailable for one or both tied teams at the time the Championship Game participants or host must be determined, that metric shall be excluded from the composite calculation for both teams. No intermediate calculation shall be rounded.
    f. The team with the best numerical composite average shall prevail. The lower numerical composite average is superior.
    g. If the tied teams produce an identical composite average, move to Step 3.
    h. Example: If Team A has a composite average of 28.24 and Team B has a composite average of 28.34, Team A shall prevail.

3. Overall Winning Percentage. The team with the higher overall winning percentage against all opponents shall prevail.
    a. A maximum of one (1) win against a team from the NCAA Football Championship Subdivision shall be included in the calculation of the winning percentage.
    b. If the teams have identical overall winning percentages, Step 4 shall apply.

4. Record Against the Next Highest-Placed Conference Team or Tied Group. The records of the tied teams shall be compared against the highest-placed Conference team or tied group not included in the original standings tie, proceeding sequentially down the Conference standings.
    a. The team with the superior record against the applicable Conference team or tied group shall prevail.
    b. When the applicable position includes two (2) or more tied teams, those teams shall be considered a single tied group for purposes of comparison.
    c. If either tied team did not play the applicable Conference team, or if either tied team did not play all teams included in an applicable tied group, the comparison shall move to the next highest-placed Conference team or tied group.
    d. If the tied teams have identical records against the applicable Conference team or tied group, the comparison shall move to the next highest-placed Conference team or tied group.
    e. If the comparison does not resolve the tie after proceeding through the Conference standings, the procedure shall move to Step 5.

5. Winning Percentage Against Common Conference Opponents. The tied team with the higher winning percentage against common Conference opponents shall prevail.
    a. If the teams have identical winning percentages against common Conference opponents, or if there are no common Conference opponents, Step 6 shall apply.

6. Coin Toss. A coin toss conducted virtually by the Commissioner shall determine the host or remaining Championship Game participant, as applicable.

TIE BETWEEN THREE OR MORE TEAMS

In the event of a percentage tie between three (3) or more eligible teams for one (1) or more available Championship Game participant positions, the following procedure shall be used after CFP-Ranked Team Tiebreaker Immunity has been considered and, if applicable, the team receiving immunity has been removed from the tied group.

If, at any point, the number of teams remaining under consideration equals the number of available Championship Game participant positions, those teams shall be declared the remaining Championship Game participants and no further tiebreaking steps shall be applied.

Whenever application of a tiebreaking criterion reduces the tie to two (2) teams for one (1) available Championship Game participant position, the two-team tiebreaking procedure shall be applied beginning with Step 1, Head-to-Head Result.

CFP-Ranked Team Tiebreaker Immunity shall not be reconsidered or reapplied after the original tied group has been reduced.

1. Head-to-Head Results. Head-to-head results among the tied teams shall be compared in a mini round-robin format.
    a. If one team defeated all other tied teams, that team shall advance.
    b. If one team lost to all other tied teams, that team shall be eliminated.
    c. Any team advanced or eliminated under this Step shall be removed from consideration. If more than two (2) teams remain tied for an available Championship Game participant position, the procedure shall restart at Step 1 with the remaining tied teams. CFP-Ranked Team Tiebreaker Immunity shall not be reconsidered or reapplied.
    d. If the tied teams did not all play each other, or if no team defeated all other tied teams and no team lost to all other tied teams, the teams shall remain tied and the procedure shall move to Step 2.

2. Highest CFP Selection Committee Ranking or Composite Computer Metrics. The remaining tied teams shall be ordered under this Step as follows. Based on the number of available Championship Game participant positions, the first one (1) or two (2) teams in that order shall advance:
    a. Remaining tied teams ranked in the Applicable CFP Ranking that won their final regular-season contests played after release of the Applicable CFP Ranking shall be ordered according to their CFP Selection Committee rankings.
    b. All other remaining tied teams shall be ordered according to the composite average of selected predictive and results-based computer metrics.
    c. A team qualifying under subsection a. shall be placed ahead of any team evaluated under subsection b.
    d. Use of CFP ranking in this Step is solely to resolve the tie and shall not constitute an additional award of CFP-Ranked Team Tiebreaker Immunity.
    e. The selected predictive and results-based computer metrics shall include Connelly SP+, ESPN SOR, KPI, and SportSource and shall be calculated following the conclusion of all games played during the final weekend of the regular season.
    f. The composite average shall be the equally weighted arithmetic average of each tied team's numerical ranking in Connelly SP+, ESPN SOR, KPI, and SportSource. The same metrics shall be used for all remaining tied teams. If a metric is unavailable for one or more tied teams at the time the Championship Game participants must be determined, that metric shall be excluded from the

composite calculation for all remaining tied teams. No intermediate calculation shall be rounded.

g. The lower numerical composite average is superior.
h. If two (2) or more teams produce an identical composite average at the point necessary to fill an available Championship Game participant position, only the teams tied at that selection point shall remain under consideration. If the number of teams remaining equals the number of available participant positions, those teams shall advance. If three (3) or more teams remain tied for an available participant position, the procedure shall move to Step 3.

Example 1: If Team A is the only team ranked in the Applicable CFP Ranking that wins its final regular-season contest, Team A shall be placed first under this Step. If two participant positions remain available, the second participant shall be the team with the best composite average among the remaining tied teams.

Example 2: If Team A, Team B, and Team C are ranked in the Applicable CFP Ranking and all win their final regular-season contests, the one (1) or two (2) highest-ranked teams shall advance, based on the number of participant positions available.

Example 3: If no remaining tied team qualifies under subsection a., the one (1) or two (2) teams with the best composite averages shall advance, based on the number of participant positions available.

3. Overall Winning Percentage. Overall winning percentages against all opponents shall be compared.
    a. A maximum of one (1) win against a team from the NCAA Football Championship Subdivision shall be included in the calculation of the winning percentage.
    b. The one (1) or two (2) teams with the highest overall winning percentages shall advance, based on the number of Championship Game participant positions available.
    c. If two (2) or more teams remain tied at the point necessary to fill an available participant position, only those teams shall remain under consideration. If three (3) or more teams remain tied, the procedure shall move to Step 4.

4. Record Against the Next Highest-Placed Conference Team or Tied Group. Record against the next highest-placed Conference team or tied group not included in the original standings tie, proceeding sequentially down the Conference standings. When comparing the tied teams against positions lower in the standings that are also tied, those lower-tied positions shall be considered a single position for purposes of comparison.
    a. If one or more tied teams did not play the applicable Conference team, move to the next highest-placed Conference team or tied group in the standings.
    b. If one or more tied teams did not play all teams included in an applicable tied group, move to the next highest-placed Conference team or tied group in the standings.
    c. The one (1) or two (2) teams with the superior record shall advance, based on the number of Championship Game participant positions available.
    d. If two (2) or more teams remain tied at the point necessary to fill an available participant position, only those teams shall remain under consideration. If three (3) or more teams remain tied, the comparison shall continue sequentially down the Conference standings.
    e. If the comparison does not resolve the available participant position or positions after proceeding through the Conference standings, move to Step 5.

5. Winning Percentage Against Common Conference Opponents. The one (1) or two (2) teams with the highest winning percentages against common Conference opponents shall advance, based on the number of Championship Game participant positions available.
   If two (2) or more teams remain tied at the point necessary to fill an available participant position, only those teams shall remain under consideration. If three (3) or more teams remain tied, the procedure shall move to Step 6.

6. Drawing. A drawing conducted virtually by the Commissioner shall determine the Championship Game participant or participants.

HOST DETERMINATION AFTER A THREE-OR-MORE-TEAM TIE

After the two (2) Championship Game participants are identified through the three-or-more-team tiebreaking procedure, the host shall be determined as follows:

1. Outright Highest Conference Winning Percentage. If one Championship Game participant completed the Conference regular season with the highest Conference winning percentage outright, that team shall be declared the host.

2. Team Receiving CFP-Ranked Team Tiebreaker Immunity. If one Championship Game participant received CFP-Ranked Team Tiebreaker Immunity and was tied for the highest Conference winning percentage, that team shall be declared the host.

3. No Team Received Immunity. If neither Championship Game participant received CFP-Ranked Team Tiebreaker Immunity and the participants are tied for the highest Conference winning percentage, the host shall be determined by applying the two-team tiebreaking procedure beginning with Step 1, Head-to-Head Result.

TIED GAMES
A football game that ends in a tie shall count as one-half game won and one-half game lost in the standings. For purposes of CFP-Ranked Team Tiebreaker Immunity, a tied game shall not constitute a win.

ELIGIBILITY
A team ineligible under NCAA or Mountain West rules for postseason competition shall be removed from consideration before CFP-Ranked Team Tiebreaker Immunity or any standard tiebreaking procedure is applied.

INABILITY TO HOST
If the host institution is unable to host the Championship Game, the other Championship Game participant shall be declared the host team. CFP-Ranked Team Tiebreaker Immunity shall not supersede this provision.

ADMINISTRATION
The Commissioner shall administer these procedures and shall have authority to resolve any procedural issues not expressly addressed herein, in consultation with the Athletics Directors. These provisions are subject to review by the Commissioner and the Athletics Directors.