

OVC Basketball Tiebreaker

The tiebreaker system for seeding the Ohio Valley Conference Basketball Tournament will utilize the following factors, in order, until all ties are broken. In the instance where two or more teams are tied for divisional lead, the divisional leader tiebreaker system shall be utilized. Division leaders will be determined before any other seeding.

Divisional Leader Ties

- (a) Head to head record will be compared with the team having the best record named as divisional leader;
- (b) Overall division records will be compared with the team having the best division record named as divisional leader;
- (c) Overall record against opposite division opponents will be compared with the team having the best opposite division record named as divisional leader;
- (d) Records against the #3 finisher within the division will be compared with the team having the best record against the #3 finisher named as divisional leader;
- (e) If step d does not break the tie, the process continues through the #6 team if necessary;
- (f) In the event that the tie cannot be broken, the divisional leader shall be determined by a coin toss.

NOTE: In the case of steps D and E - if there is a tie between teams finishing 3-6 in the division, those ties should be broken prior to determining divisional leader by using the tiebreaker procedures below only with teams in that division. This is the only instance where ties between lower finishing teams will be broken first and not skipped over. In addition, these ties will only be broken for purposes of determining divisional leaders. Once divisional leaders are determined, these ties will be reinstated and handled according to the tiebreaker procedures below for determining seeds #3-8.

Two-way Ties (other than divisional leader)

- (a) Records in head-to-head competition are compared with the higher seed going to the team that has won the most games against the other;
- (b) In the event step 1 does not resolve the tie (i.e., if the two teams split during the regular season), then the records for the tying teams against the No. 1 seed shall be compared. The team with the better record against the No. 1 seed shall gain the higher seed.
- (c) If the potential No. 1 seed is among the tied teams, the process in step 2 will begin at the highest point in the standings that does not involve a tied team.
- (d) The process continues through the No. 12 team, if necessary.
- (e) In the event that the tie cannot be broken, the seedings shall be determined by a coin toss.

Multiple Ties (other than divisional leader)

- (a) Composite records between tying teams will be evaluated to determine if one team has won more games against the other tying institutions (in which case that team would receive the higher seed) and/or one team has won the least number of games among the tied teams (in which case that team will receive the lowest seed), and /or two teams have the same composite record (in which case the two-team tiebreaker scenario shall be utilized);
- (b) In the event this process does not resolve the multiple ties or reduce the multiple ties to one tie, then a comparison of records of the tying institutions against the No. 1 seed will occur. The team among the tying institutions with the better record against the No. 1 seed will receive the higher seed.
- (c) If the potential No. 1 seed is among the tied teams, the process in step 2 will begin at the highest point in the standing that does not involve a tied team.
- (d) This process continues through No. 12 team, if necessary.
- (e) In the event this process does not resolve the ties, a coin toss will be the final alternative.

NOTE: If a multiple tie is reduced to a tie between two teams, the two-team tiebreaker formula will then be utilized. Ties involving teams higher in the standings are always broken before ties involving teams lower in the standings. Higher winning percentages shall prevail in tiebreaker situations, even if the number of games played against a team or group is unequal (i.e. 2-0 is better than 3-1). In the case of tied percentages, 2-0 is better than 1-0 and 0-1 is better than 0-2.