Section 15. Seeding (Revised 4/00, 3/01, 2/11, 2/16; Effective 2/16)

The Conference champion and the seeding for the tournament shall be based on the final standings of Conference regular-season play as determined by a point system. For seeding purposes in the Conference postseason tournament, ties between two teams will be broken as follows:

1. Head-to-head results

2. Most wins in all Conference games;

3. Best record by points (3=win, 1=tie, 0=loss) versus mutually-played conference teams seeded above the teams tied at the beginning of the process (canceled games shall not be awarded any points for seeding purposes);

4. Goal differential with a maximum difference of three, plus or minus counted for each conference game;

5. Most goals scored in Conference competition;

6. Best record determined by points versus mutually-played conference teams seeded below tied teams; and

7. Coin flip.

Ties between three or more teams will be broken using the following procedure to eliminate teams: (Note: For ties with more than three teams, start over again with this list of criteria every time a team is awarded a seed (from the top) until it is down to two teams; when the process has been narrowed to a two-team tie, the above process that starts with head-to-head competition shall be used. In any case where two teams are separated from a group, break the tie using the head-to-head tiebreaker).

1. Standings by points from only those games played between tied teams (results of tied teams versus each other);

2. Most wins in all Conference games;

3. Best record by points (3=win, 1=tie, 0=loss) versus mutually-played conference teams seeded above the teams tied at the beginning of the process (canceled games shall not be awarded any points for seeding purposes);

4. Goal differential with a maximum difference of three, plus or minus counted for each conference game;

5. Most goals scored in Conference competition;

6. Best record determined by points versus mutually-played conference teams seeded below tied teams; and

7. Coin flip.