Central Connecticut Conference
Soccer Tournament Seeding Policy

Qualifying Standards: The top two teams in each division (six teams total) will automatically qualify for the CCC Soccer Tournament based on division points (3 points for a win, 1 point for a tie). The remaining two spots will be awarded to wildcard teams based on tier points (5 points for wins over tier 1 opponents, 4 points for wins over tier 2 opponents, 3 points for wins over tier 3 opponents, 2 points for wins over tier 4 opponents and 1 point for wins over tier 5 opponents. Half of these points are awarded to teams for ties.)

1.) **Division Rankings and Automatic Qualifiers**
   a.) Each division will rank its teams from #1 through #10 based on total division points, from highest to lowest.
   b.) In the event of a tie in division points, the Universal Tiebreaker will be applied.
   c.) The teams ranked #1 and #2 in each division will automatically qualify for the CCC Soccer Tournament.

2.) **Wildcard Selection**
   a.) The two highest-ranked teams based on tier points that did not automatically qualify will earn the wildcard spots.
   b.) In the event of a tie in tier points, the Universal Tiebreaker will be applied.

3.) **Tournament Seeding**
   a.) Seeds #1–#3: The three division champions (the #1 team in each division) will be seeded based on tier points. The team with the highest tier point total will receive the #1 seed, followed by the teams with the 2nd and 3rd highest totals.
   b.) Seeds #4–#8: The remaining five qualifying teams (the three division runners-up and two wildcard teams) will be seeded based on tier points, from highest to lowest. The team with the highest tier point total will receive the #4 seed, and the team with the lowest tier point total will receive the #8 seed.

Central Connecticut Conference - Universal Tiebreaker

In the CCC sports which require teams to be seeded for tournament pairings, the Central Connecticut Conference will follow the universal tiebreaker system in the event that two (or more) teams hold identical records.

For teams that have the same winning percentage (for CCC counting games/CCC Record/Winning Percentage*) at the end of the regular season, the following tiebreaker system will be applied in order to determine seeding for tournament pairings:

1.) Head-to-Head **
2.) By-Lot Drawing ***

Should a sport have tiered level scheduling, the following formula tiebreaker system will be applied in order to determine the seeding for tournament pairings:

1.) Head-to-Head **
2.) CCC Tier Status ****
3.) By-Lot Drawing ***

Exception: If tournament seeding is determined solely by a team's record in its own division, without including tier-level crossover games, CCC Tier Status will not be used as a tiebreaker. In these situations, ties will be broken using the following criteria, in order:

1.) Head-to-Head **
2.) By-Lot Drawing ***

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* CCC Record/Winning Percentage is identified as the wins/losses/ties that occur in contests that were on the original CCC assigned schedule. Any games that are added, in addition to the CCC assigned schedule, will not count for the CCC Record/Winning Percentage (regardless if they are against other CCC schools or not).

** Head-to-Head situations can only occur when all schools involved (that hold the same CCC Record/Winning Percentage) play each other and a clean sweep exists.

Example:
Team A (wins over Team B, Team C and Team D)
Team B (win over Team C, Losses to Team A and Team D)
Team C (win over Team D, Losses to Team A and Team B)
Team D (win over Team B, Losses to Team A and Team C)

- Team A would prevail in this tiebreaker because they have a clean sweep over Teams B, C and D).

Example why you would not follow Head-to-Head:

Team A (wins over Team B, Team C and Team D)
Team B (win over Team C, Losses to Team A, Team D and Team E)
Team C (win over Team D, Losses to Team A and Team B)
Team D (win over Team B and Team E, Losses to Team A and Team C)
Team E (win over Team B, Loss to Team D - did not play Team A or Team C)

- Because Team E did not play Team A or Team C, a clean sweep among those teams in the tiebreaker does not exist. In order to break this tie you would need to use the By-Lot drawing results

*** By-lot drawing will occur at the first CCC Athletic Directors meeting of each school year. The drawing results will apply for the school year. By-lots will only be used when the CCC Record/Winning Percentage (tiebreaker #1) and Head-to-Head results (tiebreaker #2) are unable to break the tie. In the event that the by-lot system is used to break a tie involving more than two schools, the tie breaker system will restart back at tiebreaker #2 (Head-to-Head) and tiebreaker #3 (By-Lot) as necessary.

**** CCC Tier Status applies to the tier level assigned for scheduling crossover games. If you are playing a Tier #1 Schedule, you are playing the most competitive crossover schedule per CCC standards. Tiers are ranked in order (Tier 1, Tier 2, Tier 3, Tier 4) based on a teams previous seasons results. For teams that have identical winning percentages (for CCC counting games) at the end of the regular season, those teams that play in a more competitive scheduling tier (then others) will be awarded a with a tiebreaker, if tiebreaker #1 (Head-to-Head) has not been used.

- If multiple teams are tied and two or more schools both compete in the tougher scheduling tier, those two schools will restart then break the tie based on Head-to-Head and By-Lot if necessary.