

## OFF THE BLOCK RELATIVE STRENGTH FACTOR

The Off the Block Relative Strength Factor is a mathematical equation created to give an accurate representation of the best Division I-II men's volleyball teams in the nation. The formula uses numerous factors to determine the strength of a team with an emphasis given to the team's match results and the winning percentage of its opponent entering their match. Other elements also factored into this equation include whether a match was at home or on the road, the amount of travel required to play a match and the overall strength of the opponent's conference.

The RSF will be updated weekly beginning the third week of the regular season and goes until the end of the regular season.

Below is a complete breakdown of the formula used to determine a team's RSF.

### MATCH RESULTS

Each team will be assessed points per every non-exhibition regular season match it plays based on the match result and the winning percentage of its opponent entering the match. Points possible for a match range from -1.5 to 4.5. Points will be awarded in the following manner:

#### FOR WINS

- Beat an opponent with a winning percentage of at least .700 in three games: 4.5 points
- Beat an opponent with a winning percentage of at least .700 in four games: 4.0 points
- Beat an opponent with a winning percentage of at least .700 in five games: 3.5 points
- Beat an opponent with a winning percentage between .500 to .699 in three games: 3.0 points
- Beat an opponent with a winning percentage between .500 to .699 in four games: 2.5 points
- Beat an opponent with a winning percentage between .500 to .699 in five games: 2.0 points
- Beat an opponent with a winning percentage less than .500 in three games: 1.5 points
- Beat an opponent with a winning percentage less than .500 in four games: 1.0 points
- Beat an opponent with a winning percentage less than .500 in five games: 0.5 points

#### FOR LOSSES

- Lose to an opponent with a winning percentage of at least .700 in five games: 2.5 points
- Lose to an opponent with a winning percentage of at least .700 in four games: 2.0 points
- Lose to an opponent with a winning percentage of at least .700 in three games: 1.5 points
- Lose to an opponent with a winning percentage between .500 to .699 in five games: 1.0 point
- Lose to an opponent with a winning percentage between .500 to .699 in four games: 0.5 points
- Lose to an opponent with a winning percentage between .500 to .699 in three games: 0 points
- Lose to an opponent with a winning percentage less than .500 in five games: -0.5 points
- Lose to an opponent with a winning percentage less than .500 in four games: -1 point
- Lose to an opponent with a winning percentage less than .500 in three games: -1.5 points

#### MATCHES THAT COUNT TOWARDS WINNING PERCENTAGE

For the 2011 season, only matches against opponents from conferences with an automatic bid to the Division I-II NCAA Tournament are included in a team's winning percentage. Starting in the 2012 season, matches against Conference Carolinas teams and Cal Baptist will be included.

#### EARLY SEASON MATCHES

A Division I-II team must play at least five matches against Division I-II teams to establish a valid winning percentage. A team's winning percentage at five matches will be used for all matches prior to the five-match mark. If a team plays the same Division I-II opponent multiple times in its first five matches, the team's valid winning percentage will be established at the six-match mark.

## **ROAD AND NEUTRAL SITE MATCHES**

Teams receive additional points for their willingness to travel and play road matches. In addition, the farther a team travels for a match the more bonus travel points it will earn for the match. Travel points will be awarded in the following manner:

### ROAD MATCHES

Regardless of the match result or the opponent's classification, a team will receive an additional 0.5 points for a road match.

### NEUTRAL SITE MATCHES

Regardless of the match result or the opponent's classification, a team will receive an additional 0.25 points for a match played at a neutral site.

### TRAVEL REGION BONUS

A team will receive an additional 0.25 points per region it travels to play a match. Regions are largely based on time zones. The teams in each region are as follows:

**East region:** Penn State, George Mason, Rutgers-Newark, St. Francis, Harvard, Princeton, Sacred Heart, NJIT, Ohio State. *[Note: Mount Olive, Lees-McRae, King, Pfeiffer, Limestone and Barton will be added for 2012 season.]*

**Midwest region:** Ball State, IPFW, Loyola, Lewis, Quincy. *[Note: Lindenwood will be added for 2012 season.]*

**Mountain region:** BYU, Grand Canyon

**West region:** USC, BYU, Stanford, UC Irvine, Long Beach State, UC Santa Barbara, UCLA, Pepperdine, UC San Diego, Pacific, Cal State Northridge. *[Note: Cal Baptist will be added for 2012 season.]*

**Pacific region:** Hawai'i

### TRAVEL REGION BONUS EXEMPTIONS

A road teams will not receive a travel region bonus if the match is outside of their region but in a bordering state.

A road team will be award no travel region bonus if it plays a Division I-II team whose overall total winning percentage for the regular season is less than .300 percent.

A road team will not receive a travel region bonus for playing a Division III or NAIA team that is non-transitioning to a NCAA Division II classification or higher and has less than a .501 winning percentage against Division I-II teams.

## **MATCHES VS. DIVISION III AND NAIA TEAMS**

Regardless of result and location, an automatic 0.5 points will be deducted for any Division I-II team's match against a Division III or NAIA team.

### EXEMPTIONS TO THIS RULE

If a Division III or NAIA team has a winning percentage of more than .501 against Division I-II teams. If a Division III or NAIA team does not play five matches against Division I-II teams in a season, the minimum amount of matches needed to establish a valid winning percentage, it must have at least one victory against two different Division I-II opponents to be exempt from this automatic point deduction.

Starting for the 2012 season, if a Division III or NAIA team is entering at least the second year of its transition to a NCAA Division II classification or higher.

**CONFERENCE STRENGTH FACTOR**

The RSF of all teams in a conference will be averaged every two weeks to find the overall Conference Strength Factor for each Division I-II conference. Teams playing opponents from conferences with the top three CSF ratings at the time of their match will receive an additional point bonus. Points for an opponents' CSF will be awarded in the following manner:

**CSF POINT BONUS**

Team playing an opponent from the conference with the highest CSF: 0.09 points

Team playing an opponent from the conference with the second highest CSF: 0.06 points

Team playing an opponent from the conference with the third highest CSF: 0.03 points

**AVERAGE RESULTS**

The points a team receives for each match will be added for a combined total. That total will then be divided by the amount of matches the team has played that season for its average score. The average will be the team's RSF that appears in the weekly RSF rankings.