

2020 SEC FOOTBALL CHAMPIONSHIP ELIGIBILITY & TIEBREAKER

Conference Championship. [SEC Bylaw 30.22.1.3] The Conference champion will be determined by a game between the two division champions. The team in each division with the highest winning percentage during the ten-game Conference schedule (using both divisional and cross-divisional games) will be declared division champion. If two or more teams are tied with the highest winning percentage, they will be declared division co-champions. Division standings will be calculated on a winning percentage basis, using the ten Conference games (both divisional and cross-divisional) which are a part of the 2020 schedule.

Eligibility for Participation in Championship Game

For any team to be eligible for the SEC Football Championship Game, or to be considered in a tiebreaker, such team must have played within one (1) total conference game of the average number of conference games played by all conference teams (if .5 or above round up, if below .5 round down) during the 2020 season.

For example, if the average number of conference games played in the 2020 season is 9.25 (value of nine (9) when rounded down), a team would be eligible to participate in the SEC Football Championship Game, or be considered in a tiebreaker, if that team played eight (8) or more conference games.

- Should a team be ready and able to play a game, but the opposing team not be able to play, then the team that was ready to play may add one game to its total number of games played for the purpose of meeting the minimum number of games to be played (for clarity, the addition of a game to the total number of games played will not count in the final standings but will only be included to meet the minimum number of games if that team has competed in fewer than the required minimum number of games needed to be eligible for the SEC Football Championship game or to be considered in a tiebreaker). Under this circumstance, a team shall only have a single opportunity to add one game for the purpose of meeting the minimum number of games to be played, regardless of the number of times the team was unable to compete in a game during the regular season.
- Should extraordinary circumstances prevent a team from participating in the minimum number of games required to be eligible for the SEC Football Championship Game, and/or to be considered in a tiebreaker, the Commissioner shall review the relevant facts and will be empowered to establish a method (which could include, but is not limited to, the formation of any determining body or use of any existing groups of institutional representatives) for taking any appropriate action deemed necessary in determining if relief should be granted to



permit the team to be eligible for the Championship Game and/or be considered in a tiebreaker.

Winning Percentage Exception for teams tied in the loss column

In the event of an unequal total number of Conference games played among teams and if those teams are tied with the same number of losses the results of the head-to-head game between the two teams will take precedence over winning percentage and the team which won the head-to-head game will be the divisional representative provided that team is within one game of the overall number of games played by the team with the highest winning percentage. For example, if Team A is 9-1 and Team B is 8-1, and if Team B won the head-to-head game, Team B would be the divisional representative in the Championship Game even though Team A has a better winning percentage.

However, should a team be ready and able to play 10 games during the regular season (as originally scheduled or as re-scheduled) and be two games short of the team with the highest winning percentage, that team will be able to add one game to its total number of games played for consideration of using head-to-head in place of winning percentage (adding the extra game would result in the team being within the one game requirement). For example, if Team A is 9-1 and Team B is 7-1, and Team B was ready and able to play 10 games during the regular season, Team B would add one game to its total number of games played and therefore would be within one game of the overall number of games played by Team A. Therefore, in this example, if Team B (at 7-1) won the head-to-head meeting, Team B would be the divisional representative in the Championship Game even though Team A (at 9-1) has a better winning percentage.

Should unanticipated, extraordinary circumstances prevent a team from being within the required number of total games played for head-to-head results to be considered in a tiebreaker, the Commissioner shall review the relevant facts and will be empowered to establish a method (which could include, but is not limited to, the formation of any determining body or use of any existing groups of institutional representatives) for taking any appropriate action deemed necessary in determining if relief should be granted to permit the head to head results to be considered in a tiebreaker.

Tie-Breaking Procedure

After completing the analysis described above, if the teams remain tied for the divisional championship, the following procedures will be used to break all ties to determine the SEC Football Championship Game representative.

1. Two-Team Tie: In the event two teams are tied for a division title, the following procedure will be used in the following order:



- A. Head-to-head competition between the two tied teams;
- B. Best winning percentage of the tied teams within the division;
- C. Head-to-head competition against the common opponent within the division with the best overall (divisional and non-divisional) Conference record, and proceeding through the division (multiple ties within the division will be broken from first to last and a tie for first place will be broken before a tie for fourth place);
- D. Best winning percentage against all non-divisional teams;
- E. Combined winning percentage against all common non-divisional teams;
- F. Record against the common non-divisional team with the best overall Conference record (divisional and non-divisional) and proceeding through other common non-divisional teams based on their order of finish within their division;
- G. Best cumulative Conference winning percentage of non-divisional opponents;

TIED TEAMS	NON-DIVISIONAL OPPONENTS CUMULATIVE RECORD (WINNING PERCENTAGE)	
Western 1	Eastern Opponents: 22-18 (.550)	
Western 2	Eastern Opponents: 20-20 (.500)	

i. Example (Western 1 would be the representative)

- H. Coin flip of the tied teams.
- 2. Three-Team (or more) Tie: If three (or more) teams are tied for a division title, the following procedure will be used in the following order (Note: If one of the tiebreaking procedures listed below results in one team being eliminated from the tie, the tiebreaker procedures restart for the remaining tied teams (i.e., if two teams remain tied, the Two-Team Tiebreaking procedure is used, if three or more teams remain tied, the Three-Team (or more) Tiebreaking procedure is used):

In the event of an unequal total number of conference games played among the teams tied in the loss column, head-to-head results among all the teams tied in the loss column will take priority as outlined in the winning percentage exception



section above. (If one team is 9-1, another team is 8-1 and another team is 8-1, the head-to-head record among the three teams would be used to break the tie if all three teams played each other or if one team defeated the other two teams even if all teams did not play each other).

- A. Combined head-to-head record among the tied teams; provided the tied teams all played one another (unless one of the tied teams has defeated all the tied teams, then that team would be the divisional representative even if the other tied teams did not play each other);
- B. Winning percentage of the tied teams within the division;
- C. Head-to-head competition against the common opponent within the division with the best overall Conference winning percentage (divisional and non-divisional) and proceeding through the division (multiple ties within the division will be broken from first to last and a tie for first place will be broken before a tie for fourth place);
- D. Best Conference winning percentage against all non-divisional teams;
- E. Combined winning percentage against all common non divisional teams;
- F. Record against the common non-divisional team with the best overall Conference record (divisional and non-divisional) and proceeding through other common non-divisional teams based on their order of finish within their division; and
- G. Best cumulative Conference winning percentage of non-divisional opponents. (Note: If two teams' non-divisional opponents have the same cumulative record, then the two-team tiebreaker procedures apply. If four teams are tied, and three teams' non-divisional opponents have the same cumulative record, the three-team tiebreaker procedures will be used beginning with 2.A.);

TIED TEAMS	NON-DIVISIONAL OPPONENTS CUMULATIVE RECORD (WINNING PERCENTAGE)	
Western 1	Eastern Opponents: 22-18 (.550)	
Western 2	Eastern Opponents: 20-20 (.500)	

i. Example (Western 1 would be the representative)



Western 3	Eastern Opponents: 18-22 (.450)
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H. Conduct a draw. The team name pulled will be the representative.

If the championship game is cancelled (due to act of God, war, terrorist attack, or other reason beyond the control of the Conference), the two divisional champions (utilizing any divisional tie-breakers as outlined) shall be declared co-champions and the following procedures will be used to determine the Conference representative to the Sugar Bowl or, if the Sugar Bowl is the College Football Playoff (CFP) semi-final game, the relevant CFP access bowl:

- 1. A team ranked either No. 1, No. 2, No. 3, or No. 4 in the final CFP Selection Committee Rankings will automatically be placed in the CFP semi-final game;
- 2. The team ranked highest in the final CFP Selection Committee Rankings will be the Conference representative to the Sugar Bowl or, if the Sugar Bowl is a CFP semi-final game, the relevant CFP access bowl.