



NCAA POWER INDEX  
DIII Football

NPI WEIGHTS					
Win%/SOS	H/A Win/Loss	QWB	QWB Multiplier	Overtime	Minimum Wins
40/60	1.1/0.9	54.00	.250	100/0	5.0

**Rationale.**

- **Winning Percentage/Strength of Schedule.**  
The committee set the Win%/SOS dial to 40/60 to balance the strength of win percentage and strength of schedule. With a significant number of undefeated teams annually, this weight balances strong scheduling with a high number of wins.
- **Home/Away – Win/Loss Weights.**  
The committee valued data that proves it is more difficult to win games played as the visiting team vs. games played at home and elected to use a 1.1 /0.9 to reward those wins.
- **Quality Win Base.**  
The committee set the QWB at 54.00 with the intent of the setting resulting near or equal to the number of ranked teams the committee evaluated during regional rankings, which is roughly 20% of sponsoring teams. This also gives the committee a manageable number of teams competitive teams in the membership (around 100).
- **Quality Win Base Multiplier.**  
The committee settled on a QWB multiplier of .250 to encourage teams to schedule the most competitive teams while also not penalizing teams that play a low number of non-conference games.
- **Overtime Weight.**  
The committee values an overtime win the same as a win in regulation time and did not place additional weight to the overtime metric.
- **Minimum Wins.**  
The committee set the dial to 5 wins. The committee experimented with multiple minimum wins numbers and noticed a majority of teams near the at-large cut line needed to keep 5 or more wins in order to have enough data to evaluate and count. Also, they discussed 5 was the appropriate number to allow some teams to drop a game based on the strength of the bottom of their conference.

**Resources.**

- [NPI Frequently Asked Questions and Reference Guide.](#)
- [NPI Webinar - NCAA DIII Football](#)