



NCAA POWER INDEX
DIII MEN'S SOCCER

NPI WEIGHTS					
Win%/SOS	H/A Win/Loss	QWB	QWB Multiplier	Overtime	Minimum Wins
15/85	1.0/1.0	54.0	.750	100/0	10.0

Rationale.

- **Winning Percentage/Strength of Schedule.**
The committee set the NPI dial to 15/85 with the goal of balancing the weight of a team's schedule strength with its performance within that schedule.
- **Home/Away – Win/Loss Weights.**
The committee didn't think there was a need for a home/away advantage to be applied at this time within the NPI formula. However, they noted that they would examine any potential need for this in the future with feedback from the membership in regards to scheduling and if there is truly any related advantage in playing at home or on the road.
- **Quality Win Base.**
The committee set this to the default number of 54.0. The default was near or equal to the amount of ranked teams the committee has been ranking over the past few years. It also aligned with a good percentage of the membership sponsoring men's soccer that the committee felt was deserving of a bonus. This would also encourage teams to schedule better teams in order to earn quality win bonuses as part of the NPI formula.
- **Quality Win Base Multiplier.**
The committee increased and set the QWB multiplier to .750 in order to address ties within the soccer formulas that are different than a majority of other sports. By increasing the multiplier to .750 it made the value of quality ties equal to or more valuable than average/below average wins. This again encourages teams to play quality schedules and earn wins and/or ties against good opponents in order to earn a spot in the NCAA tournament.
- **Overtime Weight.**
There is no overtime in the regular season and so the committee did not apply an overtime win/loss impact.
- **Minimum Wins.**
The committee set the dial to a minimum of 10 wins. They arrived at this number by setting the dial to zero in order to see what teams were keeping when there was no minimum. A majority of teams were keeping 10 or more games and so it seemed like a good number to bring everyone up to 10 that was keeping less. Also, the average number of games being is around 17-18, the committee felt 10 allowed teams to drop a few games, but still require they keep a majority of its schedule knowing losses and ties are automatically kept.

Resources.

- [NPI Frequently Asked Questions and Reference Guide.](#)
- [NPI Introductory Webinar \(June 26, 2024\)](#)