

## Division I Men's Soccer Longo Rating System

Class A-Team - winning percentage of .800 or better  
 Class B-Team - winning percentage of .600 thru .799  
 Class C-Team - winning percentage of .400 thru .599

Class D-Team - winning percentage of .200 thru .399  
 Class E-Team - winning percentage of .199 or lower

	<u>NCCAA/USCAA</u>		<u>NAIA &amp; NCAA III</u>		<u>NCAA III Top 25</u> <u>NCAA II</u>		<u>NAIA Top 25</u> <u>NCAA II Top 25</u> <u>NCAA I</u>	
	<u>Home</u>	<u>Away</u>	<u>Home</u>	<u>Away</u>	<u>Home</u>	<u>Away</u>	<u>Home</u>	<u>Away</u>
Defeat an A-Team by 3 or more goals	375	450	500	575	525	600	575	650
Defeat an A-Team by 2 goals	325	400	425	500	450	525	500	575
Defeat an A-Team by 1 goal	275	350	350	425	375	450	425	500
Tie an A-Team	225	300	250	325	275	350	325	400
Lose to an A-Team by 1 goal	175	250	200	275	225	300	275	350
Lose to an A-Team by 2 goals	125	200	150	225	175	250	225	300
Lose to an A-Team by 3 or more goals	75	150	100	175	125	200	175	250
Defeat a B-Team by 3 or more goals	300	350	400	475	425	500	475	550
Defeat a B-Team by 2 goals	250	300	300	375	325	400	375	450
Defeat a B-Team by 1 goal	200	250	250	325	275	350	325	400
Tie a B-Team	150	200	200	275	225	300	275	350
Lose to a B-Team by 1 goal	100	150	150	225	175	250	225	300
Lose to a B-Team by 2 goals	50	100	100	175	125	200	175	250
Lose to a B-Team by 3 or more goals	25	75	50	125	75	150	125	200
Defeat a C-Team by 3 or more goals	250	275	300	350	325	375	375	425
Defeat a C-Team by 2 goals	200	225	250	300	275	325	325	375
Defeat a C-Team by 1 goal	150	175	200	250	225	275	275	325
Tie a C-Team	100	125	150	200	175	225	225	275
Lose to a C-Team by 1 goal	50	75	100	150	125	175	175	225
Lose to a C-Team by 2 goals	25	50	50	100	75	125	125	175
Lose to a C-Team by 3 or more goals	25	25	25	75	50	100	100	150
Defeat a D-Team by 3 or more goals	150	175	200	250	225	275	275	325
Defeat a D-Team by 2 goals	125	150	150	200	175	225	225	275
Defeat a D-Team by 1 goal	100	125	100	150	125	175	175	225
Tie a D-Team	50	75	50	100	75	125	125	175
Lose to a D-Team by 1 goal	0	50	25	75	50	100	100	150
Lose to a D-Team by 2 goals	0	25	0	50	25	75	75	125
Lose to a D-Team by 3 or more goals	0	0	0	25	25	50	75	100
Defeat an E-Team by 3 or more goals	125	150	150	175	175	200	225	250
Defeat an E-Team by 2 goals	75	100	100	125	125	150	175	200
Defeat an E-Team by 1 goal	50	75	50	75	75	100	125	150
Tie an E-Team	25	50	25	50	50	75	100	125
Lose to an E-Team by 1 goal	0	0	0	0	25	25	75	75
Lose to an E-Team by 2 goals	0	0	0	0	25	25	75	75
Lose to an E-Team by 3 or more goals	0	0	0	0	25	25	75	75

**SPECIAL REMINDERS AND RECOMMENDATIONS**

1. Neutral sites utilize the "away" column for points. Please note that a neutral site is defined as a location where both schools share responsibility as hosts and agree it is a neutral site or where both teams play away at a tournament.
2. Percentage/rating should be based on all **regular-season games played through the Saturday prior to the deadline for the completion of affiliated conference/A.I.I./unaffiliated group tournaments listed in the NAIA Men's Soccer Handbook (the 2008 date is November 8)**. Rating prior to affiliated conference/independent/unaffiliated tournament (**November 11**) will be used for national seeding purposes. Only regular season games should be used when calculating Longo Rating.
3. In selecting and seeding teams for all postseason competition, teams within 25 rating points of each other shall switch places if they met during the regular season, and the lower-rated team won the game. Teams move only one place at a time, and movement is applied from bottom to top. This will be reapplied as many times as necessary until no further changes in position take place.
4. A forfeit win must not weaken a Longo rating, but may strengthen it. A forfeit loss must not strengthen a rating, but may weaken it by including the result in the appropriate team's schedule (record) and giving it a zero value in the calculation process. (If in the calculation of Longo rating, inclusion of a forfeit win results in a lower rating, then the contest is not included in the calculation. The forfeit is included in the team's won-loss record.)
5. Ties count half-win, half-loss when figuring winning percentages.
6. If a team is a dual NAIA/NCAA member, the appropriate NAIA column **MUST** be used.
7. For all games against CIAU teams, use the middle "NCAA III Top 25 and NCAA II" column.
8. When calculating Longo rating, use the NCAA rating corresponding with the same NAIA rating (same dates for both polls).
9. If an opponent has not played a minimum of ten regular-season games, then that contest cannot be counted in calculation of Longo rating.