



## ROAD TO HARTFORD (AS OF MARCH 1)

Seeding	Record	Games Remaining	Seeds In Play
1. SMU	15-1	2	1,2
2. Cincinnati	14-2	2	1,2
3. Houston	11-5	2	3,4,5
4. UCF	10-7	1	3,4,5,6,7
5. UConn	9-7	2	4,5,6,7
6. Memphis <sup>^</sup>	8-8	2	4,5,6,7
7. Tulsa <sup>^</sup>	8-8	2	4,5,6,7
8. Temple	6-11	1	8,9
9. East Carolina	5-11	2	8,9
10. Tulane	2-14	2	10,11
11. USF	1-15	2	10,11

- <sup>^</sup> - Memphis holds tie-breaker over Tulsa (Memphis is 1-1 vs. Houston; Tulsa is 0-2)  
 - SMU can clinch No. 1 seed with win on Thursday  
 - SMU can clinch outright regular-season championship with 2 wins  
 - Cincinnati can clinch outright regular-season championship with 2 wins, 2 SMU losses  
 - Houston can clinch No. 3 seed with 1 win  
 - UCF can clinch 1st round bye with 1 win  
 - UConn can clinch 1st round bye with 2 wins  
 - ECU can clinch No. 8 seed with 2 wins, 1 Temple loss  
 - Tulane can clinch No. 10 seed with 1 win

## 2017 FRONTIER COMMUNICATIONS AMERICAN ATHLETIC CONFERENCE MEN'S BASKETBALL CHAMPIONSHIP

The 2017 Frontier Communications American Athletic Conference Men's Basketball Championship returns to the XL Center, located in downtown Hartford, Conn.

The XL Center is Connecticut's premier destination for sports & entertainment. The 16,000+ seat downtown arena is home to the eleven-time National Champion UConn Women's Basketball team and the four-time National Champion UConn Men's Basketball team.

The XL Center hosted the 2015 American Athletic Conference Men's Basketball Championship, which culminated in SMU capturing the tournament crown to go along with its regular-season title.

Overall, American Athletic Conference teams boast a combined 11-9 record in the NCAA Tournament in the league's first three seasons.

All 11 American Athletic Conference schools will participate in the 2017 championship. The format calls for three first-round games on the first day, followed by four quarterfinal games, two semifinals and the championship game. The ESPN Networks will provide television and digital coverage of the tournament.

### IF THE TOURNAMENT STARTED TODAY

#### FIRST ROUND - THURSDAY, MARCH 9

Game 1	(8) Temple vs. (9) East Carolina	3:30 p.m. ET	ESPNU
Game 2	(7) Tulsa vs. (10) Tulane	6 p.m.	ESPNews
Game 3	(6) Memphis vs. (11) USF	8 p.m.	ESPNews

#### QUARTERFINALS - FRIDAY, MARCH 10

Game 4	Game 1 winner vs. (1) SMU	Noon ET	ESPN2
Game 5	(4) UCF vs. (5) UConn	2 p.m.	ESPN2
Game 6	Game 2 winner vs. (2) Cincinnati	7 p.m.	ESPNU
Game 7	Game 3 winner vs. (3) Houston	9 p.m.	ESPNU

#### SEMIFINALS - SATURDAY, MARCH 11

Game 8	Game 4 winner vs. Game 5 winner	3 p.m. ET	ESPN2
Game 9	Game 6 winner vs. Game 7 winner	5 p.m.	ESPN2

#### FINALS - SUNDAY, MARCH 12

Game 10	Game 8 winner vs. Game 9 winner	3:15 p.m. ET	ESPN
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### FUTURE AMERICAN MEN'S BASKETBALL CHAMPIONSHIP DATES, SITES

March 8-11, 2018 - Orlando, Fla. (Amway Center)

## SEEDING & TIE-BREAKING PROCEDURES

Overall Conference record, at the conclusion of the regular season, is used to seed teams numbering 1 through 11. If an institution is ineligible for tournament competition, all tiebreaking procedures will be followed, then the ineligible team will be removed from the tournament field and seeds will be adjusted accordingly in an upward manner.

The following procedures are in place to establish seeding for the championship and to break ties. Follow the appropriate steps in order.

#### Two-Team Tie

- Regular season head-to-head results (one or two games). If the tied teams split their two games, then proceed to Step 2.
- Each team's record vs. the team or tied teams occupying the highest position in the standings. Continue down through the standings until one team gains an advantage.

When comparing records against a single team or collective tied teams (before ties are broken), the following may apply:

- If the games played against the team or group are equal, winning percentage prevails.
- If the games played against the team or group are unequal, the following scenarios apply:
  - Most wins do prevail only if the team with fewer wins could not equal that win total if they played the same number of games. Two examples of many scenarios that do provide an advantage:
 

1) Team A 2-0	2) Team A 3-0
Team B 0-1	Team B 1-1
  - Most wins do not prevail if the team with fewer wins could equal or surpass the win total of the other team. Two examples of many scenarios that do not provide an advantage:
 

1) Team A 1-1	2) Team A 2-0
Team B 0-1	Team B 1-0
  - Fewer losses do not prevail if the teams have the same number of wins and if the team with fewer games could equal or surpass the loss total of the other team. Two examples of many scenarios that do not provide an advantage:
 

1) Team A 1-0	2) Team A 0-1
Team B 1-1	Team B 0-2
- If an advantage is not determined, proceed to the next team or group in the standings for comparison.
- If the tie cannot be broken after continuing down through the last team or teams in the standings, revert back to comparing records against the top teams in order and allow winning percentage to prevail even if there is a comparison of unequal games. Only then, if the percentages are both 1.000, is 2-0 better than 1-0. However, the reverse is not true – no team gains advantage when all have a .000 winning percentage (0-1 is never better than 0-2).

#### Multiple-Team Tie (3 or more teams)

- Teams are viewed as a "mini-conference" when comparing head-to-head results. The team with the best record (as determined by winning percentage, even if unequal games) vs. the other teams in the mini-conference gains the advantage. The team with the worst record (as determined by winning percentage, even if unequal games) vs. the other teams in the mini-conference is seeded the lowest.
  - If only two teams have the same best winning percentage in the miniconference, the higher seed goes to the team winning the head-to-head series.
  - If the two teams split their two games, then proceed to Step 2 under Two-Way ties. To seed the remaining team(s) in this mini-conference, proceed to (e) below.
  - If three or more (but not all) teams have the same best winning percentage in the original mini-conference, then those tied teams create a new miniconference and follow this same procedure beginning of Step 1 (Multiple Team Tie).
  - If all teams in the mini-conference have the same mini-conference record, proceed to Step 2 below.
  - After the top or bottom teams in a mini-conference are determined, the remaining teams are ranked by their record in the original mini-conference.
    - If there are any remaining teams tied by their record in the mini-conference, then head-to-head results will determine the higher seed.
    - If the teams split two games, then proceed tied to the two-way tie breaking procedure.
    - If there are at least three teams remaining tied by their record in the miniconference, they would then form a new mini-conference and follow the procedure again at the beginning of Step 1 (Multiple-Team Tie).
- Compare each team's record vs. the team or group of tied teams occupying the highest position in the standings. Continue down through the standings until one or more teams gain an advantage. If two teams have the exact same advantage (i.e., having the same and better record against a compared team relative to their miniconference), they are separated at that point by the two-way tiebreaker procedure. The next step would take you back to Step 1 (e) (Multiple-Team Tie). When comparing records against a single team or collective tied teams (before ties are broken), the following may apply:
  - The games played against the team or group are equal, winning percentage prevails.
  - If the games played against the team or group are unequal, the following scenarios apply:
    - Most wins do prevail only if the team(s) with fewer wins could not equal that win total if they played the same number of games. Two examples of many scenarios that do provide an advantage:
 

1) Team A 2-0	2) Team A 3-1
Team B 1-1	Team B 1-2
Team C 0-1	Team C 1-2
    - Most wins do not prevail if the team(s) with fewer wins could equal or surpass the win total of the other team. Two examples of many scenarios that do not provide an advantage:
 

1) Team A 2-1	2) Team A 1-2
Team B 1-1	Team B 0-2
Team C 1-1	Team C 0-2
    - Fewer losses do not prevail if the team(s) have the same number of wins, but the team with fewer games could equal or surpass the loss total of the other tied teams. Two examples of many scenarios that do not provide an advantage:
 

1) Team A 2-0	2) Team A 0-2
Team B 2-1	Team B 0-3
Team C 2-1	Team C 0-3
  - If an advantage is not determined, proceed to the next team or group in the standings for comparison.
  - If the tie cannot be broken after continuing down through the last team or teams in the standings, revert back to comparing records against the top teams in order and allow winning percentage to prevail even if there is a comparison of unequal games. Only then, if the percentages are both 1.000, is 2-0 better than 1-0. However, the reverse is not true – no team gains advantage when all have a .000 winning percentage (0-1 is never better than 0-2).

#### Coin Flip

If any ties still exist after implementing all of the above tie-breaking procedures, a coin flip is required. The procedure takes place at the Conference office or onsite immediately following the conclusion of the last regular season conference game. The Commissioner or his designee will administer this procedure. This session is open to the media and to athletic department representatives of the tied teams.