The following is an example of how the points are awarded and how to read the Rugby Ohio conference seedings:

Points for wins
Wins over a SUPER D1 team - **6.5 points**

Wins over a Single School Division 1 (SSD1) team - **6 points**

Wins over a Competitive Club Division 1(CCD1) team - **6 points**

Wins over a Single School Division 2 (SSD2) team - **5.5 points**

Wins over a Competitive Club Division 2 (CCD2) team - **5.5 points**

Wins over a SUPER JV Division team - **5 points**

Wins over a Recreational Club team - 4.5 **points**

A draw will be points win of each team minus 1 and divided by 2 e.g. SSD1 draws SSD1 ((5.5+5.5)-1)/2 – each team **gets 5 points**

Schedule Open dates scenarios
The seeding model assumes that the opponents on each team's schedule will play a full schedule of games and assigns a % factor of a divisor of 36 (6 weeks times 6 opponents = 36). After each week, every open date that occurs for an opponent that a team has played to date, the seeding model reduces the divisor by one.
- If week five has is complete and all five of a team's opponents have been played, then the divisor remains at 36, and second level points are divided by 36 = 100%
- If one opponent on a team's schedule to date has had an open date, then the divisor reduces by one to 35, and second level points are divided by 35 = 97.2%
- If two opponents on a team's schedule to date have had an open date (or one opponent has 2 open dates), then the divisor reduces by two to 34, and second level points are divided by 34 = 94.4%, and so on.

The second level points are then multiplied by the factor 10 in order to move the decimal point higher so that the averages are comparable to those in past years.

First and second level point averages are then added together for a total.

Seedings Example - Scenario
Team A - a SSD2 team, is 3-0.

Each opponent Team A has defeated is also a SSD2 team.

Opponents 1 and 2, which Team A has defeated, are each 2-1, with their victories coming over SSD2 teams.

Opponent 3, which Team A has defeated, is 1-1, with its victory coming over a SSD2 team. Opponent 3 has had one open date.

			Current Game				Opposition History	
	Week	Opposition	Division	Win Over points	1st Level Points	Games Completed prior	Opposition History	'Win Over' points
	beat 1	TEAM B	SSS	5	5.5	3	2 wins vs SSS	11
							1 loss	0
TEAM A	beat 2	TEAM C	SSS	5	5.5	3	2 wins vs SSS	11
							1 loss	0
	beat 3	TEAM D	SSS	5	5.5	2	1 win vs SSS	5.5
							1 loss	0
			Total 1st level points		16.5		Total 2nd level points	27.5
			Number of games		3		Divisor (36-1) as %	97.2
			1st level average		5.5		2nd level average	2.829

Total current score	8.329

First level points - 16.5 points {3 wins * 5.5 points (for defeating SSD2 teams)} divided by 3 (the number of games Team A has played thus far) = 5.5000 first level points.

Second level points - 11.0 from Opponent 1 {2 wins times 5.5 (for defeating SSD2 opponents)}, 11.0 from Opponent 2 {2 wins times 5.5 (for defeating SSD2 opponents)} and 5.5 from Opponent 3 {1 win times 5.5 (for defeating a SSD2 opponent)} for 27.5 points. These 27.5 points are then divided by 99 (since Opponent 3 thus far has had an open date) and multiplied by 10 = 2.7778 second level points.