

Among the problems I find with the BCS system as presently used, one is that it takes everything into account except a team's winning percentage [wins divided by games played]. Another is the flaw that allows, say, Florida State, to win the ACC title [as they did in 2002] with an 8-4 regular season record, yet qualify for the BCS automatically while teams with better records, but either no conference title or a title in a perceived-weak conference, get passed up. Yet another is its reliance on opinion polls when the voters, be they writers [AP] or coaches [ESPN-USA Today], don't see all the games.

While my suggestion may not be perfect, it is loosely based on a selection system used in NCAA Division II to determine football playoff participants. Simply put, the teams with the best winning percentages against other Division I-A teams would qualify either for postseason playoffs or the current BCS format.

The selection system's top criteria are, in order:

- 1. Winning percentage against Division I-A opponents.**
- 2. If two or more *unbeaten teams* are tied, it is broken by the team with the most wins.**
- 3. If two or more *teams with at least a loss* are tied with the same winning percentage, it is broken first by head-to-head results [if applicable], then by a strength-of-schedule index against I-A teams [see below].**
- 4. If two or more teams are tied in winning percentage and strength-of-schedule index, the tiebreaker would then be based on winning percentage of all games, then on strength of schedule in all games.**

Some or all of these criteria can be changed, and more can be added, so consider these 4 items a start.

But as for the strength-of-schedule index, it, unlike

currently-used BCS strength-of-schedule indices and BCS-sanctioned polls that also consider strength-of-schedule, this one applies the following point system:

- **14 points for winning on the road over a I-A opponent with a .700 or higher winning percentage**
- **13 points for winning at home over a I-A opponent with a .700 or higher winning percentage**
- **12 points for winning on the road over a I-A opponent with a .5001-.6999 winning percentage**
- **11 points for winning at home over a I-A opponent with a .5001-.6999 winning percentage**
- **10 points for winning on the road over a I-A opponent with a .500 or lower winning percentage**
- **9 points for winning at home over a I-A opponent with a .500 or lower winning percentage**
- **8 points for losing on the road to a I-A opponent with a .700 or higher winning percentage**
- **7 points for losing at home to a I-A opponent with a .700 or higher winning percentage**
- **6 points for losing on the road to a I-A opponent with a .5001-.699 winning percentage**
- **5 points for losing at home to a I-A opponent with a .5001-.699 winning percentage**
- **4 points for losing on the road to a I-A opponent with a .500 or lower winning percentage**
- **3 points for losing at home to a I-A opponent with a .500 or lower winning percentage**
- **2 points for winning over a Division I-AA or lower opponent**

- **1 point for losing to a Division I-AA or lower opponent**

[This point system can be open to changes]

As implied earlier, a Division I-A team's games against lower-division opponents count only for tiebreaking purposes, as mentioned in item #4.

Games played at neutral sites, such as the Oklahoma-Texas game in Dallas and the Florida-Georgia game in Jacksonville, count as road games for both teams.

The total points are then divided by the number of games played to determine the strength-of-schedule index.

To be eligible for postseason selection, a team must play at least 80% of its games against I-A opponents, and must win at least half its Division I-A games [.500 percentage].

If automatic qualifiers [conference champions] are to be included, these should be limited to half of the total number of selections, as is more or less the case with the Division I Basketball Tournament; for example:

- **If 8 teams are to be selected for the current BCS format or an 8-team tournament, no more than 4 can be automatic qualifiers.**
- **If 10 teams are to be selected for a speculated change in the BCS format, no more than 5 can be automatic qualifiers.**
- **If 16 teams are to be selected for a tournament, no more than 8 can be automatic qualifiers.**

I, personally, would prefer a playoff of either 8 or 16 teams, but if those who invested in themselves the power to say "No!" to a playoff [no matter how many favor it] would rather stick with the current

BCS format, I think the selection system I have suggested is more objective and doesn't rely on opinion, proprietary formula or other complications.

And if the BCS were to remain as is, I think the I-A non-BCS schools, if they can't get equal consideration, should, indeed, form their own playoff series while still falling within NCAA schedule limits.

First, you can cancel games against BCS opponents, then shorten the season to 9 or 10 games, followed by conference championships [exempt], then quarterfinals on Thanksgiving weekend, semifinals the first Saturday in December and a championship game on the last Monday in December [ABC decided not to televise an NFL game in that slot].

Either of these suggestions should be worth considering.