Make a modular

Elimination criterion:

If 2 way:

1. Can I get beat via record against other team?
   1. If all scheduled games against other team have been played easy eval
   2. If games yet to come assume own team wins
   3. **If still tied, check criterion 2**
   4. If win, not elim
   5. If lose, elim
2. Division leader: only here if we won all games between us
   1. Have every team in both divisions lose out except for us
      1. Doesn’t take care of if it’s required that a certain team wins against another team
      2. Say if team A and B are ahead of us in the div tied up. They have 1 games left against each other. We are 1 game behind. No matter what we can’t jump both teams cause at least one wins.
   2. If no way own can win div, and no way other can lose div then elim
   3. If both guarantee to win or lose division, then still tied continue to 3
   4. Otherwise, not elim
3. Division record
   1. Not same division? Then skip
   2. Same divison?
      1. Assume all remaining games own team wins other team lose
      2. If tied, then continue
      3. If win, not elim
      4. If lose, elim

PseudoCode:

1. Determine which teams are division winners and break ties associated with process (messy recursion)
2. Run subroutine step by step and after each step see if any forward progress was made
3. If no forward progress continue
4. If forward progress restart routine on each partition. (issue is the flipped order of 2way vs multi)
5. If still tied, then random

Subroutine

1. Is this a 2 way tie? Yes, skip to step 4.
2. Who is a division leader? If still tied continue
3. Who has best record against other teams that are tied? If still tied go to 5
4. Step 3 then step 2
5. If not all in the same division go to 7
6. Who has the best division record? Continue if still tied
7. Who has best conference win/loss
8. Who has best record against own conf playoff teams (or tied for playoff)
9. Who has best record against other conf playoff teams (or tied for playoff)
10. Best point differential
11. You suck if you made it here