

**Section 1**  
**Sectional Tournament Qualifying and Seeding Standard**  
**2017/2018**

**I. Qualifying Standard (to get into sectionals)**

Each team in all classes will qualify based on Points earned over the course of the season. Each sport will have a minimum number of points each team will need to qualify to get into sectional play. The points are based on wins, losses and ties along with bonus points earned due to strength of schedule.

Maximum Number of Games                      40% of total points from schedule  
\*Sports with 16 game max                      (16 x 4 = 64) 64 x .40 = **26 points needed to qualify**  
*Field Hockey, Boys/Girls Soccer*  
*Boys/Girls Lacrosse*

\*Sports with 20 games max                      (20 x 4 = 80) 80 x .40 = **32 points needed to qualify**  
*Baseball, Softball,*  
*Ice Hockey, Boy's and Girl's*  
*Basketball (Varsity only)*

**\*Volleyball**-maximum number of games is 20, however due to tournaments the number of qualifying points used to determine eligibility is 16 games (16 x 4 = 64) 64 x .40 = **26 points needed to qualify** (as approved by Section One Athletic Council)

**To qualify for the Sectional Tournament: A team's winning percentage will be used from their entire schedule's record: all games count to earn qualifying points.**

**Bonus points will be calculated and added at this point from only Section One schools to help qualify**

**Points that can be used to meet qualifying standard:**

- Wins (4 points)-from all games played (in and out of state)
- Ties (2 points)-from all games played (in and out of state)
- Bonus points- **Can only be earned from Section One schools** and is determined from winning percentage of a team's entire schedule.

**\*Winning percentage process for qualifying:**

- Take wins, multiply by 1
- Take ties, multiply by .05
- Add the two values
- Divide by the total amount of games

Example: 7-5-4 record, wins  $7 \times 1 = 7$ , ties  $4 \times .05 = 2$       $9 / 16 = .563$

**Once a team has qualified, they are seeded by the process below:**

**II. Seeding (once team qualifies)**

At this point, **winning percentages are recalculated.** Winning percentages are **determined from only Section One games.** All other games are eliminated (**FEDERATION. CHSAA, AIS, PSAL, Out of State**)

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\*Bonus points for seeding:

- Wins (4points) from all Section I games
- Ties (2 points) from all Section I games
- Bonus points determined from winning percentage of a team's schedule of Section I opponents only

**\*Winning percentage process for seeding-**

- *Take wins vs Section I multiply by 1*
- *Take ties vs Section I multiply by .05*
- *Add the two values*
- *Divide by the total amount of games*
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*Example: 7-5-4 record, wins  $7 \times 1 = 7$ , ties  $4 \times .05 = 2$      $9 / 16 = .563$*

**\*Calculation of Index for Seeding:**

- *Take the total number of points obtained in the seeding process from wins/ ties/ and Bonus points.*
- *This value is divided by number of games played in Section I*

*Example: 10-4-2 record vs Section I gets the following points:*

- *10 wins x 4 points = 40 points*
- *2 ties x 2 points = 4 points*
- *Add bonus points garnered, ex 10*
- *Index = 40 + 4 + 10 = 54*
- *54 / 16 games played = 3.375*

**III. Tie Breaker Criteria**

1. Head to Head
2. \*Overall average of bonus points earned by the number of games played in Section I
3. Winning percentage
4. Common opponent (if they played same number of times)
5. Committee decision

*\* 10 bonus points in 16 games in Section I =  $10 / 16$   
( $10 \div 16 = 0.625$  average bonus point per game)*

*10 bonus points in 18 games in Section I =  $10 / 18$   
( $10 \div 18 = 0.555$  average bonus point per game)  
.625 is greater and would win tie breaker vs .555*

**IV. Appeals**

An appeal of a schools inability to qualify for the tournament will be accepted up to 24 hours prior to the seeding meeting. The only appeals considered will be districts that have an established policy not allowing teams to participate in a full schedule.