

Section 1 Tournament Qualifying & Seeding Standard



QUALIFYING STANDARD (to get into Sectionals)

Each team, in all classes, will qualify based on points earned throughout the course of the season. Each sport requires a minimum number of points to qualify for sectional play. The points are based on wins, losses, and ties along with bonus points due to strength of schedule.

NYSPHSAA Maximum Number of Games

*Sports with a 16-game max

Field Hockey, Boys & Girls Soccer, Boys & Girls Lacrosse

40% of Total Points from Schedule

$(16 \times 4 = 64) 64 \times .40 = 26$ points needed to qualify

*Sports with a 20-game max

Baseball, Softball, Ice Hockey, Boys & Girls Basketball

$(20 \times 4 = 80) 80 \times .40 = 32$ points needed to qualify

Approved Variations

*Volleyball – Maximum number of games is 20. However, due to tournaments, the number of games used to determine qualifying points is 16 games $(16 \times 4 = 64) 64 \times .40 = 26$ points needed to qualify (approved August 2014)

Note: In accordance with the NYSPHSAA Handbook, each day of a tournament shall count as one (1) contest.

*Tennis – Maximum number of contests is 16. However, the number of contests used to determine qualifying points is 10 games $(10 \times 4 = 40) 40 \times .40 = 16$ points needed to qualify (approved February 2022)

To qualify for the Section 1 Tournament: A team's winning percentage will be used from their entire scheduled record. All games count to earn qualifying points. Bonus points will be calculated and added at this point from only Section 1 schools to help qualify.

Points that can be used to meet the 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:
 - Determined by the winning percentage of a team's entire schedule
 - Overall winning % (.500 - .749) = 1 bonus point
 - Overall winning % (.750 or greater) = 2 bonus points
 - Only earned from Section 1 member schools

***Winning percentage process for qualifying:**

- Take the number of wins, multiply by 1
- Take the number of ties, multiply by .5
- Add the two values
- Divide by the total number of games

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

Exceptions to Qualifying Standard:

In all team sport classifications, the top four teams are automatically entered into the Section 1 Tournament regardless of meeting the Section qualifying standard. (approved November 2021)

Once a team has qualified, the process below is utilized for seeding:

SEEDING *(once a team has qualified)*

At this point, winning percentages are recalculated. Winning percentages are determined from only Section 1 games. All other games are eliminated (Federation, CHSAA, AIS, PSAL, Out of State).

Top 24 *(approved October 2022)*

Within each Class Tournament, only the top 24 teams (based on index) are seeded, in all sports, unless otherwise noted.

Top 12

Two separate sectional team tennis tournaments will be held (3/2 & 3/4). Both tournaments will consist of 12 teams.

***Bonus points for seeding:**

- Wins (4 points) from all Section 1 games
- Ties (2 points) from all Section 1 games
- Bonus points are determined from the winning percentage of a team's schedule of Section 1 opponents only
 - Overall winning % (.500 - .749) = 1 bonus point
 - Overall winning % (.750 or greater) = 2 bonus points

***Winning percentage process for seeding:**

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

- Take the number of wins vs. Section 1 – multiply by 1
- Take the number of ties vs. Section 1 – multiply by .5
- Add the two values
- Divide by the total number of games

***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 1

Example: 10-4-2 record vs. Section 1 opponents gets the following points:

- 10 wins $\times 4$ points = 40 points
- 2 ties $\times 2$ points = 4 points
- Bonus points based on Section 1 opponents win %: for example, 10
- Index = $40 + 4 + 10 = 54$
- $54/16$ games played = 3.375 index

TIE BREAKER CRITERIA *(approved January 2020)*

1. Head-to-Head (if teams played same number of times)
2. Common opponent (if teams played same number of times)
3. Overall average of bonus points earned by the number of games played in Section 1 *
4. Winning percentage
5. Total number of wins (in Section)
6. Total number of wins against qualifying teams in your respective classification
7. Total number of wins against top 4 seeds in classification (or of those teams above you)
8. Random draw (1st team drawn)

When three or more teams are tied, the criteria above will be followed until the first tie is broken that separates a team from the top or bottom at which point the tie breaker system begins back at Criteria #1 for the remaining teams.

**10 bonus points in 16 games in Section 1 = $10/16$ ($10/16 = .625$ average bonus points per game)*

10 bonus points in 18 games in Section 1 = $10/18$ ($10 \text{ divide } 18 = .555$ average bonus points per game)

.625 is greater and would win tie breaker vs. .555

QUALIFYING & SEEDING VARIATIONS

Ice Hockey *(approved September 2019)*

For the purpose of qualifying, the additional bonus point value will be added to the respective league. For the purpose of seeding, the additional index value will be added to the respective league.

League	Bonus Points (+) for Qualifying	Index Value (+) for Seeding
A	+2	0.75
B	+1	0.5
C	+1	0.25
D	0	0

SPORT-SPECIFIC SEEDING VARIATIONS

Girls Lacrosse *(approved December 2018)*

The Class D Girls Lacrosse Tournament is limited to the top 16 teams that qualify.

Girls Tennis *(approved April 2023)*

For the purpose of seeding, the additional index value will be added to the respective league.

Division 1	
League	Index Value (+)
A	0.25
B	0.25
C	0.25
D	0.75
E	0.25
F	0.25
G	0.75

Boys Tennis *(updated April 2023)*

For the purpose of seeding, the additional index value will be added to the respective league.

Division 1	
League	Index Value (+)
A	0
B	0.25
C	0.25
D	0.75
E	0.75
F	0.25
G	0.25

FORFEITURE PROTOCOL *(approved December 2022)*

Forfeitures must be declared no later than 5:00pm of the Last Day to Play (LDTP). Both Athletic Directors must acknowledge, in writing, to the Section 1 Office by the designated time. The team that forfeits (losing team) will not receive bonus points for the scheduled contest. The winning team is entitled to bonus points should they apply.

APPEALS

An appeal of a school's 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.