

Region 4A Section Seeding Process

Approved by Administrative Committee June 2020

1. Final QRF is sent out to the section coordinator for that sport on the morning after the usual final date for regular season contests. For basketball, it would be Saturday morning after the last typical Friday. For soccer, it would be the Friday after the last typical Thursday, etc.
2. That final QRF will be the starting point for a coaches meeting (which would take place in person or virtually...which we all know how to use now) that would take place within 24 hours of that QRF release.
3. Each school would be able to "appeal" its individual seeding at the coaches meeting.
4. The "appeal" would have specific rules:
 - o a school could only appeal up one spot at a time, at which point the coaches would vote on the appeal. If the appeal failed, that would be the end of the discussion and we would move on to the next school.
 - o If the appeal succeeded, then that school would move up one spot, with the corresponding school moving down one spot; for example, if 7 appealed 6 and won the appeal, those schools would flip seeding positions.
 - o The school winning the appeal could then appeal the next spot, so for the above example, 7 appealed 6 and won and thus could appeal 5. The same voting process would take place until the appeal was defeated.
5. If no one appealed, then the original QRF seeding would, in effect, be the coaches vote (with the coaches essentially voting to agree based on there being no appeals).
6. For the purposes of the MSHSL, this would be a "coaches vote" system in line with the MSHSL-approved seeding methods.
7. Before the meeting, each coach would be required to send a short email to the rest of the section coaches for that sport as well as the section tournament coordinator. The information could include:
 - o Best QRF win
 - o Worst QRF loss
 - o Section record with opponents and scores listed
 - o Did the team win a conference title; If so, which conference.
8. Each school involved in an appeal would be allotted 60 seconds to speak about why their team should "win" the appeal. That is 2 minutes of total discussion before the vote. The section tournament coordinator would monitor time. Each school can speak to the best of their ability and decide which subject to focus on, knowing the coaches' emails about their teams sent previously could and should be viewed as the appeal takes place.
9. Appeals may NOT be made for a lower seed. Always start from the bottom and work toward the top seed when working through the appeal process.

10. All coaches NOT involved in the appeal will have one vote to determine which team gets the higher seeded position. No coach is allowed to abstain from voting.
11. After all ballots are turned in, the Seeding Meeting host will record the ballots of each school alphabetically in a visible manner.
12. The team with the most votes receives the higher seeded position.
13. If when voting on an appeal a tie vote occurs, the original placement shall stand. In other words, if tied, the appeal fails.
14. All disagreements regarding seeding must be settled at this meeting. Once the meeting is over, the seeds are final. Neither Region 4A nor the MSHSL will change the results of your seeding meeting or hear appeals.
15. The section coaches, excluding those involved in the appeal, would then have 60 seconds to vote, with method of voting to be determined by the coaches and section tournament coordinator (for example, an in-person meeting could be done by show of hands, anonymous ballots, etc., while a virtual meeting could use the private chat function to record the votes).
16. Each appeal should take roughly 4-5 minutes at maximum, including coaches speaking about their team, coaches studying and considering discussion, voting and vote tabulation.
17. Done properly, a 17-team section meeting would take less than 90 minutes and that is only if every one of the 2-16 seeds appealed their position.