



MINNESOTA STATE HIGH SCHOOL LEAGUE

REGION/SECTION SEEDING CONSISTENCY (04/7/11; revised July 2012; 01/24/13; August 2017; 6/6/23)

Seeding Policy

When seeding section tournaments, the Section must adopt one of the following three seeding options. With either Face to Face or Electronic, there should be criteria established by which coaches are to rank the teams.

Option 1

Face to Face (in-person or virtual): Coaches meet and share information about their team and rank all teams except their own. When voting, one high score and one low score for each team is not counted, unless there are seven or fewer teams competing, then all scores will be used. Points are totaled and the lowest point total is the high seed, etc.

If there is a tie, the following criteria are used in order until the tie is broken:

1. Head-to-head competition
2. The ranking the tied schools gave each other is dropped and the remainder of scores are used
3. The MSHSL Approved Point System*
4. Coin flip

Notes:

- All rankings are shared so that all coaches can see how each school ranked each of the other schools.
- If there is a tie, head-to-head competition cannot be used as a tie breaker if the winner of that game was determined by a forfeit.

Option 2

Electronic (Email vote, digital ballot, etc.): Coaches may conduct a meeting where they share information about their team, or the information is shared electronically. Coaches then rank all teams except their own and submit their rankings electronically. One high score and one low score for each team is not counted unless there are seven or fewer teams competing, then all scores are used. Points are totaled and the lowest point total is the high seed, etc.

If there is a tie, the following criteria are used in order until the tie is broken:

1. Head-to-head competition
2. The ranking the tied schools gave each other is dropped and the remainder of scores are used
3. The MSHSL Approved Point System*
4. Coin flip

Notes:

- All rankings are shared so that all coaches can see how each school ranked each of the other schools.
- If there is a tie, head-to-head competition cannot be used as a tie breaker if the winner of that game was determined by a forfeit.

Option 3

MSHSL Approved Point System*: All seeding shall be conducted by the MSHSL Approved Point System. This point system will give a school points for victories based on the size of school of the opponent and the season record of the opponent. Ties are broken by the MSHSL Approved Point System, which includes a tie breaker.

To be seeded when using the MSHSL Approved Point System, a team must play a minimum of 70% of the allowable number of games for that sport. If not, they are seeded last. If more than one team falls into this category, they will be placed at the bottom, in the order of the MSHSL Approved Point System scores. The number of contests that must be played by sport: Football 6; Basketball, Hockey and Volleyball 18; Baseball and Softball 14; Soccer 11; Lacrosse 9.

Forfeiture Policy - Before Seeding/After Seeding

The MSHSL Approved Point System* may be used when there are forfeits, unless there are two or more forfeits in football; or three or more forfeits in other sports. When either of those occur, the seeding for the section tournament must be done as described below. There are five possible scenarios which may impact the seeding of teams.

Scenarios:

1. A team forfeits regular season games before seeding takes place.
2. A team forfeits regular season games after seeding takes place.
3. A team forfeits the right to participate in the tournament after seeding takes place.
4. A team is added to the tournament after seeding takes place.
5. A significant number of players are declared ineligible for the tournament after seeding takes place.

Note: When possible, seeding should be based on tournament team strength

Procedures:

Each procedure below is specific to the corresponding numbered scenario listed above.

1. If a section has pre-determined that seeding by MSHSL Approved Point System will be used, and forfeitures during the regular season occur, the section may choose any of the approved methods for seeding.
2. No change in seeds due to game planning factors such as dates; locations; transportation; officials; film exchange, etc.
3. The tournament manager will assign new seeds by deleting the team that forfeits and adjusting other seeds accordingly. i.e., #1 will receive a bye in an 8-team tournament and teams move up.
4. The tournament manager will assign the new team to a seed based on MSHSL Approved Point System (if used) or the team's season record in comparison to the other teams if there is not a point system. The other seeds are adjusted accordingly, and the schedule and sites are changed based on the new seedings.
5. No change in seeds since the perceived strength of the tournament team could be impacted for many reasons. The team will play according to their original seed.

**currently QRF*