



MINNESOTA STATE HIGH SCHOOL LEAGUE

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

Forfeiture Policy - Before Seeding/After Seeding

The QRF 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 four possible scenarios which would have an impact.

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

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; or a team is added to 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.

#1 - If seeding is on a point basis, a meeting of the head coaches is required to rate teams based on tournament team strength. This meeting could be face to face or done via a conference call or webinar.

#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 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 this situation could be very similar to teams with many injured and/or ill players. The team will play according to their original seed.

Seeding Policy

When seeding for section tournaments at the discretion of the Region Committee the Section must adopt one of the following seeding systems. With either Face to Face or Electronic, there should be criteria established by which coaches are to rank the teams.

Face to face: Coaches meet at one location, share information and vote on the placement. This may be used when schools are located in close proximity to each other. When voting one high score and one low score for each team is not counted, unless there are seven or less voting. If there is a tie, the first tie breaker is head to head competition. If that does not break the tie, the ranking that the tied schools gave each other is dropped. If the tie is not broken a coin flip is used to break the tie. All rankings are shared so that all coaches can see how each school seeded each of the other schools. Note: 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.

Electronic: Coaches contact a meeting via conference call where they share information about their teams -- or that information is shared electronically. Coaches then vote electronically by using the same system as used by the MSHSL for State Tournaments. Each coach ranks all of the schools in the section or sub-section, except their own. One high score and one low score for each team is not counted, unless there are seven or less voting. Points are totaled and the lowest point total is the high seed, etc. If there is a tie, the first tie breaker is head to head competition. If that does not break the tie, the ranking that the tied schools gave each other is dropped. If the tie is not broken a coin flip is used to break the tie. All rankings are shared so that all coaches can see how each school seeded each of the other schools. Note: 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.

Point System: All seeding shall be conducted by the MSHSL 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 using the QRF System.

If there is a tie:

1. The first tie breaker is head to head competition followed by:
2. Ranking based on either Conference/Sub-District (C/SD) winning percentage or C/SD point total based on the rules of that C/SD.
3. Overall Winning Percentage
4. Section winning percentage (if at least 25% of the teams' competitions are against section opponents);
5. QRF points.
6. If still tied, a coin flip is used to break the tie.

To be seeded when using QRF, 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 QRF 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.

Rental Fee Policy When Hosting Section Events

1. No rental fee can be charged for a school owned facility and that team is participating.
 - Custodial fees may be paid to cover the expense of overtime.
 - Reimbursements allowed for materials and supplies:
 - Football and Soccer - \$100 or actual cost (whichever is higher)
 - Baseball and Softball - \$50 or actual cost (whichever is higher)
2. A rental fee of up to \$200 may be charged if the facility is a neutral site (the team who uses this as their home site is not participating). The fees listed above may also be reimbursed.
3. The actual rental fee and other expenses may be paid to non-school owned facilities such as hockey arenas or swimming facilities.
4. Other documented expenses may be approved at the discretion of the Region Committee.