Section XI Wrestling

-League Tournament Seeding Criteria-

(Proposed – October 13, 2026)

I. Administrative:

A. Procedures Before Seeding:

1. Each coach is to bring two copies of each entered wrestler's Official Track Wrestling Record Sheet (formerly known as the District Report Form). Both copies are to be signed by wrestler and coach. One copy will be submitted and one copy will be retained by the coach and updated after the League Tournament.

2. It will be the responsibility of the Tournament Director to make the second copy available at the League Tournament if there is a challenge. It is also the responsibility of the Tournament Director to bring one copy of the record sheets and the League Entry Forms to the Section XI meeting.

3. Scorebooks, Track Weigh-in Reports and all tournament brackets are to be brought to the seeding meeting.

4. Each coach or representative must submit his complete entry list prior to drawing the order of the weight classes.

5. A wrestler is considered officially entered in the League tournament when his name is entered at the seeding meeting.

    a. If the wrestler does not show up to wrestle or does not make weight, then his opponent will receive a forfeit and advance to the next round
    b. If the wrestler should not show up to wrestle or does not make weight and he is a seeded wrestler, then follow section I.B:4 below

6. A school may enter no more than two wrestlers per weight in the League tournament.

7. If a defending NYS or D1 Section XI place finisher, or a returning League Champion, who is undefeated in League competition, is listed as the 2nd wrestler by his coach, that wrestler may be moved to the 1st position by a 2/3 majority vote by the coaches. Each school represented is allowed only one vote.

8. If a wrestler's record sheet is not available, they will not be permitted into the tournament.

B. Seeding Guidelines:

1. As many as 8 wrestlers may be seeded based on their power rating.

2. The coach of the 8th seeded wrestler has the option of taking the 8th seed or declining it and being drawn from a hat.

3. Wrestlers from the same school shall not meet before the semi-final round. If this were to occur based on the power rating, the wrestler with the next highest number of points moves into that position.

4. In the event of a scratch by a seeded wrestler the other seeds move up accordingly and the number 8th seed must take the 7th spot even if he had declined the 8th seed and been drawn. If a wrestler cannot move up due to rule II.B.3 above the next seed will move into that spot.

5. The approved bracket with predetermined seed locations will be used.

6. The seeding and placement on the bracket sheet will be according to the following:

    a. All wrestlers (first and second entries) entered in the weight class will be power rated at the same time according to the seeding criteria below. **This is essential to allow for the proper application of the Jump Procedure.
    b. All wrestlers will be listed in order via their power rating and the **Jump Procedure** will be applied appropriately as depicted below.
    c. Seeding will begin with the wrestler at the top (1st Seed) following the Jump Procedure
    d. After a wrestler becomes seeded, points may be awarded for **Direct Wins over a Seeded Wrestler** and his power rating will be adjusted accordingly. **Should this power rating adjustment place a wrestler directly below a wrestler he has a head-to-head win over then he may jump that wrestler (and any others he defeated) according to the Jump Procedure guidelines. This does not apply to a wrestler who has already been seeded. **A wrestler who has been seeded cannot be jumped**
    e. The above rule will continue until 8 seeds have been awarded.
    f. After eight wrestlers are seeded the byes will be drawn. Byes will be separated equally into half & quarter brackets.
    g. All remaining wrestlers are then drawn; the school with no seeded wrestlers shall have the first draw. The order of the remaining draws starts with the school of the highest seed going first and working down until all wrestlers have been entered into the bracket.
    h. If two wrestlers from the same school are drawn then the draw is for the school. The coach, at the end of his two draws, determines which wrestler goes into which spot before the remaining draws are made.

C. Seeding Procedure:

1. Determine the order of weight classes by random draw.

2. The results of JV and Exhibition matches may not be used for power rating but head-to-head matches may be used as a tie-breaker.

3. All forfeit rules to follow the NYSPHSAA rules in the Handbook of Wrestling. **See III. Miscellaneous, C.1 for official NYS rule.**

4. The percentage concept of power ratings shall be used; (ie-a split in head-to-head competition or with a defending place winner will award the wrestler ½ the point values).

5. **Extenuating Circumstances:** If any coach makes a motion, and it is seconded, that proposal may be passed by a 2/3 majority vote with each school present having one vote. This rule may not be applied to the seeding criteria itself or any Section XI or NYS rule.

6. Once the seeding meeting is adjourned, all seeds are finalized. If seeding information is challenged during seeding, the weight class may be kept open and seeded according to the various possibilities. The correct seed will be adopted at the scratch meeting once the challenge has been satisfied. This rule can be kept open only under Section I.C.5, Extenuating Circumstances.

II. Power Rating:

A. A returning NYS or Section XI-D1 champion who is undefeated against Section XI opponents must be considered for the 1st seed in the League Tournament. This consideration must take place prior to the actual power rating procedure and his 1st seed will be determined according to the rule in Section I.C.5, Extenuating Circumstances.

B. Point Value Power Rating:

1. Varsity Wins: **x10 Pts**

2. Head-to-Head Wins: **x50 Pts Each**

3. Placement Points:

   a. A wrestler is awarded placement points for placing in the NYS, Section XI-D1, Section XI-D2 Tournament (and transferred to D1), or the League tournament the prior year.

   b. A wrestler may only earn one value from the table below.

   Ex-A NYS champion from prior year who was also a Section XI champion and a League champion will earn 240 points from the table below, **NOT** 500 points (1st-NYS, 1st-Section XI, 1st League).

Section XI Wrestling

-League Tournament Seeding Criteria-

(Proposed – October 13, 2026)

PLACEMENT POINTS VALUE TABLE

NYS			Section	D1	D2		League	
1	240		**1**	180	120		**1**	80
2	220		**2**	160	80		**2**	60
3	200		**3**	140	60		**3**	40
4	180		**4**	130	40		**4**	20
5	160		**5**	120	-			
6	150		**6**	110	-			
7	140							
8	130							

4. Quality Win Point Values

   a. A wrestler earns points for defeating a NYS, Sectional place finisher or a League/Section 8 Divisional place finisher from the prior year.

   b. A wrestler may only earn one value from the tables below and only once over a specific wrestler.

      Ex-A wrestler who defeats an opponent who placed in the NYS and Sectional tournament earns the higher of the two values not both. Additionally, regardless of how many times he/she defeats this opponent the points will only be earned once.

   c. A wrestler cannot earn points over Section X or Section XIV wrestlers unless that wrestler placed in the NYS tournament the prior year. In this situation the NYS place value from the table would be earned.

   d. The CHSAA state tournament is the qualifying tournament (AKA-Sectional Qualifier) for the NYS Championship. Defeating a wrestler who falls under this category would earn points from "Other Section" in the table unless the wrestler placed in the NYS tournament the prior year or placed in Section XI/Section VIII tournament and transferred to the CHSAA.

Section XI Wrestling

-League Tournament Seeding Criteria-

(Proposed – October 13, 2026)

QUALITY WINS POINT VALUE TABLES

NYS	D1/D2		Section XI &VIII	D1 Only		Other Section	D1 & D2
1	120		**1**	90		**1**	65
2	110		**2**	80		**2**	50
3	100		**3**	70		**3**	40
4	90		**4**	65			
5	80		**5**	60			
6	75		**6**	55			
7	70						
8	65						

**Other Section includes Section XI & VIII (D2)

Section XI -League Section VIII -Division	
1	40
2	30
3	20
4	10

5. Total all points earned per wrestler and power rank accordingly.

6. Initial Power Ranking Tie-Breakers
   a. Wrestler with head-to-head advantage (V, JV or Exhibition)
   b. Highest defending place: NYS then Section XI then League, then D2 XI
   c. Wrestler with most direct wins
   d. Wrestler with the most direct wins over seeded man in the weight
   e. Wrestler with most defending placement points
   f. Wrestler with most quality points
   g. Wrestler with most varsity wins
   h. Coin toss

C. Head-to-Head Jump Procedure:

1. We will begin the Jump Procedure at the highest ranked available wrestler which will be the 2nd ranked wrestler.

2. If a wrestlers point total results in him being ranked directly behind a wrestler he has defeated then he can jump that wrestler. He can continue to jump any wrestler he has defeated all the way to 1st seed if situation should allow.

3. **Once a wrestler is officially seeded he can no longer be jumped.**

4. A wrestler cannot jump over someone he has not wrestled nor over someone he has lost to. This situation essentially blocks any further upward movement.

5. A wrestler cannot jump someone he/she split with unless he/she defeated them in a series of wins: 2-1, 3-2, etc.

D. Direct Wins Over a Previously Seeded Wrestler:

1. A wrestler earns **50 points** when a wrestler he has defeated is seeded ahead of him.

2. His power rating will be adjusted accordingly and any Head-to-Head Jump Procedures, as in Section II.C should be applied.

III. Miscellaneous:

A. Section XI & NYS Dual Meet Championship wins will not count towards a wrestlers total number of wins unless the wrestler has less than the 6 tournament maximum as per NYS. Any head coach with wrestlers in this scenario will email the SCWCA President the details on the Wednesday prior to the seeding meeting with the following info:
-Name of wrestler, Tournaments wrestled, # of wins earned at County duals

1. Head-to head and quality win point values will still apply regardless and will follow the tables above

B. Head-to-Head Dual Meet Matches Against Same Team:

1. Wins will not count towards total number of wins during League/Sectional seeding.

2. This rule will not apply if wrestlers from the same team meet in an individual tournament.

C. NYSPHSAA Forfeit Rules:

1. Wrestling Handbook: Wrestling Forfeitures (Pg. 34)

Forfeits effect on seeding:

-With respect to seeding: Regular Forfeits and Medical Forfeits are treated the same. Wins and losses by forfeit count for seeding but wins and losses by forfeit do NOT count as head-to-head wins. However, a wrestler who wins by forfeit will earn any available Seeding Competition Points for the win (the logic is that there should be some type of penalty to keep wrestlers from not wrestling).

Section XI Wrestling

-League Tournament Seeding Criteria-

(Proposed – October 13, 2026)

Step-by-Step Seeding Example:

- Power rate all wrestlers from each school based on point values. Due to the addition of the Jump Procedure, 1st and 2nd entries must be power rated together to avoid an extremely lengthy process
- List all entries in a vertical format with the wrestler with the highest value at the top and the wrestler with the lowest value at the bottom
    - Ex:
        A) Lamorte (RP)-980 (1st Seed)
        B) Regis (EI)-835 (2nd Seed)
        C) Volpe (Haup)-740 (3rd Seed)
        D) Smith (Coms)-630
        E) Murphy (EI)-610
        F) Goldstein (RP)-520
        G) Cox (WHB)-470
        H) Silverstein (Haup)-420
        I) Busiello (ESM)-340
        J) Redding (ESM)-300
        K) Soria (Coms)-130
        L) Ryder (WHB)-60
- Start the Jump Procedure with the 2nd wrestler on the list. If B beat A in a head-to-head match then he can jump him and move to the "A" spot. If he did not wrestle him or lost to him, or lost in a series he is blocked and cannot jump
- Continue to move downward and apply the same format to each wrestler
- Using the list above did Regis beat Lamorte? If so then he can jump him if not then he remains where he is and we move down to Volpe. If Volpe beat Regis he can jump him and if he beat Lamorte he can jump him as well.
- Using the list above, we get down to Murphy. Murphy beat Smith and Regis but never wrestled Volpe. Murphy will jump Smith but cannot jump Volpe to get to Regis because they never wrestled
- Once we have gone thru the jump procedure we can begin seeding the tournament with whomever is in the "A" spot. Continue seeding tournament and only stop if point value needs to be added should someone have a win over a seeded wrestler.
- If points need to be added for a win over a seeded wrestler add the points in the following format: Redding (ESM)-300 + 50 (over 3rd seed) = 350. Adjust his spot accordingly but he cannot move past someone with a higher point value nor someone he has lost to. In the example above, Redding would now have 350 points and can move above Busiello who has 340 but Redding cannot move above Silverstein who has 420 points unless he beat him head-to-head.

- If a wrestler moves spots based on this point adjustment, then the Jump Procedure must be reapplied starting from wherever he moves and down to the bottom of the remaining wrestlers. **However, he cannot jump someone who has already been seeded.