Section XI Wrestling

-Dual Meet Championships Seeding Criteria-

I. Administrative:

A. Procedures Before Seeding:

1. At the start of each season, each coach must make it clear to every Dual Meet Tournament director that they are entering either their A or B team. Section XI teams MUST note in their scorebooks whether or not an opponent who is an out of section team, is that school's A or B team.
2. Each coach is to bring scorebooks and Track Weigh-in Reports to the seed meeting

B. Seeding Guidelines:

1. Teams from the same league shall not meet before the quarter-final round. If this were to occur based on the power rating, the team with the next highest number of points moves into that position.
2. The seeding and placement on the bracket sheet will be according to the following:
    a. All teams entered in the tournament 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 teams will be listed in order via their power rating and the Jump Procedure will be applied appropriately.
    c. Seeding will begin with the team at the top (1st seed) following the Jump Procedure.

C. Seeding Procedure

1. The percentage concept of power ratings shall be used; (ie-a split in head-to-head competition will award the team ½ the point values).
2. Once the seeding meeting is adjourned, all seeds are finalized and sent to Section XI for final approval.

II. Power Rating:

A. Point Value Power Rating:
   1. Placement Points: League Champions-**100 points**, Runner up: **50 points**
      a. Co-champs or Tri-champs-**75 points**
   2. Dual Meet Wins: **10 points per win subtracted by 10 points per loss**. For example: 14-2 would be 120 points (140 pts for the wins, minus 20 for the losses), 20-1 would be 190 points (200 points for the wins, minus 10 for the losses)
   3. Direct wins over a team in the bracket: **100 points (Split series ratios apply as well, for example if two teams are 1-1 against each other, then they both shall receive 50 points.)**
   4. Returning points:
      a. A team is awarded returning points for having a placewinner from the previous year on their team.
      b. A team may only earn one value from the table below. For example, a NYS Champion from the prior year who was also a Section XI Champion and a League Champion will earn 50 points, **NOT** 90 points

Returning Points Value Table

ALL-STATE	ALL-SECTION	ALL-LEAGUE
50 POINTS	**30 POINTS**	**10 POINTS**

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

III. Initial Power Ranking Tie-breaking Procedure:

A. Team with Head-to-Head advantage

B. Team with most direct wins over teams on the board

C. Team with better win/loss percentage

D. Coin toss

IV. Jump Procedure:

A. We will begin the Jump Procedure with the highest ranked available team, which will be the 2nd ranked team.

B. If a team's point total results in their being ranked behind a team that they have defeated, then they can jump that team.

C. A team can jump over a team they have not wrestled.

D. A team cannot jump over another team they have lost to or split with unless they have defeated them in a series of wins.

E. A team earns 50 points when a team they have defeated is seeded ahead of them. Their power ranking will be adjusted and the Jump Procedure will resume appropriately.

The final brackets will be reviewed by the teams in the bracket, checked for errors, and then given to the Chairman for him to present to the Section XI seeding committee. The Section XI seeding committee (Not SCWCA) has final approval of the location of the 16 seeds.

Weigh Ins & weigh In sheets:

1) Standard morning weigh in procedures will be used

2) Coaches will exchange weigh-in sheets at the start of the mat side weigh in on the afternoon of round 1.

3) The morning after round one, the winning team must fax/scan both weigh in sheets from the previous day to the Section XI chairman. These are due to the chairman by 12:00 noon.

a. All weights are "locked in" for the remainder of the tournament.
b. A wrestler may not be weighed in and used in later rounds unless they were on the weigh in sheet from the 1st day.

4) Upon receipt of the aforementioned weigh in sheets from all participating teams, the chairman will share them with all participating teams, via email.

Starting weight class:

1) The Section XI chairman will notify all participating teams involved in the dual meet championships of the weight class that will start round 1.

a. This announcement will come no later than 12:00.

b. All of following duals will follow the normal procedures regarding the starting weights.

c. For Example (2016):

Round 1 – starts at 165 lbs.

Quarters – will start at 175 lbs.

Semifinals – will start at 190 lbs.

Finals – will start at 215 lbs.

Step-by-Step Seeding Example:

- Power rate all teams based on point values.
- List all teams in vertical format. The team with the highest value at the top and the team with the lowest value at the bottom (A through L for 12 team)

Example:

1- Team A-450
2- Team B-430
3- Team C-390
4- Team D-360
5- Team E-340
6- Team F-300
7- Team G-280
8- Team H-240
9- Team I-220
10-Team J-200
11-Team K-190
12-Team L- 170

- Start the Jump Procedure with the 2nd team on the list. If B beat A in a head-to-head dual then they can jump them and move to the "A" spot. If they lost to them or lost in a series they are blocked and cannot jump
- Continue to move downward and apply the same format to each team
- Using the list above did C beat A? If so, then they can jump them whether they wrestled B or not. The rationale here versus the individual seeding process is that it takes a significant series of wins to beat an entire dual team. The chances of a "fluke" dual win are significantly less than a fluke match win.
- Using the list above, we get down to I. Team I beat C and D but never wrestled Teams A or B. Team I will jump all the way to the 3rd spot.
- Once we have gone through the jump procedure we can begin seeding the tournament with whomever is in the "A" spot. Continue seeding the tournament and only stop if point value needs to be added should a team have a win over a seeded team.
- If points need to be added for a win over a seeded team add the points in the following format: Team H-240 + 50 (over 3rd seed) = 350. Adjust spot accordingly but they cannot move past a team with a higher point value nor a team they have lost to.

Scenario #1	Seed	Team
H has a H2H over A	1	H
The remaining teams have not beaten H	2	A
	3	B
Result: H moves to #1	4	C
	5	D
	6	E
	7	F
	8	G
	9	I
	10	J
	11	K
	12	L

Scenario #2	Seed	Team
H has a H2H over A	1	A
B,D,E,F,I,J,K have not beaten H	2	B
G has beaten H	3	C
	4	D
Result: H is blocked by G and can’t move	5	E
	6	F
	7	G
	8	H
	9	I
	10	J
	11	K
	12	L

Scenario #3	Seed	Team
H has a H2H over A	1	A
C,D,E,F,G have not beaten H	2	B
B has beaten H	3	H
	4	C
Result: H moves to #3 but cant jump A	5	D
because it is blocked by B. Can jump	6	E
C,D,E,F and G	7	F
	8	G
	9	I
	10	J
	11	K
	12	L

Scenario #4	Seed	Team
G and H have H2H over A	1	A
G has more points that H	2	B
C,D,E,F,G have not beaten G or H	3	G
B has beaten both G and H	4	H
	5	C
Result: G and H move to #3 but can’t jump A	6	D
because it is blocked by B but can jump	7	E
C,D,E,F	8	F
G gets seeded over H because G	9	I
has more points than H	10	J
	11	K
	12	L

Scenario #5	**Seed**	**Team**
G has H2H over C	1	A
G can jump C because D,E and F	2	B
have not beaten G	3	G
G and H have met 3 times. G won 2 of 3	4	H
C,D, E have more points than H	5	C
	6	D
Result: G jumps C because of H2H	7	E
H can’t jump G since it lost 2 of 3, but can	8	F
jump C,D,E due to the one win over G	9	I
	10	J
	11	K
	12	L