

**BY-LAW ARTICLE XII**  
**Seeding and Tie-Breaking Procedures for All Sports**

**Sect. 1:** All tournament teams will be selected for tournament berths as determined by Rating (=total number of points divided by total number of games played) using the NHIAA Index System in the sports of: baseball, basketball, field hockey, ice hockey, lacrosse, soccer, softball, tennis, and volleyball.

- A. The Point Rating System for golf and unified sports will be one (1) point for a win and zero (0) points for a loss regardless of home or away status. Seedings will be determined by the point rating. If a tie in point rating occurs with teams that have a “perfect schedule”, (winning all games played), the team with the higher number of wins will break the tie. If further tie-breakers are needed Sect. 2 will be followed.
- B. Tournament Seeding (Placement): Once the tournament has been seeded teams shall remain in that position throughout the entire tournament regardless of victories over higher seeded teams.
- C. Football Rating System:  
The point rating system as described in By-Law Article XX, Sect. 8 will be used for play-off seeding purposes.

**Sect. 2:** In the event of a tie for any position, the Sports Committee shall resolve the tie using the following criteria, in order of priority to select the teams. *The team(s) shall be seeded as determined by using the tie breaking criteria, 1-8.*

- A. The criteria for seeding a team is as follows:
  1. Rating\* in head-to-head competition which shall be the established team rating system based upon contests against opponents involved in the tie providing they have played each other the same number of times.
  2. Rating against NHIAA divisional opponents selected for the tournament including all teams involved in a tie for the last position. Once the tournament teams have been selected, the teams that were tied for the last position are no longer used in breaking ties as they are not considered tournament teams.
  3. *Quality of wins against tournament teams in division including all teams involved in a tie for the last position. (Ranking) \*\**
  4. Rating against divisional opponents on the road\*\*\*.
  5. Rating against divisional opponents at home.
  6. Wins on the road regardless of division.
  7. Wins at home regardless of division.
  8. If teams are tied after the first seven criteria, the team that defeated the highest NHIAA seeded team in their division (includes both tournament and non-tournament teams) will be selected.
  9. As determined by the sports committee.  
*Once a criterion has been found to break the tie, it will be used to rank the teams involved in the tie. If, after the original criterion has ranked the teams, existing tie(s) shall be broken by starting at criterion number 1 (head-to-head) down through the remaining criteria until the tie is broken.*
- B. If two (2) schools are involved in a tie for the final tournament position, a play-off game will *NOT* be held. The tie shall be broken by using the established criteria in A.
- C. If a team withdraws at any time after the seeding has been completed the seeded opponent in the same bracket shall receive a forfeit win and move on to the next round.

\*Rating is defined as follows:

1. Win/loss rating – the percentage obtained by dividing the number of points by the number of games played against tournament opponents.
2. Individual sport’s point rating system – the value obtained by dividing the sum of own values and opponents’ values by the number of games played by a team.

*\*\* Ranking is defined as the total number of wins by beaten opponents in division that qualify for the tournament against other tournament teams divided by the total number of games against tournament opponents. Example: If you played eight tournament teams and you beat three of them, you would add the wins against tournament teams of those three beaten opponents. You would then divide that total by the number of tournament opponents played by all eight of the tournament teams you have played.*

*\*\*\*On the road – means games scheduled as “away” games.*