

SEEDING FORMULA AND GUIDELINES

Seeding Formula:

Class "B": Schools with a 2008-09 ADM of 89.999 and below, and their equivalent out-of-state.

- a. Award 60 points for a victory over a Class "A" or "AA" varsity opponent.
- b. Award 50 points for a victory over a Class "B" varsity opponent.
- c. Award 50 points for a victory over a Class "AA" J.V. opponent.
- d. Award 10 points for a loss to a Class "A" or "AA" varsity opponent.
- e. No points are given for a win or loss to a Class "A" or "B" J.V. opponent.
- f. A J.V. opponent is a team composed of individuals not considered a member of the starting 5 of the varsity team at the time the contest is played. It is not a "sophomore squad." Teams playing sophomore teams can not count these games for seeding purposes.
- g. A forfeiture is a win for the team receiving the forfeiture and a loss for the team that does the forfeiting.
- h. Divide the total number of points by the total number of regular season point producing games played to determine mathematical point average.

Class "A": Schools with a 2008-09 ADM of 449.999 down to 90.000 and their equivalent out-of-state.

- a. Award 60 points for a victory over a Class "AA" varsity opponent.
- b. Award 50 points for a victory over a Class "A" varsity opponent.
- c. Award 50 points for a victory over a Class "B" varsity opponent.
- d. Award 50 points for a victory over a Class "AA" J.V. opponent.
- e. Award 10 points for a loss to a Class "AA" varsity opponent.
- f. Award 0 points for a victory over a Class "A" or "B" J.V. opponent.
- g. Award 0 points for a loss to a Class "A" or "B" varsity opponent.
- h. A J.V. opponent is a team composed of individuals not considered a member of the starting 5 of the varsity team at the time the contest is played. It is not a "sophomore squad." Teams playing sophomore teams can not count these games for seeding purposes.
- i. A forfeiture is a win for the team receiving the forfeiture and a loss for the team that does the forfeiting.
- j. Divide the total number of points by the total number of regular season point producing games played to determine mathematical point average.

Class "AA": Schools with a 2008-09 ADM of 450.000 and above and their equivalent out-of-state.

- a. Award 50 points for a victory over a Class "AA" opponent and 0 points for a loss to a "AA" opponent.
- b. Games played against Class "A" and Class "B" opponents are not counted in the total game divider.
- c. Award 0 points for a victory over any J.V. opponent.
- d. A J.V. opponent is a team composed of individuals not considered a member of the starting 5 of the varsity team at the time the contest is played. It is not a "sophomore squad." Teams playing sophomore teams can not count these games for seeding purposes.
- e. A forfeiture is a win for the team receiving the forfeiture and a loss for the team that does the forfeiting.
- f. Divide the total number of points by the total number of regular season point producing games played against "AA" schools to determine mathematical point average.

NOTE:

- A. In Class "B" and Class "A", each team must play a minimum of fourteen games as per the criteria established in the formula above in order to be seeded. Teams failing to play the minimum will be paired against the #1 seed.
If more than one team in the same district plays fewer than 14 games, then the pairings will be as follows:
 1. The team that played the fewer games would be paired against the #1 seed.
 2. If they played the same number of games, the best won-loss record would be paired against the #2 seed and the other paired against the #1 seed.
- B. Member schools receive no credit for playing a non-member school. However, games played must count as one of the 20 games permitted.
- C. The tie-breaking procedure applicable to Class "AA", "A" and "B" can be found on page 10 of the Basketball Section in the Athletic Handbook.