

NYS WRESTLING TOURNAMENT SEEDING MECHANICS 2016-2017

NEW YORK STATE TOURNAMENT SEEDING MECHANICS **2016-17**

“The NYSPHSAA Wrestling Committee maintains the authority to make adjustments in tournament seeding, through the appeal process, when the purpose and objective of the seeding procedure has not been met”.

It is mandatory that all coaches enter all rosters and all competitions wrestled using the TrackWrestling database.

As season records are a component of determining “At-Large” candidates, the following guidelines should be followed when calculating wrestler’s records.

1. All matches supervised by a NYS approved official must be entered into the TrackWrestling database (regardless of whether it is referred to as a varsity, junior varsity, exhibition or any other designation). Matches involving members of the same school team do not count *except* in tournaments. When applying for “At-Large” entries, **ONLY THE VARSITY RECORD** shall be used.
2. To be consistent on recording Individuals records:
Procedures for recording wins/losses on individual’s records.
Wins and losses for Forfeits must be recorded consistently throughout the state by following the new procedures outlined in the NYSPHSAA Wrestling Program Booklet **2016-17** under the section titled: Wrestling Forfeitures.
3. **“Exhibition Matches”** are to be recorded as follows:
A Varsity wrestler wrestles a match vs another Varsity wrestler with a ref, scorer and timer.
The result of this match does count for seeding. (Exception: If the Exhibition bout is between two members of the same team, it will NOT count for seeding).
It doesn’t matter if this match occurred in a tournament where say the Round of 16 losers all wrestle each other (just to get another match) but do not advance to another round.
It doesn’t matter if this match occurred in a dual meet tournament where both wrestlers were not used in the actual dual meet, but wrestled each other at the end, to get each a match.
However: **Any match that is not a regulation length (2-2-2 or 1-2-2 as per NFHS Rule Book) is not a legal match and will not count towards seeding or competition points**

ENTERING POST-SEASON COMPETITION

(Sectional Qualifiers, Divisionals, or Open Sectionals)

Each Section will run their own seeding meetings and qualifying tournament(s) to determine their Sectional Champs and placewinners.

1. No wrestler may be seeded in a Post-season Qualifying Tournament unless he has a printout of the **NYSPHSAA SEASON RECORD FORM** from the **TrackWrestling database**. Sectional Chairmen will announce dates they are to be turned in as well as number of copies needed. **The sheet must be signed by both the coach and the wrestler to verify its accuracy.**
2. For Sectional Qualifiers/Divisionals and Sectional Seeding meetings: Sections have the option of using the NYS Point System for Competition Points or adopting their own point values.

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Coaches of Sectional Qualifiers:

Once your Sectional Qualifiers/Divisionals are completed, coaches should update their **NYSPHSAA Season Record Forms** to include wins and losses earned at the Qualifier (Divisional) for any wrestler who has qualified to continue to compete at Sectionals. Once again each Section will run their own seeding meetings to determine their Sectional seeding.

Coaches of Section Champs and possible “At-Large” Qualifiers:

BEFORE THE NYS TOURNAMENT SEEDING MEETING

Coaches must update their **NYSPHSAA Season Record Forms** as follows for each Sectional Champ and for any possible “At-Large” Qualifier you think you may have (2nd or 3rd Sectional place winner)

- 1- Include wins and losses earned at the Sectional Tournament.
- 2- Coaches should now edit each Sectional Qualifier’s NYSPHSAA Season Record Forms to make sure they do not print out any JV or exhibition matches listed: as they are not to be evaluated for State seeding. Each wrestler’s final W-L Record will now be printed after the last match listed at the bottom of the form. **(THIS RECORD IS TO ONLY INCLUDE VARSITY MATCHES)**. Please verify the accuracy of each wrestler’s record.
- 3- **Do not print** the updated forms until approximately 3:00 pm on the Thursday prior to the State Seeding meeting, as the TrackWrestling database has to update the Competition and Placement point values. These values cannot be updated until the At-Large winners are announced (on the Wednesday prior to the seeding meeting). Most Sections will hold a group practice on this Thursday for the purpose of printing the new forms.

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NYS COMPETITION POINTS TABLE

2016-17

- A wrestler who defeats a NYS placewinner from either D1 or D2 last year will earn the points listed in the following table.
- A spreadsheet entitled: **Results-15-16-ALLSections** will be supplied to all Sectional Chairmen. This spreadsheet lists all Sectional and NYS Placewinners from last year, alphabetically by school. The points earned by beating one of them are shown.
- There is no cap on the maximum number of times you can earn Competition Points for beating the same wrestler. The Competition Points are earned every time that you beat them.
- The only exception to the cap is if you defeat a NYS Qualifier (Section Champ or At-Large winner) from the following Sections with less than 12 teams with rosters of 15 or less.
D1 Sections: 4,7, 10 and D2 Sections: 7,8,9,10,11, PSAL
- A wrestler can only earn 5 points for defeating a NYS Qualifier (Section Champ or At-Large winner) from these Sections. However if the wrestler from these Sections was a State Place winner they would earn the Competition Points listed in the chart for the appropriate State Place (every time they beat them). If they defeated the same wrestler more than once, they only earn the 5 points for the first victory.
- Wrestlers earn Competition points for defeating a wrestler who placed at the State last year, or who has qualified to wrestle at the States this year.
- A wrestler who wins by forfeit will earn any available Competition Points for the win. (The logic is that there should be some type of penalty to keep wrestlers from not wrestling)
- No credit is given for defeating "Out of State" State place winners (as it is felt it would be too difficult to verify these points)

Last years NYS Tournament	COMPETITION POINTS earned for current year
1st Place	38
2nd Place	30
3rd Place	26
4th Place	22
5th Place	18
6th Place	14
7th or 8th Place*	10
*This round is not always contested but a list of both wrestlers who reached the round will be supplied.	
Current years Sectional Tournament	COMPETITION POINTS earned for current year
Section Champ	10 *
"At-Large" winner	6 *
D1: Sections: 4, 10	5 *
D2: 7,8,9,10,11, PSAL	(can only earn this once)

Prior to 2015-16:

If Sec Champ and runner up met 3x and Champ won 2 of the 3:
When Sec runner up beat Sec Champ during the year- they got 10 pts
Yet when Sec champ beat runner up twice, they only got 5x2 = 10 pts

From 2015-16 onward:

Sec Champ now gets 6x2 = 12 pts for beating the runner up twice.

*- Points for Section Champs and "At-Large" winners will not be know until all Sectional tournaments have been concluded and all "At-Large" Qualifiers have been announced.

When a D1 wrester moves to D2 (or vice versa) they are treated the same with respect to earning Competition points and Placement points.

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NYS PLACEMENT POINTS TABLE

2016-17

- Wrestlers earn Placement points for placing at the State last year, or for qualifying to wrestle at the States this year.
- Wrestlers receive only one point value from this table (the higher point value) with the following exception: In a situation where a wrestler qualifies for states and was a Place winner in the **Top 4 last year and a State Champion, two years prior**, they will receive Placement points from the chart for last year's finish plus the additional 120 points for the previous State Championship two years prior.
- (If the wrestler was a State placewinner last year, they earn those points only, they do not also get points for being a Sectional Champ or "At-Large" Qualifier this year.

Last years NYS Tournament	PLACEMENT POINTS earned for current year		
	Same Wt or up 1 wt class from last year	Up 2 wt classes from last yr	Up 3 or more wt classes from last yr
1st Place	120	100	90
2nd Place	80	60	50
3rd Place	60	50	40
4th Place	50	30	25
5th Place	40	30	25
6th Place	30	25	20
7th or 8th Place This round is not always contested but a list of both wrestlers who reached the round will be supplied.	25	20	20

Current years Sectional Tournament	PLACEMENT POINTS earned for current year
Returning Qualifier NYS Qualifier in 2016 & 2017	19 *
Section Champ '17	18 *
"At-Large" winner '17	14 *

Wrestlers who change Divisions from one year to the next:

When a D1 wrestler moves to D2 (or vice versa) they are treated the same with respect to earning Competition points and Placement points.

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Sectional Chairmen:

Thursday Before the NYS Tournament Seeding Meeting:

1-Once TrackWrestling updates their database to include the At-Large Qualifiers, (usually around 3:00 pm), each coach with a competitor in the tournament will have to re-print their NYSPHSAA Season Record forms. It is recommended that all participants practice at the same site on this day, so that this can be done as a group. Chairmen must collect one **NYSPHSAA Season Record Form** for each Sectional Champ and for each possible "At-Large qualifier. At this point the GRAND TOTAL point value in the upper right hand corner of the first page **is** totaled. Chairmen, or their designee, **must verify** the Competition, Place Point and Total Point values of all competitors listed on the **NYSPHSAA Season Record Forms** using the **Results-15-16-ALLSections** spreadsheet

2-Sectional Chairs (or their designee) will have received two spreadsheets:

NYSTourn-SeedList-**By WeightClass-MASTER-2016-17** and

NYSTourn-SeedList-**By Section-MASTER-2016-17**

The **ByWeight Class** worksheet should be copied and given to each coach with a competitor.

Coaches should:

1-Enter their wrestlers Place Point total, Competition Point total and Grand total (from their TrackWrestling NYSPHSAA Season Record forms).

2-List the S# and School Abbreviation of any wrestlers in the weight class that their wrestler has beaten in Head-To-Head competition.

3-Turn in the Worksheet and the TrackWrestling NYSPHSAA Season Record form to the Chairman (or designee).

Sectional Chairmen:

Friday Before the NYS Tournament Seeding Meeting (by 8:00 pm):

Chairmen (or their designee) should:

1-Copy the Point values for Place Points and Competition Points and total points and any Head To Heads listed: from each individual **ByWeight Class** worksheet to the **BySection** worksheet.

2-E-mail the **BySection** worksheet to Jeff Culty (Section 9) so that it can be combined with the worksheets of all the other Sections so that the data for each weight class will be able to be distributed to those attending the seeding meeting on Saturday.

NYS WRESTLING TOURNAMENT SEEDING MECHANICS 2016-2017

NYS TOURNAMENT SEEDING CRITERIA

The following criteria will be applied to each weight class by the NYS Seeding Committee on the Wednesday prior to the NYS Tournament. All Sectional Chairmen or their designees **MUST** attend the seeding meeting. The meeting will be run by a designee of the NYS Wrestling Chairman.

Procedure I: Initial Point Ranking

1.-Returning state champs will automatically be placed as the first seed and remain in the top position, unless another wrestler on the board can jump them with a Head to Head win.

2. Returning Place winners (top 3) will automatically be placed as next available seeds and remain in the next position, unless another wrestler on the board can jump them with a Head to Head win. If the wrestler is jumped by a Head to Head loss, the wrestler loses their automatic placement and moves back to their original position based on their point value (**before any other movements took place**). When listing the Returning Place winners (Top 3), Returning Champs are listed first, then the Returning 2nds and 3rds are listed by their Point totals.

3. Protected Wrestlers: Any wrestler who is undefeated and whose initial point value ranks them in the Top 8, will be considered protected wrestlers. They will keep their position on the board and they can only be jumped by another undefeated wrestler. (See Scenario #6, #7, and #8 below). For an undefeated wrestler to be considered “Protected”, they must have wrestled **20** or more matches and the required 6 competitions on 6 separate dates. If they did not have the required 6 competitions on 6 dates, they may have received a waiver to compete in the post-season, but the waiver will not grant them criteria to earn “Protected” status.

4. All remaining wrestlers will be listed in rank order from the wrestler with the highest number of points to the wrestler with the lowest number of points. **All wrestlers will have earned a minimum of 14 points for At-Large Qualifiers or 18 points for Section Champs.** (Wrestlers with 14 or 18 points who have a head-to-head or common opponent advantage over any ranked opponent will be listed at the bottom of the ranking list.) Any wrestler with a head to head over a wrestler who is eligible to be seeded will automatically be eligible to be seeded also.

5. Eight wrestlers per weight class will be seeded. You must have at least 19 points to be seeded in the Top 8. If you are just a Section Champ (18pts) or At-Large winner (14 pts) and have not beaten anyone on the board you cannot get seeded. If you are a returning NYS qualifier (19 pts) or a first time qualifier who has beaten someone on the board you can be seeded. A wrestler that did not have enough points to rank in the original Top 8 can still earn a seed if they have a Head-To-Head over someone in the Top 8 and are not blocked by another wrestler not in the Top 8 who has more points than they do. (**When more than 8 wrestlers are eligible to be seeded, the 9th seed can be designated as the next wrestler in, but only 8 wrestlers per weight are actually seeded**)

6. If a weight class does not have enough seedable wrestlers earning in excess of **19** points, then less than eight will be seeded. Additional seeding criteria should not be invented to try and get enough seeds. (Example: Not enough 99 pounders may have in excess of 19 points as many of them do not have any prior year places). If two or more wrestlers have the same point values for the #8 spot **the tie breaking procedure will be used to determine the 8th seed.** (we will not seed a 9th wrestler)

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Procedure II Head-To-Head Competition (Common Opponents are not part of the criteria)
The criteria for Head to Heads (as listed below) is first applied to the returning Place winners (top 3) and Protected wrestlers, that are listed at the top of the ranking order. They are seeded as their own group. However, if after applying the criteria to this group, if someone in this group can be jumped the wrestler who was jumped then moves to the Unprotected Pool in their rank order by points.

1. Defaults and Disqualifications count.

Forfeits do not count for Head-To-Head wins

2. The winner receives the loser's quality points.

3. We will start the head-to-head evaluation with the wrestler who has the highest number of quality points from Procedure I. The second-ranked wrestler has the first opportunity to advance on head-to-head competition over the top-ranked wrestler. The third-ranked wrestler follows and so forth in the order of Procedure I rank. However, **a wrestler may not move over an opponent to whom he has lost.**

4. When a wrestler is protected (because they are undefeated), they cannot be jumped by any other wrestlers who may have a Head to Head win over a wrestler above them (with a higher point value). The only exception to this would be if there was another undefeated wrestler below them on the board and the wrestler below them had a Head to Head win over someone above them. In this situation, the undefeated wrestler below them could jump the other undefeated wrestler (who had a higher point value) and go ahead of the wrestler they had the Head to Head over. (See Scenario #7 and #8 below).

5. When a wrestler has a Head to Head win over a wrestler with a higher point value than them, they can jump that wrestler (unless another wrestler with a point value in between them can block them due to a head to head loss). If the wrestler is blocked by the Head to Head Loss they can still jump over any other wrestlers ahead of them (with higher point values) but must be placed behind the wrestler they had the loss to (as they cannot jump them). (See Scenario #3 below).

6-When two (or more) wrestlers are blocked by the same wrestler, they both may move up but the wrestler who has the higher point value between the two (or more) of them takes the higher spot. (See Scenario #4 below). If two or more wrestlers are blocked by the same person and they have the same point value, after they both move up, then the tie breaking criteria is applied.

7. In head-to-head situations where opponents met an odd number of times, the wrestler with the best record in these matches will receive the higher seed. When the wrestlers met an even number of times and their W/L record vs each other is the same, the wrestler with the higher point value takes precedence (The most recent win no longer takes precedence).

8. Once criteria #7 (above) has been applied to determine the higher seed, (in head-to-head situations where opponents met twice), the lower seeded of the wrestlers involved will get credit for the one head-to-head win that they have over the high seeded wrestler. This win could jump them over other wrestlers who have more points than they have. (See Scenario #5 below).

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Examples:

It is important to remember that each seed is established one-at-a-time beginning with number one and proceeding in descending (top down) order. The NYS Seeding Mechanics puts the names of all seed-worthy wrestlers up simultaneously. By working from the top downward the highest ranking wrestlers will have first chance at the top seeds, but each lower ranked wrestler will still have a chance to move up in rank order turn.

- ORIGINAL RANKING =
- 1. A 105 points
 - 2. B 90 points
 - 3. C 65 points
 - 4. D 58 points
 - 5. E 50 points
 - 6. F 49 points
 - 7. G 40 points
 - 8. H 19 points

Scenario #1:	Seed	
H has a Head-to-Head over A	1	H
B,C,D,E,F, G have not beaten H	2	A
	3	B
Result:	4	C
H moves to #1	5	D
	6	E
	7	F
	8	G

Scenario #2:	Seed	
H has a Head-to-Head over A	1	A
B,C,D,E,F have not beaten H	2	B
G has beaten H	3	C
	4	D
Result:	5	E
H is blocked by G and can't move	6	F
	7	G
	8	H

Scenario #3:	Seed	
H has a Head-to-Head over A	1	A
C,D,E,F,G have not beaten H	2	B
B has beaten H	3	H
Result:	4	C
H moves to #3 can't jump A	5	D
because is blocked by B, but	6	E
can jump C,D,E,F and G	7	F
	8	G

Scenario #4:	Seed	
G & H have Head-to-Heads over A	1	A
G has more points than H	2	B
C,D,E,F,have not beaten G or H	3	G
B has beaten both G and H	4	H
Result:	5	C
G & H move to #3 can't jump A	6	D
because they are blocked by B, but	7	E
can jump C,D,E,F	8	F
G gets higher seed over H as G has more points		

Scenario #5:	Seed	
G has Head to Head over C	1	A
G can jump C as D,E,and F have not beaten G	2	B
G & H have met 3 times and G has won 2 of the 3	3	G
C,D,E have more points than H	4	H
Result:	5	C
H can't pass G as H lost 2 of 3 to G, but H can jump C,D,E due to the one win over G	6	D
	7	E
	8	F

Scenario #6:	Seed	
Wrestler C is undefeated and protected		
But E has a Head to Head over B		
	1	A
	2	B
C is protected and can't be jumped	3	C
Even though E beat B,	4	E
E cannot jump the protected and undefeated wrestler C	5	D
	6	F
	7	G

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Original example (previous page):

- ORIGINAL RANKING =
1. A 105 points
 2. B 90 points
 3. C 65 points
 4. D 58 points
 5. E 50 points
 6. F 49 points
 7. G 40 points
 8. H 19 points

Scenario #7:	Seed	
Wrestler C and E are both undefeated and protected But E has a Head to Head over A		
One undefeated (protected) wrestler E, can jump another undefeated wrestler C, due to having a Head to Head over someone above them.	1	E
	2	A
	3	B
C is protected and can only be jumped by another undefeated wrestler	4	C
	5	D
	6	F

Scenario #8:	Seed	
Wrestler C and E are both undefeated and protected But <u>both</u> C&E have a Head to Head wins over A		
One undefeated (protected) wrestler E, can jump another undefeated Wrestler C, due to having a Head to Head over someone above them. But since both undefeated wrestlers have the same Head to Head, then C goes above E because C had a higher point value than E,	1	C
	2	E
	3	A
	4	B
	5	D
	6	F

Procedure III First Tie-Breaker

1. If a tie exists between or among wrestlers for a specific seed, go back to the relative ranking of the tied wrestlers from procedure II (final head-to-head ranking). For example, wrestlers ranked 3 through 6 after Procedure I are now tied in quality points for second after Procedure II. As a group they are all ranked behind wrestler number 1 but ahead of wrestler number 2. Number 1 is the first seed, number 2 is the sixth seed, and the remaining wrestlers are separated according to their final relative head-to-head rankings.

Procedure IV Second Tie-Breaker

1. If a tie remains between or among wrestlers for a specific seed, go back to the relative ranking of the tied wrestlers from Procedure I (original quality point ranking).
The language in Sections III and IV clarifies that returning to the quality point ranking of a previous procedure to break a tie only applies to the process of separating the specific wrestlers who are tied.

Procedure V Third Tie-Breaker

1. If a tie remains between or among wrestlers for a specific seed, the wrestler with the HIGHER winning percentage will earn the seed.

Procedure VI Committee Decision

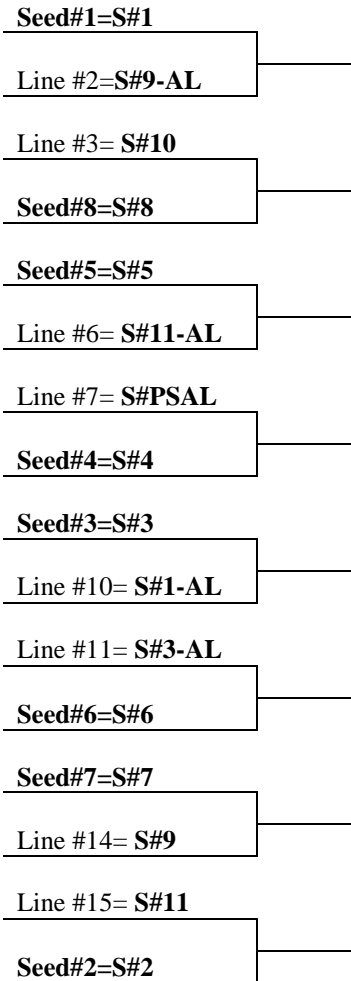
1. If a tie remains between or among wrestlers for a specific seed, it is understood that the wrestlers in question are now deemed to be equal by criteria. The seeding director will decide the order of the tied wrestlers by flipping a coin (if the tie is between just 2 wrestlers) or by drawing sticks (or other objects if the tie is between more than 2 wrestlers).

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Procedure VII Bracket Development

1. The NYS Rotations document will no longer be used.
2. When the tournament is seeded: The eight seeded wrestlers will be placed on the appropriate lines.
3. The non-seeded wrestlers will be inserted randomly into the bracket using the tournament program software.
4. The tournament software will be programmed so that a wrestler will not wrestle another wrestler from their Section in the Round of 16.
- 5 The Blind Draw will determine all non-seeded wrestlers. If a Section has two non-seeded wrestlers they both are entered in the Blind Draw and it is possible that the Section Champ ends up wrestling a higher seeded wrestler than the At-large wrestler.

In the example on the right, the 8 seeded wrestlers were placed on their appropriate lines. The remaining 8 wrestlers were inserted randomly using the tournament program software. You will note in this example that the S11 Champ drew the #2 seed, while the S11-At Large drew the #5 seed (as explained in Item#5 above).



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Procedure VIII Appeals

If logic can substantiate the fact that an error in seeding procedure has occurred, a coach can present his case to his Sectional Chairman who will in turn present the case to the NYS Seeding Committee at the Thursday NYSWC meeting preceding the tournament.

After hearing the appeal, each of the NYS Chairmen will have a vote.

Division One appeals will be represented by Sections: 1,2,3,4,5,6,8,9,10, and 11

Division Two appeals will be represented by Sections: 1,2,3,4,5,6,7, 8,9,10, and 11

For an appeal to be upheld a majority vote is required. The Section making the appeal has a right to vote.

Tournament replacements/substitutions:

Each Section has the right to determine who their representative is at each weight class.

In the event that a Sectional Champion cannot participate, the Section has the choice as to who the replacement wrestler will be ...runner-up etc. (if the Section Champ cannot participate, and the Sectional runner-up is already in (via an At-Large) then the next available At-Large wrestler would be entered. If the Section does not wish to enter a replacement wrestler, then the next available At-Large qualifier at that weight class will be entered into the tournament.

If a wrestler does not make weight, and the Section does not have a replacement wrestler available: the A5 or A6 At-Large wrestler can be entered into the tournament. If the A5 is not present, the A6 can be moved in. They must make weight and have a proper uniform to be able to participate. Should the A5 or A6 become available, they will be given an extra fifteen minutes from the official end of weigh-ins for their Division to show up at the scale, weigh-in and be entered into the tournament.

Rules for bracket revisions in the event of scratches or replacements prior to (or at) the Tournament's Thursday meeting of the State Committee:

If the wrestler who scratches was seeded in Top 8, the weight class will be re-seeded.

If there is a replacement wrestler who has qualifications to be seeded, the replacement wrestler will be seeded according to the procedures previously stated.

If there is no replacement wrestler a BYE will be inserted in the bracket at a random spot as determined by the tournament software. (However, it is possible that the BYE could be filled at weigh-in's if an A5 At-Large qualifier is available. As no re-seeding will be done after weigh-in's, Chairmen should inform the committee at the Thursday meeting if they have an A5 or A6 qualifier on standby. It is possible that the A5 or A6 wrestler is seedable and if the committee knows the A5 will be in, they still have the ability to seed that wrestler on Thursday.

Rules for bracket revisions in the event of scratches or replacements that occur after weigh-in's on Friday:

If the wrestler who scratches was not seeded, and there is no replacement wrestler, the line they were on will become a Forfeit.

If the wrestler who scratches was seeded in Top 8, the remaining 7 seeded wrestlers will be rotated upward to take the spot of the scratched wrestler. The weight class will NOT be re-seeded. The remaining 9 lines will be filled randomly using the tournament software. If no replacement wrestler is available the FORFEIT will be inserted randomly also. If because of this new rotation, two wrestlers from the same section are now scheduled to meet in the first round, the tournament software will be applied again to randomly separate them.