
Tournament Seeding

For many years Section Five has used a "power based" seeding procedure which has been designed to reward teams for winning against "strong" teams while discouraging teams from seeking winning records by beating "weaker" teams.

A review of the "seeding vs winning" statistics shows that teams seeded in the upper half of the seeding almost always win, although the top teams are not always the ultimate champions. When it comes to tournament time, "anyone can win". In the 2006 Class A tournament the top 7 teams finished in the top 7 positions. In Class B, the top 4 teams finished in the top four positions and in Class C all teams finished as seeded. The seeding was effective.

The system is not as complicated as it seems at first look. Perhaps the most difficult concept is that we must wait until the **end of the season** before knowing how the seeding will come out. This is because the final win-loss record for every team played must be determined before "seeding points" can be awarded.

Earning Points

Points earned are based on the final win/loss percentage for each opponent played. A team that has won 75% of its games gives its opponent 10 points if the opponent wins or 4 points if their opponent loses. A team under 75% but at least 50% gives 8 points for a win and 3 points for a loss. A team under 50% but at least 25% gives 6 points for a win and 2 points for a loss. Finally, a team under 25% gives 4 points for a win and 1 point for a loss.

The number of points earned by a team are then added together and divided by the number of games played so as to find the average points per game. The teams with the highest averages are seeded highest in the tournament.

Opponent's Final Record	Points Earned		
	A Win is Worth	A Loss is Worth	A Tie is Worth
75% or more	10	4	7
50% to 75%	8	3	6
25% to 50%	6	2	4
under 25%	4	1	3

Tie Breaking Procedure

At the end of the regular season it is possible to have two or more teams tied in

their seeding average. When this happens the following tie breaking procedure is used.

Steps	Tie Breaker
First check:	Head-to Head competition (winner advances)
If still tied:	Check each team's win/loss record
If still tied:	Number of wins against .750 teams
If still tied:	Number of wins against .500 teams
If still tied:	Number of wins against .250 teams
If still tied:	Number of wins against .000 teams
If still tied:	Coin toss by Lacrosse Coordinator

An Example

The following table is an example of how the seeding average was determined for Irondequoit in 1999.

NYSHSAA - Section V							
Tournament Seeding Database			Class A				
	Date	Opponent (W/L %)	Seeding Pts	Irondequoit	Opponent	Win	Lost
1	04/01/1999	Canandaigua (83%)	10	4	3	1	
2	04/03/1999	Geneva (50%)	8	9	4	1	
3	04/06/1999	Brighton (44%)	6	14	1	1	
4	04/08/1999	Webster (72%)	8	9	8	1	
5	04/13/1999	Fairport (50%)	8	8	6	1	
6	04/15/1999	Penfield (56%)	8	9	5	1	
7	04/24/1999	Ithaca (69%)	8	2	1	1	
8	04/27/1999	McQuaid (44%)	6	7	1	1	
9	04/29/1999	Rush-Henrietta (17%)	4	12	3	1	
10	05/04/1999	Pittsford (100%)	4	5	14		1
11	05/06/1999	Brighton (44%)	6	10	9	1	
12	05/08/1999	Webster (72%)	3	2	3		1
13	05/11/1999	Fairport (50%)	3	3	6		1
14	05/13/1999	Penfield (56%)	8	11	9	1	
15	05/18/1999	Rush-Henrietta (17%)	4	13	3	1	
16	05/20/1999	Pittsford (100%)	4	7	14		1
			Seeding Pts	Pts Scored	Pts Given	Won	Lost
			98	125	90	12	4
		Average	6.1250	7.81	5.63	75%	

Irondequoit played 16 games in 1999 and ended their season with a 12-4 record (75%). When they beat Canandaigua on April Fool's Day, they didn't know that at the end of the season Canandaigua would have a 15-3 record. As a result of that win Irondequoit earned 10 seeding points for beating a +75% team. Notice that later, when they beat R-H on April 29th, they earned 4 seeding points because the R-H team ended the season at under 25% (3-15). In their next game, Irondequoit lost to Pittsford. Because Pittsford ended their season above 75%, Irondequoit earned 4 seeding points for that loss. Note that Irondequoit earned the same number of seeding points in their win against a "weak" team as they did in their loss to a "strong" team (4 points each).

When all the seeding points were added together (98 points) and divided by 16 (the number of games played) Irondequoit's average was **6.1250**.

The Class A tournament was for 6 teams in 1999. The seeding was as follows:

Average	Team	Record	Seed
7.2222	Pittsford	18-0	1
6.1250	Irondequoit	12-4	2
5.8889	Canandaigua	15-3	3
5.7778	Webster	13-5	4
5.0556	Fairport	9-9	5
4.8125	Penfield	9-7	6
4.1111	Brighton	8-10	-
3.8333	McQuaid	8-10	-
3.2778	Rush-Henrietta	3-15	-