

## APPENDIX 'PSR'

### POST SEASON RANKING FORMULA

Public and Non-Public Schools in Classes A DI, 2A and 3A will play in their assigned regions during the regular season, but private member schools will compete in a combined championship bracket of private member schools only. Public schools in Class A DI, 2A and 3A will participate in a separate championship bracket by assigned classification. The following format will be used for playoff seeding sports where the ranking formula is required.

#### Public & Private School State Playoff Qualification

Seed all of the Region Champions (1-8, or the number of region champs) by the school's post season ranking formula totals and all of the Region Runner-Up's (9-16, or starting at the seed below the lowest region champ) by the school's post season ranking formula totals and then seeding the remaining 3rd & 4th finishing place schools and At Large seeds strictly by the school's post season ranking formula (starting with the seed below the lowest region runner-up).

#### GHSA Post Season Ranking Formula will contain:

- **Winning Percentage (WP)** is calculated by taking a team's *weighted* wins divided by the number of *actual* contests played.
    - Home, away and neutral site wins equals 1.0, Non GHSA win equals 0.9
    - Private Schools will use the same Home, Away, Neutral and non GHSA win equals from above.
    - For sanctioned tournaments and play dates, if an opponent plays against the host at the host site, a home win equals 0.9 and an away win equals 1.1. All other contests, not involving the host, would be considered a neutral site and a win equals 1.
    - All Region tournament contests will be considered a neutral site and a win equals 1.
  - **Opponents' Winning Percentage (OWP)** – is calculated by taking the average of the WP's for each of the team's opponents with the requirement that all contests against the team in question are removed from the equation.
  - **Opponents' Opponents' Winning Percentage (OOWP)** – is calculated by taking the average of each Opponent's OWP. Note that the team in question is part of the team's OOWP.
- MIS system would calculate the ranking using the evaluation formula for each Class A DI-3A team by sport.
  - GHSA Post Season Ranking Formula will be published on the GHSA website for public viewing.
  - Tiebreakers for equal ranking
    - Head-to-Head Result
    - GHSA Tiebreaker in ByLaws

#### GHSA Post Season Ranking Formula: (Public and Private Schools)

$$PSRF = (WP * 0.35) + (OWP * 0.35) + (OOWP * 0.30)$$

WP – Winning Percentage

OWP – Opponents' Winning Percentage against all opponents

OOWP – Opponents' Opponents' Winning Percentage against all opponents

WP – is calculated by taking a team's *weighted* wins divided by the number of *actual* contests it has played. Home win equals 0.9, Away win equals 1.1, neutral site and non GHSA opponents win is 1.

OWP – is calculated by taking the average of the WP's for each of the team's opponents with the requirement that all contests against the team in question are removed from the equation.

OOWP – is calculated by taking the average of each Opponent's OWP. Note that the team in question is part of the team's OOWP.

Team A loses to Team B at home

Team A wins against Team B on the road Team A loses to Team C on the road Team A is 1 – 2

#### Examples:

Team A loses a home game, wins an away game, and loses an away game.

$$WP = 1.1 \text{ (away win)} / (1 \text{ (away game)} + 1 \text{ (away game)} + 1 \text{ (home game)}) = \mathbf{0.366666}$$

Team A has played Team B twice and Team B would be counted twice. Team A has played Team C once and Team C WP would be counted once.

$$OWP = (0/1 + 0/1 + 2/2) / 3 \text{ (number of opponents- Team B, Team B, Team C)} \quad OWP = 0.3333$$

$$OOWP = (\text{Team B's OWP} + \text{Teams B's OWP} + \text{Team C's OWP}) / 3$$

$$\text{OOWP} = (0.000 + 0.000 + 0.500) / 3 = 0.1667$$

$$\text{Team A's PSRF} = (\text{WP} * 0.25) + (\text{OWP} * 0.50) + (\text{OOWP} * 0.25) \quad \text{Team A's PSRF} = (0.36666 * 0.35) + (0.33333 * 0.35) + (0.16667 * 0.30) = 0.29500$$

**Example - Public Bracket** - 4 public schools win the region and 5 public schools finish as the region runner-up; 15 public schools finish as #3 or #4 in the region; that's a total of 24 schools guaranteed a state playoff seed; the 8 remaining seeds are determined using the PSRF. All 3rd, 4th & At Large state playoff participants will be seeded based on PSRF.

**Public Bracket**

- |  |                      |
|--|----------------------|
| #1 Seed - Highest PSRF Region Winner                       | #17 Seed - At Large  |
| #2 Seed - Next Highest PSRF Region Winner                  | #18 Seed - At Large  |
| #3 Seed - Next Highest PSRF Region Winner                  | #19 Seed - 3rd Place |
| #4 Seed - Next Highest PSRF Region Winner                  | #20 Seed - 4th Place |
| #5 Seed - Highest PSRF Region Runner-Up                    | #21 Seed - 4th Place |
| #6 Seed - Next Highest PSRF Region Runner-Up               | #22 Seed - 3rd Place |
| #7 Seed - Next Highest PSRF Region Runner-Up               | #23 Seed - At Large  |
| #8 Seed - Next Highest PSRF Region Runner-Up               | #24 Seed - 4th Place |
| #9 Seed - Next Highest PSRF Region Runner-Up               | #25 Seed - At Large  |
| #10 Seed - 3rd Place - Highest PSRF of 3rd, 4th & At Large | #26 Seed - At Large  |
| #11 Seed - 3rd Place                                       | #27 Seed - 3rd Place |
| #12 Seed - At Large  | #28 Seed - 3rd Place |
| #13 Seed - 3rd Place                                       | #29 Seed - At Large  |
| #14 Seed - 4th Place                                       | #30 Seed - At Large  |
| #15 Seed - 4th Place                                       | #31 Seed - 4th Place |
| #16 Seed - 4th Place                                       | #32 Seed - 4th Place |

**Example - Private Bracket** - 6 private schools win the region and 4 private schools finish as the region runner-up; 7 private schools finish as #3 or #4 in the region; that's a total of 17 schools guaranteed a state playoff seed; the remaining 15 seeds are determined using the PSRF. All 3rd, 4th & At Large state playoff participants will be seeded based on PSRF.

**Private Bracket**

- |  |                      |
|--|----------------------|
| #1 Seed - Highest PSRF Region Winner                             | #17 Seed - 4th Place |
| #2 Seed - Next Highest PSRF Region Winner                        | #18 Seed - At Large  |
| #3 Seed - Next Highest PSRF Region Winner                        | #19 Seed - 3rd Place |
| #4 Seed - Next Highest PSRF Region Winner                        | #20 Seed - At Large  |
| #5 Seed - Next Highest PSRF Region Winner                        | #21 Seed - At Large  |
| #6 Seed - Next Highest PSRF Region Winner                        | #22 Seed - At Large  |
| #7 Seed - Highest PSRF Region Runner-Up                          | #23 Seed - At Large  |
| #8 Seed - Next Highest PSRF Region Runner-Up                     | #24 Seed - 4th Place |
| #9 Seed - Next Highest PSRF Region Runner-Up                     | #25 Seed - At Large  |
| #10 Seed - Next Highest PSRF Region Runner-Up                    | #26 Seed - At Large  |
| #11 Seed - 3rd Place - Highest PSRF of 3rd, 4th Place & At Large | #27 Seed - At Large  |
| #12 Seed - 4th Place   | #28 Seed - At Large  |
| #13 Seed - 3rd Place   | #29 Seed - At Large  |
| #14 Seed - At Large  | #30 Seed - At Large  |
| #15 Seed - At Large  | #31 Seed - At Large  |
| #16 Seed - 4th Place   | #32 Seed - At Large  |

**The GHSA Office will build a platform in the MIS system that implements the following requirements:**

- Every Class A DII-6A school team enters their schedule in the MIS system (Schedule will be locked before 1st game).
  - Each school enters their teams schedule on the MIS platform for all contests; Contests against out of state schools and non GHSA member schools will be calculated using winning percentage only.
  - All postponed contests should be rescheduled.
  - Canceled contests will need approval from the GHSA office to reschedule a replacement opponent.
  - Forfeited contests count in a school's formula and the appropriate points should be applied (If a school chooses to accept the forfeited contest points, any additional scheduled game played will not be calculated into the school's formula).
  - However, if a school chooses to not accept the forfeited contest points, the additional "makeup" contest will be calculated into the school's formula. The school must choose which option to accept before the makeup contest is played.
- All contests against GHSA member schools will be used to calculate the school's PSRF regardless of classification. Schools will not earn additional points for playing schools in higher classifications.
- All member schools must enter their scores in the MIS system for the schedule entered in the system (scores will be locked after being submitted).

### Sports Using the Postseason Ranking Formula

FALL	WINTER	SPRING
Football Softball Volleyball	Basketball	Baseball Slow Pitch Softball Soccer Tennis

### Sports with Separate Championships that do not use the Ranking Formula - A Qualifying Event Will Determine which Schools Advance to the State Playoffs/Tournament/Meet

FALL	WINTER	SPRING
Competitive Cheerleading		Golf Track & Field

### Sports/Activities without Separate Championships and without using the Ranking Formula

FALL	WINTER	SPRING
eSports Flag Football One Act Play	Competitive Dance eSports Game Day Gymnastics	Bass Fishing eSports Riflery Lacrosse Literary Swimming & Diving

## Post Season Ranking Formula (2026-2028 Reclassification Cycle)

Public and Non-Public Schools in Classes 2A, 3A and 4A will play in their assigned regions during the regular season, but private member schools will compete in a combined championship bracket of private member schools only. Public schools in 2A, 3A and 4A will participate in a separate championship bracket by assigned classification. The following format will be used for playoff seeding sports in all classifications.

### All State Playoff Qualification including Private School Bracket

To qualify for the State Playoffs schools are required to play a Region schedule and the minimum number of contests per sport listed below. All the Region Champions (1-16, host 1st Round game) are guaranteed a home contest and will be seeded by the school's post season ranking formula total and all the remaining schools will be seeded strictly by the school's post season ranking formula (after all the Region Champions are seeded).

### GHSA Post Season Ranking Formula will contain:

**Winning Percentage (WP)** is calculated by taking a team's weighted wins divided by the number of actual contests played.

- Home win equals 1, Away win equals 1, neutral site and non GHSA win equals 0.9. NOTE: **GHSA member schools**

**may not win more than 20% of their scheduled contests against non-GHSA schools. All contests will count toward the minimum number of contests and any win beyond the 20% maximum will be counted as no contest.**

- For sanctioned tournaments and play dates, a home win equals 1 and an away win equals 1. All other contests, not involving the host, would be considered a neutral site and a win equals 1.
- All Region tournament contests will be considered a neutral site and a win equals 1.

**Opponents' Winning Percentage (OWP)** – is calculated by taking the average of each the WP's for each of the team's **GHSA** opponents with the requirement that all contests against the team in question are removed from the equation.

**Opponents' Opponents' Winning Percentage (OOWP)** – is calculated by taking the average of each **GHSA** Opponent's OWP. Note that the team in question is part of the team's OOWP.

- MIS system would calculate the ranking using the evaluation formula for all classification team by sport.
- GHSA Post Season Ranking Formula will be published on the GHSA website for public viewing.
- GHSA Tiebreakers for equal ranking.
  - Head-to-Head Result
  - Highest PSR WP
  - Highest PSR OWP
  - Highest PSR OOWP
  - Coin Toss

**GHSA Post Season Ranking Formula: (All Classifications)**

$$PSRF = (WP * 0.35) + (OWP * 0.35) + (OOWP * 0.30)$$

WP – Winning Percentage

OWP – Opponents' Winning Percentage against all opponents

OOWP – Opponents' Opponents' Winning Percentage against all opponents

WP – is calculated by taking a team's weighted wins divided by the number of actual contests it has played. Home win equals 1, Away win equals 1, neutral site and non GHSA opponents win is 0.9.

OWP – is calculated by taking the average of the WP's for each of the team's opponents with the requirement that all contests against the team in question are removed from the equation.

OOWP – is calculated by taking the average of each Opponent's OWP. Note that the team in question is part of the team's OOWP.

**Example - Bracket** - 5 schools win the region and are guaranteed a home game or bye. The remaining seeds will be seeded strictly by the school's post season ranking formula.

**All Classification Brackets**

	#17 Seed - PSR
	#16
	#18 Seed - PSR
	#17
	#19 Seed - PSR
	#19
	#20 Seed - PSR
	#20
#1 Seed - Region Champion (PSR #1)	#21 Seed - PSR
#2 Seed - PSR #2	#21
#3 Seed - Region Champion (PSR #3)	#22 Seed - PSR
#4 Seed - PSR #4	#22
#5 Seed - PSR #5	#23 Seed - PSR
#6 Seed - PSR #6	#23
#7 Seed - PSR #7	#24 Seed - PSR
#8 Seed - Region Champion (PSR #8)	#24
#9 Seed - Region Champion (PSR #9)	#25 Seed - PSR
#10 Seed - PSR #10	#25
#11 Seed - PSR #11	#26 Seed - PSR
#12 Seed - PSR #12	#26
#13 Seed - PSR #13	#27 Seed - PSR
#14 Seed - PSR #14	#27
#15 Seed - PSR #15	#28 Seed - PSR
#16 Seed - Region Champion (PSR #18)	#28
	#29 Seed - PSR
	#29
	#30 Seed - PSR
	#30
	#31 Seed - PSR
	#31
	#32 Seed - PSR
	#32

**Example - Bracket** - 6 schools win the region and are guaranteed a home game and will be seeded by the school's post-season ranking formula total. The remaining seeds will be seeded strictly by the school's post season ranking formula.

### All Classification Brackets

#1 Seed - Region Champion (PSR #1)	#17 Seed - PSR #16
#2 Seed - PSR #2	#18 Seed - PSR #17
#3 Seed - Region Champion (PSR #3)	#19 Seed - PSR #18
#4 Seed - PSR #4	#20 Seed - PSR #19
#5 Seed - PSR #5	#21 Seed - PSR #20
#6 Seed - PSR #6	#22 Seed - PSR #22
#7 Seed - PSR #7	#23 Seed - PSR #23
#8 Seed - Region Champion (PSR #8)	#24 Seed - PSR #24
#9 Seed - Region Champion (PSR #9)	#25 Seed - PSR #25
#10 Seed - PSR #10	#26 Seed - PSR #26
#11 Seed - PSR #11	#27 Seed - PSR #27
#12 Seed - PSR #12	#28 Seed - PSR
#13 Seed - PSR #13	#28
#14 Seed - PSR #14	#29 Seed - PSR #29
#15 Seed - PSR #15	#30 Seed - PSR #30
#16 Seed - Region Champion (PSR #21)	#31 Seed - PSR #31
	#32 Seed - PSR #32

**The GHSA Office has built a platform in the MIS system that implements the following requirements:**

- Every Class 1A - 7A, each school enters their schedule in the MIS system (Schedule will be locked before 1st game).
  - Each school enters their teams schedule on the MIS platform for all contests; Contests against non GHSA member schools will be calculated using winning percentage only.
  - All postponed contests should be rescheduled.

- Canceled contests will need approval from the GHSA office to reschedule a replacement opponent.
- Forfeited contests count in a school's formula and the appropriate points should be applied (If a school chooses to accept the forfeited contest points, any additional scheduled game played will not be calculated into the school's formula).
- However, if a school chooses to not accept the forfeited contest points, the additional "makeup" contest will be calculated into the school's formula. The school must choose which option to accept before the makeup contest is played.
- All contests against GHSA member schools will be used to calculate the school's PSRF regardless of classification. Schools will not earn additional points for playing schools in higher classifications.
- All member schools must enter their scores in the MIS system for the schedule entered in the system (scores will be locked after being submitted).

**Sports Using the Postseason Ranking Formula (minimum number of contests to qualify)**

<b>FALL</b>	<b>WINTER</b>	<b>SPRING</b>
Football (9 games)	Basketball (22 games)	Baseball (20 games)
Flag Football (14 games)		Lacrosse (14 games)
Softball (20 games)		Soccer (14 games)
Volleyball (30 matches)		Tennis (14 games)

**Sports with Separate Championships that do not use the Ranking Formula**

A Qualifying Event Will Determine which Schools Advance to the State Playoffs/Tournament/Meet

<b>FALL</b>	<b>WINTER</b>	<b>SPRING</b>
Competitive Cheerleading		Golf Track & Field

**Sports/Activities without Separate Championships and without using the Ranking Formula**

<b>FALL</b>	<b>WINTER</b>	<b>SPRING</b>
eSports	Competitive Dance	Bass Fishing
Flag Football	Game Day	eSports
One Act Play	Literary	Riflery
	Swimming & Diving	