BASKETBALL

CRITERIA FOR SELECTION FOR STATE PLAYOFFS

1. A committee consisting of the Executive Director, the GHSA administrator for Basketball, and two members of the Executive Committee, shall meet after the last playing date to determine the wildcard teams and complete the playoff brackets.

2. This Committee shall have the authority to make all rulings necessary and be prepared to apply the intent of the rules governing the state playoffs and any situation which may not be covered by the rules.

3. Only the teams certified as first-place region representatives shall automatically qualify for the state playoffs.

4. The region champions will be seeded at the top of the bracket ranked in order by their power rankings. For example if four of the eight region champions are public schools these four schools will have the top four seeds in the 24-team bracket.

5. The remainder of the teams on the bracket shall be filled with teams that did not automatically qualify, by placing them on the bracket starting with the highest power ranking and continuing in descending order.

6. To be eligible for state playoffs, teams must have played a minimum of 18 contests. Games against Class A opponents (particularly REGION opponents) take precedence over all other games and MUST be played if at all possible.

CRITERIA FOR WILDCARD SELECTION

1. After the established deadline for reporting teams for playoff competition, schools shall review the power rankings which shall be posted on the GHSA website.

2. A request to correct a school's won-loss record or appeal or dispute the power ranking of an individual school must be submitted in writing by the principal before 12:00 noon on the day of the Wildcard Selection Committee Meeting.

3. Once the brackets are adopted and posted on the GHSA website, the plan becomes final and no changes will be made.

TIE BREAKER PROCEDURES

Tie breaking procedures to be used when two or more schools have the same power rating:

1. If two schools are tied and played each other during the season, the school that won the most games against the other school shall be the higher seeded team.

2. If after applying the first criterion the tie is not broken, or if two schools did not play each other during the season, or if there are more than two schools involved in the tie, the tie shall be broken by applying the classification play percentage. The school with the higher percentage shall be the higher seeded school.

3. If after applying the second criterion the tie is not broken, the school that finished in the highest position in the region shall be the higher seeded school.

4. If after applying the third criterion the tie is not broken, the school with the highest won-loss percentage in region play shall be the higher seeded school.

5. If after applying the fourth criterion the tie is not broken, the school with the highest won-loss percentage in overall regular season play shall be the higher seeded school.

6. If a tie still remains, the higher seeded school shall be selected by having a "draw" conducted in the GHSA office by the seeding committee.

SEEDING THE BRACKET
1. All teams shall be seeded 1-24 according to their power ranking after the region champions have been placed in their appropriate seeds.
2. All teams that automatically qualify for the playoffs and those teams selected as wildcard teams shall be seeded.
3. Seedings for the 24-team bracket shall be published on the GHSA web site.

4. The higher seeded team shall be the home team.

DETERMINING POWER RATING
1. The power rating for each school shall be determined as follows:

Result of Contest:	*Add:*
Win (5 points)	Opponents' Wins (100%)
Loss (0 points)	Opponents' Wins (33%)

2. A school's power rating shall be the total power points of games played divided by the number of total games played (including invitational tournaments) during the regular season, including the region tournament.

3. Contests played against **out of state opponents**, and contests played against opponents playing **non-region schedules**, shall not count in determining a school's power rating.

EXAMPLE:

OPPONENT	OUTCOME	OPPONENTS' RECORD	POWER POINTS	OPPONENTS' WINS	LOSS (33%) DIFFERENTIAL	TOTAL POINTS
A	W	20-5	5	20		25
B	W	13-8	5	13		18
C	W	18-5	5	18		23
D	W	18-5	5	18		23
E	L	13-13	0	13	4.29	4.29
F	W	14-12	5	14		19
G	W	18-7	5	18		23
D	W	18-5	5	18		23
H	L	21-5	0	21	6.93	6.93
I	L	13-10	0	13	4.29	4.29
A	L	20-5	0	20	6.60	6.60
J	W	18-6	5	18		23
K	W	22-2	5	22		27
L	W	20-4	5	20		25
M	L	19-6	0	19	6.27	6.27
N	L	22-2	0	22	7.26	7.26
A	L	20-5	0	20	6.60	6.60
O	W	14-11	5	14		19
P	W	18-6	5	18		23
Q	L	19-7	0	19	6.27	6.27
L	W	20-4	5	20		25
R	W	25-1	5	25		30
S	W	26-0	5	26		31
I	L	13-10	0	13	4.29	4.29
T	W	25-1	5	25		30
25 Games		**439.80/25 = 17.59 PR**				**439.80**