

FOOTBALL

CRITERIA FOR WILDCARD SELECTION

1. A committee consisting of the Executive Director, the GHSA assistant director, and two GHSA Executive Committee members shall meet following the last playing date for the regular season to determine wildcard teams and complete playoff brackets.
2. This Committee shall have the authority to make all rulings necessary and prepare to apply the intent of the rules governing the state playoffs and any situations including the wildcard program, which may not be covered by the rules.
3. After the established deadline for reporting teams for playoff competition, schools shall review the power ratings posted on the GHSA website.
4. A request to correct a school's won-loss record or appeal or dispute the power rating 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.
5. Once the brackets are adopted and posted on the GHSA website, the plan becomes final and no changes will be made.
6. Only the team that is certified as the first place representative from the region shall automatically qualify for the state playoffs from that region.
7. The region champions will be seeded at the top of the bracket ranked in order by their power ratings. 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.
8. The remainder of the teams in the bracket will be filled with wildcard teams (teams that did not automatically qualify) using the highest power rating in descending order to fill the bracket.
9. The seedings for the 24-team bracket shall be published on the GHSA web site.
10. The higher-seeded team shall be the home team through the semifinal round.

TIE-BREAKER PROCEDURE:

- When two teams have an identical power rating, the following criteria shall be used for seeding purposes:
 1. If the two schools played each other during the season, the winning school shall be seeded higher.
 2. If the two schools did not play each other during the season, the tie shall be broken by determining each schools strength factor The school with the higher strength factor will be the higher seed. The strength factor is determined by:
 - a. The opponent's class plus
 - b. The opponent's record and
 - c. Dividing by the number of games played
 3. If a tie exists after applying the above rules, the tie shall be broken by using the following criteria in this order:
 - a. The team(s) with the best won-lost percentage record(s) against all teams, including region and non-region games, in the school's same classification.
 - b. The team(s) with the best won-lost percentage record(s) in region play.
 - c. The team(s) with the best won-lost percentage record against all teams played.
 - d. 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.
- When three or more teams have an identical power rating, the following criteria shall be used for seeding purposes:

1. The tie shall be broken by determining each schools strength factor as stated in Strength Factor.
2. If two teams are tied in the strength factor rating and played each other during the season, the team that defeated the other team shall be awarded the higher seeded position.
3. If a tie still exists after applying the above rules, the tie shall be broken by using the following criteria in this order:
 - a. The team(s) with the best won-lost percentage record(s) against all teams, including region and non-region games, in the school's same classification.
 - b. The team(s) with the best won-lost percentage record(s) in region play.
 - c. The team(s) with the best won-lost percentage record against all teams played.
 - d. 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.

DETERMINING POWER RATING

The power rating for each school shall be determined as follows:

RESULT OF CONTEST	ADD	ADD
Win (10 points) Same Class	N/A	Opponent's Wins/ <u>Opponent's Games Played</u> x 10
Higher Class	Add 1 points for each class up	Opponent's Wins/ <u>Opponent's Games Played</u> x 10
Loss (0 points) Same Class	N/A	Opponent's Wins/ <u>Opponent's Games Played</u> x 10
Higher Class	Add .5 points for each class up	Opponent's Wins/ <u>Opponent's Games Played</u> x 10
Double Forfeit	Add 1 point to team that defeated both teams forfeiting	Opponent's Wins/ <u>Opponent's Games Played</u> x 10
Tie (5 points)	Add ½ point if opponent has a tie	Opponent's Wins/ <u>Opponent's Games Played</u> x 10

- Classification of the out-of-state team shall be determined by verifying the latest enrollment of the team through its state Association. A team's power rating shall be:
 - (1) the result of the contest plus
 - (2) any additional points for playing a larger classification plus
 - (3) opponent's wins divided by the opponent's games played
 - (4) multiplied by 10 to get the total power points of games which are divided by the number of total games played during the regular season.

- When a team's opponent is an out-of-state team, the classification of the school is determined by comparing its enrollment to the enrollment numbers used in classifying GHSA schools at the last classification meeting.
 1. When a school plays an out-of-state school that has a game remaining on its schedule after the last playing date for the regular season, that game shall not be used in determining the school's power rating.
 2. When a school plays an out-of-state school that plays a pre-season regular football game in lieu of a jamboree contest, the result of this game shall not be used in calculating the school's power rating.

- If an out-of-state opponent plays more than 10 regular season games by the time of the final playing date for the regular season, only the results of the first 10 games it played shall be applied in the GHSA's Wildcard Program.

NOTE: In accordance with By-Law 2.16b, games played against opponents playing a **non-region schedule** will NOT be counted in determining a team's power rating. Games against Class A opponents (particularly REGION opponents) take precedence over all other games and MUST be played if at all possible

Determining power rating: Example

OPPONENT	OUTCOME	CLASS	RECORD	POINTS
A	Lost (0)	2A (.5)	6-4	$0+.5+ ((6/10)*10)=6.5$
B	Won (10)	2A (1)	7-3	$10+1+ ((7/10)*10)=18$
C	Won (10)	1A (0)	5-5	$10+0+ ((5/10)*10)=15$
D	Won (10)	1A (0)	4-6	$10+0+ ((4/10)*10)=14$
E	Won (10)	1A (0)	3-7	$10+0+ ((3/10)*10)=13$
F	Lost (0)	1A (0)	8-2	$0+0+ ((8/10)*10)=8$
G	Won (10)	1A (0)	4-6	$10+0+ ((4/10)*10)=14$
H	Won (10)	1A (0)	3-7	$10+0+ ((3/10)*10)=13$
I	Lost (0)	1A (0)	6-4	$0+0+ ((6/10)*10)=6$
J	Lost (0)	1A (0)	9-1	$0+0+ ((9/10)*10)=9$
10 Games				Total Points: 116.5

Power Rating = 116.5 divide by 10 = 11.65

DETERMINING STRENGTH FACTOR

The opponent's strength factor shall be determined by adding the sum of all opponents' class to the sum of the opponents' wins and dividing the result by the total number of games played.

OPPONENT	OUTCOME	OPPONENT'S CLASS	OPPONENT'S RECORD
A	Lost (0)	2A (.5)	6-4
B	Won (10)	2A (1)	7-3
C	Won (10)	1A (0)	5-5
D	Won (10)	1A (0)	4-6
E	Won (10)	1A (0)	3-7
F	Lost (0)	1A (0)	8-2
G	Won (10)	1A (0)	4-6
H	Won (10)	1A (0)	3-7
I	Lost (0)	1A (0)	6-4
J	Lost (0)	1A (0)	9-1
10 Games		11.5	55 wins

Strength Factor = 11.5 + 55 divided by 10 = 6.65