

## **BASKETBALL QUALIFYING AND SEEDING**

Basketball seeding will be conducted Saturday, February 22nd. We are dependent on coaches to make sure accurate information is entered through MaxPreps, as well as given to your Conference President, who will access this information in order to submit the qualifiers to the NCHSAA office. Please find below the process a detailed clarification of the qualifying and seeding process:

### **PLAYOFF BERTHS/QUALIFICATION**

1. A team must finish 1st, 2nd or 3rd in the conference to qualify. In a split conference a team must finish 1st or 2nd in their half of the classification.
2. If not enough teams qualify using the criteria in #1 above, the teams with the highest 22-game winning percentage—excluding conference tournament games, if applicable—will qualify. Ties will be broken by a) head-to-head competition; b) conference winning %; c) a draw
3. All classifications will field a full complement of 64 teams.

Once determined, the 64 teams will be divided into groups of 32--East and West. This is not done by conferences, but by the longitude of each school.

### **SEEDING**

1. Seed all #1's by 22-game record – ties will be broken by a draw, if no head-to-head competition.
  - 1a. In a split conference, a school that finishes first in its part of a classification is seeded as a #1, and not actually where it finished overall in the conference.
2. Seed all #2's by 22-game record – ties will be broken by a draw, if no head-to-head competition.
  - 2a. In a split conference, a school must finish second in the overall conference in order to be seeded as a # 2.
3. Seed all #3's by 22-game record – ties will be broken by a draw, if no head-to-head competition.
4. Seed all other qualifying teams based only on their 22-game won/loss record —excluding conference tournament games—regardless of conference finish.
5. In 1A, the teams will be placed geographically by longitudes in “pods”—East, Mideast, Midwest, and West.

### **General Information for all Classifications:**

Each school will only report a record indicating a total of 22 games—excluding conference tournament games, if applicable—and must drop non-conference game(s) if necessary. If teams do not play more than 22 games, games cannot be dropped, nor will games be added to equal 22.

If teams in any 'tier' of the seeding process have identical records, **head-to-head competition will be used, if possible**. If they have played one another, the winner receives the higher seed. If they have not played one another, a draw will be made for the higher seed.

The non-conference game(s) that are dropped for seeding purposes may still be used in breaking a tie as described above, i.e. two teams in the same half of a bracket are equal seeds from their individual conferences (both #2s) and have identical records (18-4). We will first try to break the tie(s) by looking at head-to-head competition. If these schools played each other in a non-conference game, but one of them didn't count that game for seeding purposes, the game will still be used to break the tie, with the team that lost getting the lower seed.

Since teams that finish 1st, 2nd or 3rd are seeded in separate 'tiers', the overall record of a #2 or even a #3 team may be better than the record of a #1 team. But under no circumstances will a team that finished as #2 or #3 be seeded higher than any #1, nor will a #3 team ever be seeded higher than #2. However, since all teams that finish lower than #3 are seeded in the same 'tier' regardless of conference finish, it will be possible for a team that finishes as #5 to be seeded higher than #4, or #6 to be seeded higher than #5, since the only consideration in that 'tier' is overall record.

Once seeding is complete, in 2-A, 3-A and 4-A, 1 plays 32, 2 plays 31, etc. In 1-A, 1 will play 16 in the “pod”, 2 plays 15, etc. **The higher seed will always play at home.**