

SOCCER SEEDING INFORMATION

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 division, OR
2. If not enough teams qualify using the criteria in #1 above, we would take the teams with the highest 22-game winning percentage, followed by conference winning percentage (split conferences use all conference games), OR
3. If too many teams qualify using the criteria in #1 above, we would take the teams with the best overall conference finish followed by the highest conference winning percentage to determine the qualifiers.
4. All classifications will field a full complement of 64 teams.
5. If ties exist at any level the tie(s) will be broken by a draw.

Once the 64 teams are determined, they will be divided into groups of 32, Eastern and Western. This is not done by conferences but on actual geography (location of each school by longitude).

SEEDING

1. Seed all #1s by overall records – ties will be broken by a draw.
2. If school finishes first in its part of a classification in a split conference, it is seeded as a number one and not actually where it finished overall in the conference.
3. Seed all #2s by overall records – ties will be broken by a draw
4. Seed all #3s by overall records – ties will be broken by a draw
5. Seed all other qualifying teams based only on their 22-game won/loss record, regardless of conference finish
6. After seeding, the 1-A teams only will be placed geographically by longitude in "pods"–East and Mideast in the East, and Midwest and West in the West. The teams will be placed by seeds within the pods.

General Information for all Classifications:

Each school will only report a record indicating a total of 22 games, and must drop non-conference game(s) if necessary. Conference tournament games will not count toward the 22-game record. A school that plays fewer than 22 games will be seeded based on overall winning percentage.

If teams in any 'tier' of the seeding process have identical records, head-to-head competition will be used. If they have played one another, the winner receives the higher seed. If they haven't played one another, a draw is 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 number two or even a number three team may be better than the record of a number one team. But under no circumstances will a team that finished as a #2 or #3 be seeded higher than any #1, nor will a #3 team ever be seeded higher than a #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 a #5 to be seeded higher than a #4, or a #6 to be seeded higher than a #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.