

SOFTBALL

TOURNAMENTS

Region tournament wins and losses will be added to the regular season total and used to determine the team's power rating.

CRITERIA FOR SELECTION FOR STATE PLAYOFFS

1. A review committee consisting of the Executive Director, the GHSA administrator for Softball, and two members of the Executive Committee, shall communicate after the last playing date to verify the playoff teams and complete the 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 seeding program and any situations which may not be covered by the rules.
3. To be eligible for state playoffs, teams must play a **minimum of 16 contests that count for power ratings**. Games against Class A teams (particularly REGION games) take precedence over all other games and MUST be played if at all possible
4. Only the teams certified as first-place region representatives shall automatically qualify for the state playoffs.
5. 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.
6. 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 rating and continuing in descending order.

CRITERIA FOR APPEAL PROCESS

1. After the established deadline for the final power ratings report, schools shall review the power ratings posted on the GHSA website.
2. 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 Review Selection Committee conference call.
3. Once the brackets are adopted and posted on the GHSA website, the plan becomes final and no further appeals will be considered.

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 the two schools did not play each other during the season, or if there are more than two schools involved in a tie, the tie shall be broken by applying the percentage wins against schools in the same classification. The school with the higher percentage shall be the higher seeded team.
3. If after applying the second criterion the tie is not broken, the school with the highest won-loss percentage in region play shall be the higher seeded team.

4. If after applying the third criterion the tie is not broken, the school with the highest won-loss percentage in overall regular season play shall be the higher seeded team.
5. If a tie still remains, the higher seeded team shall be determined by having a coin toss conducted by the GHSA Executive Director.

SEEDING THE BRACKET

1. All teams shall be seeded 1-24 according to their power rating 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:

Win (5 points)

Loss (0 points)

Add:

Opponents' Wins (100%)

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 during the regular season and the region tournament.
3. Contests against **out of state teams** shall count towards power ratings, but 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	5-15	5	5		10
C	W	18-5	5	18		23
D	W	2-23	5	2		7
A	L	20-5	0	20	6.60	6.60
E	W	15-12	5	15		20
F	W	15-15	5	15		20
B	W	5-15	5	5		10
G	L	9-18	0	9	2.97	2.97
H	L	18-12	0	18	5.94	5.94
C	L	18-5	0	18	5.94	5.94
I	W	30-5	5	30		35
J	W	12-18	5	12		17
A	W	20-5	5	20		25
K	L	18-16	0	18	5.94	5.94
L	L	22-5	0	22	7.26	7.26
M	L	20-4	0	20	6.60	6.60
N	W	12-8	5	12		17
K	W	19-6	5	19		24
L	L	22-5	0	22	7.26	7.26
M	W	20-4	5	20		25
N	W	12-8	5	12		17
22 Games		323.51/22 = 14.705 PR				323.51