

Understanding Seeding, the MHSAA Draw Formula and MPR

For Girls Volleyball, Soccer, Field Hockey, Basketball, Ice Hockey, Girls Lacrosse

BASKETBALL DISTRICT, SOCCER DISTRICT & ICE HOCKEY REGIONAL SEEDING

- All teams in each District (Basketball and Soccer) or Regional (Ice Hockey) will be seeded using the Michigan Power Rating formula (MPR).
- To be seeded, a team must have at least eight reported results.
- Teams will be placed on a bracket using a standard 1v8, 4v5, 2v7 and 3v6 system.

GIRLS VOLLEYBALL DISTRICT & GIRLS LACROSSE REGIONAL SEEDING

- The top two seeds in each District (Girls Volleyball) or Regional (Girls Lacrosse) will be determined by the Michigan Power Rating formula (MPR).
- To be seeded, a team must have at least eight reported results.
- The two seeded teams will be placed on opposite sides of the bracket, which will ensure that they cannot meet until the District/Regional Final.
- In an 8-team bracket, seeded teams do not receive byes. In a 7-team bracket, the #1 seed receives the only bye, and in a 6-team bracket, both seeded teams get a bye. In a 5-team bracket, one additional random team receives a bye.
- Seeded teams are to be placed on the top line of each half of the bracket, which could give them a home game in some situations.
- A random formula will determine where to place the non-seeded teams on the bracket.

FIELD HOCKEY REGIONAL SEEDING

- The top four statewide seeds will be placed in separate Regionals.
- All other teams will be placed geographically, with one additional team seeded per Regional based on MPR
- To be seeded, a team must have at least eight reported results.
- The two seeded teams will be placed on opposite sides of the bracket, which will ensure that they cannot meet until the Regional Final.
- Seeded teams are to be placed on the top line of each half of the bracket, which could give them a home game in some situations.
- A random formula will determine where to place the non-seeded teams on the bracket.

SEED DATES

- Seeded teams will be determined on the Sunday 8-10 days prior to the beginning of the tournament (8 days for Volleyball, Basketball, Hockey; 10 for Soccer, Girls Lacrosse, Field Hockey).
- All results through Saturday's games (the day before the seeds and draws are finalized) will count. All brackets will be posted to MHSAA.com on Sunday.

DRAW – Overview

- Hosts do not need to conduct a draw meeting.
- Prior to the seed date, typically at the beginning of the season, hosts are asked to notify the MHSAA and participating schools of the dates, times, and locations of the semifinals and finals.

- Within 24 hours of posting the draws, hosts must finalize first round game days, times, and locations and provide them to the MHSAA.
- Assigners have a very short time to assign officials for these games, so this needs to be a timely process.

DRAW – Formula & Process (Volleyball, Girls Lacrosse, Field Hockey)

- The MHSAA will post to its website the draw formula one week prior to the draw date. This formula specifies the bracket line number for all seeded and non-seeded teams.
- Before the season, the MHSAA will post an alphabetical LIST of teams in each District/Regional. The MHSAA will use its Popular Name list, which is the same as the school names listed in the Score Center and the MPR pages on MHSAA.com.
- For Volleyball, the MHSAA determines the random FORMULA for each of the five bracket types: 4-team, 5-team, 6-team, 7-team and 8-team. For Girls Lacrosse, there are 10-team, 11-team and 12-team bracket types. Seeds are not known at this time. The first number will be the line number for the #1 seed. The second number must be on the opposite side of the bracket from the first, and will be the line number for the #2 seed. The rest of the numbers will be applied to the other schools in order on the alphabetical list.
- On the Sunday 8-10 days before the tournament starts, SEEDS are determined.
- At this time, the SEEDS, alphabetical LIST and FORMULA are used to determine the DRAW for the District/Regional. The number of District/Regional teams on the draw date determines the bracket size/type.

MICHIGAN POWER RATING (MPR) – Scores & Schedules

- The Michigan Power Rating (MPR) formula is the same for all sports.
- MPR is the only metric used to seed the Volleyball, Soccer, Basketball, Ice hockey, and Girls Lacrosse tournaments. MPR is one of a handful of metrics used to seed the Boys Lacrosse tournament.
- Schools must enter game schedules to MHSAA.com prior to the season. Games entered into Arbiter will automatically migrate to the MHSAA website. All other games can be manually entered. Schedules also can be edited throughout the season.
- Upon the completion of each game, the final score must be submitted. If no score is submitted three hours after the scheduled start time, an email reminder will be sent to both athletic directors and coaches. Also, this is a crowd-sourced system –anyone with an MHSAA login can enter a game score.
- Only games played and scores reported through the reporting period will be included. Unreported scores, and games played but missing from the published schedules, will not be included in calculations.

MICHIGAN POWER RATING (MPR) – Calculation

- MPR is calculated using 25% of the team's winning percentage, plus 50% of its opponent's winning percentage, plus 25% of its opponent's opponent's winning percentage.
- MPR looks only at results between opponents entered into the MHSAA postseason tournament. Games played against out-of-state teams, varsity “B” teams, junior varsity teams, non-school club teams, and any other non-MHSAA tournament participants, are not included.

- For Soccer, games in multi-team tournaments COUNT toward MPR, as long as the games are at least 40-minutes long. If multi-team tournament games are decided by shootout, those are wins and losses – not ties.
- In Volleyball, all matches count for MPR purposes. At varsity duals, tris and quads that are best-of-three, all sets must be played to 25. At tournaments, matches that feature two placement or pool play games to determine seeding are ALSO counted as wins, losses or ties, even if those are 21-point games.
- Games forfeited count as a loss for one team and a win for the other.
- MPR does not use the specific scores of a game or the margin of victory in a game. The location of a game is not included in the MPR formula, and the formula weighs results at the beginning of the season the same as results at the end of the season. Scrimmages also are not included.
- For teams that play in a league with out-of-state schools: all league games will be included, even games against out-of-state schools, but the opponent's winning percentage and opponent's opponent's winning percentage for the out-of-state schools will be set to 0.500.
- The most current MPR for each school can be found at www.MHSAA.com/MPR. These pages update every 5 minutes, so after a score is entered into the system visitors will quickly be able to see how the result affects each team's MPR.
- The formula needs some time to start making sense. There will be many anomalies at the beginning of the season, but once each team has about 10 results reported, the MPR numbers will start to fall into place. Remember to be patient early in the season.

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