

B) District Seeding

- 1) For district tournaments that for whatever reason, fall to where only two teams the following shall govern:
 - a) The head to head results from the regular season shall determine the host team and number 1 seed for postseason play.
 - b) The number 1 seed shall host the district tournament (region if the sport does not have districts) and shall be the designated home team, even if unable to host the game at their home site due to facility requirements in the sport.
- 2) For district tournaments with three teams, the district tournament shall be seeded in accordance with the following three-team seeding rules:
 - a) Each team in a three-team district is required to play the other two teams in the district in two contests each year, at mutually agreed sites. These games will produce a uniform means of ranking the teams by seed within these districts.
 - b) The team with the highest seed (one seed) receives a bye in the district tournament, and advances to the championship game.
 - c) The remaining two teams would play in the first round of the district tournament with the loser of that game being eliminated.
 - d) In the case of a two-way tie for the district winning position, the winner in the second game played between the tied district opponents would have the higher finishing position.
 - e) In the case of a three-way tie for the district winning position, the tie would be resolved in the following manner. If any of the tie-breakers results in one of the teams being ahead of the other two, the tie is broken. If any of the tie-breakers result in two teams remaining ahead of the third, then the two-way tie breaker shall be used to determine the winner between those two.
 - (1) The tie-breaking mechanisms (in order) shall be:
 - a. If the tie remains between all three teams, the record in the second game played against all district opponents involved in the tie.
 - b. If the tie remains between all three teams, the record in the first game played against all district opponents involved in the tie.
 - c. If the tie remains between all three teams, then the total points allowed in all seeded games shall be the next tie-breaker.
 - d. If the tie remains between all three teams, then the total points allowed in the second of each of the seeded games shall be the next tie-breaker.
 - e. If the tie is still unbreakable, then a blind draw among the three teams shall break the tie.
 - (2) Additional tie-breaking mechanisms could be added, and would be uniform for all three-team districts.
 - f) In the event of game re-scheduling or cancellation, the original game schedule shall determine which game is "second" for tie-breaking purposes.
- 3) For district tournaments with four or more teams, the district tournament brackets may be drawn by random lot or placed into the bracket using a seeding system. A majority vote (recorded in writing) of the Principals, Athletic Directors or Designated Representatives of the schools in the district is required in order to make or change seeding decisions. In the absence of any documentation, minutes or other verification, the districts shall not be seeded. The rules concerning the seeding of a district with four or more teams are as follows:
 - a) The decision to seed and the method used in seeding (including all tie-breakers) shall be determined by majority vote of the participating teams in the district and the manager shall record this vote in writing and submit it to the Association. The representatives making the written declaration shall decide all issues related to seeding,
 - b) Seeding methods shall be determined prior to the start of the regular season, recorded in writing with a copy provided to the KHSAA, and shall remain in place until a majority vote of the participating schools rescinds or changes the seeding decisions. Such changes to the district seeding plan may not be made for the current year once play has begun in the

- regular season.
- c) In the event of dispute, the current copy on file with the KHSAA shall prevail in determining resolution.
 - d) Seeding plans may, at the discretion of the majority vote of the schools, stipulate a particular team to a particular seeded position.
 - e) It shall be the district tournament manager's responsibility to update the Association with respect to any changes to the seeding decision or method being used and any relevant tiebreakers. In the absence of this documentation, consultation with, and written verification and documentation from, prior year tournament managers, will be utilized by staff to assist with interpretation and clarification.
 - f) There are no statewide rules on a seeding method once the determination has been made to seed. Some of the more common and recommended means of seeding is the record of games played within a district provided all teams have played all other teams. In that case, each district shall adopt tie-breaking procedures in the event that the primary method of seeding results in a tie or other situations arise which cause an alteration in the scheduled seeding method. Among the more common tie-breaking methods are:
 - (1) seeding by overall win-loss record;
 - (2) seeding by win-loss record in specific contests,
 - (3) seeding by a rating/ranking from a statewide poll,
 - (4) seeding by a majority vote,
 - (5) seeding by a committee,
 - (6) seeding a specific team (s) into a position to avoid scheduling complications and issues, and
 - (7) seeding by a rating turned in by each school.
 - g) If win-loss records are used for seeding, the records used shall be the records as of the date of the pre-tournament meeting as published on the KHSAA memorandum calendar. Teams and school representatives may meet during the regular season to discuss tournament operations (i.e. dates, times, sites, tournament personnel needs, etc.). However if an organizational meeting is held prior to the published date on the calendar, no discussions may be held regarding the bracketing or pairings of specific teams unless all mandated seeded games have been played prior to the meeting. Games played after the published meeting date SHALL NOT factor into the seeded position.
 - h) Seeded games unable to be played for any reason (with the exception of verified forfeited contests) prior to the published date for the district tournament meetings will be recorded as a win and a loss for both teams in computing seeded position.
 - i) If a change in the alignment of teams moves a single team into a previously seeded district during the current school year, the previous decision as to seeding shall prevail. If the new team enters the alignment following the completion of all game contracts and the new team is unable to schedule all required opponents, the new team shall be seeded in the last position for the current season, and shall be included in seeded game scheduling for the subsequent seasons. If a single change in the alignment occurs prior to the end of the previous school year, the district teams will conduct a new vote as to seeding.
 - j) If a change in the alignment of teams moves more than one team into a seeded district, the district teams shall conduct a new vote as to seeding. A tie vote will result in the seeding decision being not seeded.
 - k) If the Board of Control approves a total realignment of teams within a district, the teams in the district shall conduct a new vote as to seeding. A tie vote in this situation shall result in the district being not seeded.
 - l) Once a vote has been conducted for the district to be seeded, all required contests shall be considered to be contracted for the seeding requisite number of contests. If school representatives do not notify all schools in the district of their intent NOT to participate by the first day of practice, the contest shall be played or a forfeit declared. Where a fee is not specified, a \$1000 default forfeiture fee will be assessed for non-played contests