Section One Tournament
Qualifying & Seeding Standards

QUALIFYING STANDARD *(to get into Sectionals)*

Each team, in all classes, will qualify based on points earned throughout the course of the season. Each sport requires a minimum number of points to qualify for sectional play. The points are based on wins, losses, and ties along with bonus points due to strength of schedule.

NYSPHSAA Maximum Number of Games	**40% of Total Points from Schedule**
*Sports with a 16-game max *Field Hockey, Boys & Girls Soccer, Flag Football, Boys & Girls Lacrosse*	(16 x 4 = 64) 64 x .40 = **26 points needed to qualify**
*Sports with a 20-game max *Softball, Ice Hockey, Boys & Girls Basketball*	(20 x 4 = 80) 80 x .40 = **32 points needed to qualify**

Approved Variations

Volleyball – Maximum number of games is 20. However, due to tournaments, the number of games used to determine qualifying points is 16 games (16 x 4 = 64); 64 x .40 =* ***26 points needed to qualify* *(approved August 2014)*

Note*: In accordance with the NYSPHSAA Handbook, each day of a tournament shall count as one (1) contest.*

Baseball – Maximum number of games is 20. However, due to the limited play dates and double elimination tournament, the number of games used to determine qualifying points is 18 games (18 x 4 = 72); 72 x.40 =* ***28 points to qualify* *(approved October 2024)*

To qualify for the Section One Tournament: A team's winning percentage will be used from their entire scheduled record. All games count to earn qualifying points. **Bonus points will be calculated and added at this point from only Section One tournament eligible opponents to help qualify.**

Points that can be used to meet the Qualifying Standard:

- Wins (4 points) from all games played (in and out of state)
- Ties (2 points) from all games played (in and out of state)
- Bonus points:
    - Determined by the winning percentage of a team's entire schedule
        - Overall winning % (.500 - .749) = 1 bonus point
        - Overall winning % (.750 or greater) = 2 bonus points
    - Only earned from Section 1 tournament eligible opponents *(approved October 2024)*

***Winning percentage process for qualifying:**

- Take the number of wins, multiply by 1
- Take the number of ties, multiply by .5
- Add the two values
- Divide by the total number of games

Example: 7-5-4 record, wins 7 x 1 = 7, ties 4 x .5 = 2, 9/16 = .563

Exceptions to Qualifying Standard*:*

In all team sport classifications, the top four teams are automatically entered into the Section One Tournament regardless of meeting the Section qualifying standard. *(approved November 2021)*

Updated 5/7/26

Once a team has qualified, the process below is utilized for seeding:

SEEDING *(once a team has qualified)*

At this point, winning percentages are recalculated. Winning percentages are determined from only Section One games. All other games are eliminated (Federation, CHSAA, AIS, PSAL, Out of State).

Top 24 *(approved October 2022)*

Within each Class Tournament, only the top 24 teams (based on index) are seeded, in all sports, unless otherwise noted.

*Bonus points for seeding:

- Wins (4 points) from all Section One games
- Ties (2 points) from all Section One games
- Bonus points are determined from the winning percentage of a team's schedule of Section One tournament eligible opponents only *(approved October 2024)*
    - Overall winning % (.500 - .749) = 1 bonus point
    - Overall winning % (.750 or greater) = 2 bonus points

*Winning percentage process for seeding:

Example: 7-5-4 record, wins 7 x 1 =7, ties 4 x .5 = 2, 9/16=.563

- Take the number of wins vs. Section One – multiply by 1
- Take the number of ties vs. Section One – multiply by .5
- Add the two values
- Divide by the total number of games

*Calculation of Index for Seeding:

- Take the total number of points obtained in the seeding process from wins/ties and bonus points
- This value is divided by number of games played in Section One
  Example: 10-4-2 record vs. Section One opponents gets the following points:
    - 10 wins x 4 points = 40 points2 ties x 2 points = 4 points
    - Bonus points based on Section One tournament eligible opponents win %: for example, 10
    - Index = 40 + 4 + 10 = 54
    - 54/16 games played = 3.375 index

TIE BREAKER CRITERIA *(approved January 2020)*

1. Head-to-Head (if teams played same number of times)
2. Common opponent (if teams played same number of times)
3. Overall average of bonus points earned by the number of games played in Section One *
4. Winning percentage
5. Total number of wins (in Section)
6. Total number of wins against qualifying teams in your respective classification
7. Total number of wins against top 4 seeds in classification (or of those teams above you)
8. Random draw (1st team drawn)

When three or more teams are tied, the criteria above will be followed until the first tie is broken that separates a team from the top and/or bottom at which point if a team is separated from the top or bottom, the tie breaker system begins back at Criteria #1 for the remaining teams.

*10 bonus points in 16 games in Section One = 10/16 (10/16 = .625 average bonus points per game)
10 bonus points in 18 games in Section One = 10/18 (10 divide 18 = .555 average bonus points per game)
.625 is greater and would win tie breaker vs. .555

Updated 5/7/26

QUALIFYING & SEEDING VARIATIONS

Ability Based Developmental League *(approved October 2025)*

Teams who declare (by the deadline) to compete in the Developmental League are still eligible for the postseason if they meet the qualifying standard.

- Teams within the Developmental League **cannot** provide bonus points to their opponent; and they can only earn bonus points from opponents who played outside of the developmental league.

- Beginning spring 2026, if there is one (1) ADL in a particular sport, only the league champion will qualify for the postseason if they meet the postseason qualifying standard. They will receive the lowest available seed in the tournament, regardless of their seeding index. *(approved November 2025)*

- Beginning spring 2026, if there are two (2) or more ADLs in a particular sport, only the league champions will qualify for the postseason if they meet the postseason qualifying standard and the league champions are in different postseason classifications. *(approved November 2025)*

    - If two or more of the ADL league champions are in the same postseason classification, only one team will qualify for the postseason. This will be determined by the highest seeding index between these teams.

    - Any ADL league champion that qualifies for the postseason will receive the lowest available seed in the tournament, regardless of their seeding index.

Bowling *(approved September 2026)*

- The qualifying standard in a BOYS team event is 825 pins.
- The qualifying standard in a GIRLS team event is 600 pins.

Girls Tennis Team Tournament: QUALIFYING *(approved September 2026)*

Division I: 9 Team Postseason Tournament: Format 3 singles/4 doubles

- All 4 teams qualify in League A
- League champions of League B, C, D, E and F qualify
    - If co-champions occur, a tiebreaker will determine who qualifies from the league:
        - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
        - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
        - **Tiebreaker #3**: Overall points earned against Section I opponents
        - **Tiebreaker #4**: Coin flip

Division II: 9 Team Postseason Tournament: Format 2 singles/3 doubles

- All 5 teams qualify in League A
- League champions of League B, C, D and E qualify
    - If co-champions occur, a tiebreaker will determine who qualifies from the league:

- **Tiebreaker #1**: Head to head results (if teams played the same number of times)
- **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
- **Tiebreaker #3**: Overall points earned against Section I opponents
- **Tiebreaker #4**: Coin flip

Boys Tennis Team Tournament: QUALIFYING *(approved September 2026)*

Division I: 10 Team Postseason Tournament: Format 3 singles/4 doubles

- All 5 teams qualify in League A
- League champions of League B, C, D, E and F qualify
    - If co-champions occur, a tiebreaker will determine who qualifies from the league:
        - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
        - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
        - **Tiebreaker #3**: Overall points earned against Section I opponents
        - **Tiebreaker #4**: Coin flip

Division II: 9 Team Postseason Tournament: Format 2 singles/3 doubles

- Leagues A and B: The top eight (8) teams across both leagues qualify based on winning percentage versus League A and B. If necessary, a tiebreaker will determine who qualifies and their seed for the tournament.
    - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
    - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
    - **Tiebreaker #3**: Overall points earned against Section I opponents
    - **Tiebreaker #4**: Coin flip

- League C: League champion qualifies
    - If co-champions occur, a tiebreaker will determine who qualifies from the league:
        - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
        - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
        - **Tiebreaker #3**: Overall points earned against Section I opponents
        - **Tiebreaker #4**: Coin flip

Boys Ice Hockey *(approved October 2025)*

For the purpose of qualifying, the additional bonus point value below will be added to each team in the respective league. For the purpose of seeding, the additional index value below will be added to each team in the respective league.

League	Bonus Points (+) for Qualifying	Index Value (+) for Seeding
A	**+1**	**0.75**
B	**0**	**0**
C	**0**	**0**

Indoor Track & Field *(approved October 2024)*

For the purpose of qualifying at the Class Meets, the top 24 athletes (by time) will qualify in the running events and the top 18 athletes will qualify in the field events. All ties for 24th and 18th respectively, will be permitted into the Class Meet.

SPORT-SPECIFIC SEEDING VARIATIONS

Boys Lacrosse *(approved April 2026; updated September 2026)*
The top three teams listed below in **League C, E, and G** will receive .5 added value to their overall seeding index. The bottom two teams in League E and G, and the bottom three teams in League C will receive .25 added value to their overall seeding index.

The top two teams in **League A** will receive .5 added value to their overall index. The bottom two teams in the league will receive .25 added value to their overall index.

League A	League C	League E	League G
Mamaroneck (+.5)	Yorktown (+.5)	Rye (+.5)	Bronxville (+.5)
White Plains (+.5)	Horace Greeley (+.5)	Somers (+.5)	Pleasantville (+.5)
Scarsdale (+.25)	Brewster (+.5)	John Jay Cross River (+.5)	Irvington (+.5)
North Rockland (+.25)	Mahopac (+.25)	Pelham (+.25)	Putnam Valley (+.25)
	Clarkstown South (+.25)	Byram Hills (+.25)	Westlake (+.25)
	Lakeland/Panas (+.25)		

Girls Lacrosse *(approved December 2018)*
The Class D Girls Lacrosse Tournament is limited to the top 16 teams that qualify.

Girls Tennis Team Tournament: SEEDING *(approved September 2026)*
Division I: 9 Team Postseason Tournament: Format 3 singles/4 doubles

- League A teams will be seeded #1-4 based on league winning percentage.
    - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
    - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
    - **Tiebreaker #3**: Overall points earned against Section I opponents
    - **Tiebreaker #4**: Coin flip

- Leagues B, C, D and E will be seeded #5-8 based on overall winning percentage.
    - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
    - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
    - **Tiebreaker #3**: Overall points earned against Section I opponents
    - **Tiebreaker #4**: Coin flip

Division II: 9 Team Postseason Tournament: Format 2 singles/3 doubles

- League A teams will be seeded #1-5 based on league winning percentage.
    - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
    - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
    - **Tiebreaker #3**: Overall points earned against Section I opponents
    - **Tiebreaker #4**: Coin flip

- Leagues B, C, D and E will be seeded #6-9 based on overall winning percentage.

- **Tiebreaker #1**: Head to head results (if teams played the same number of times)
- **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
- **Tiebreaker #3**: Overall points earned against Section I opponents
- **Tiebreaker #4**: Coin flip

Boys Tennis Team Tournament: SEEDING *(approved September 2026)*
Division I: 10 Team Postseason Tournament: Format 3 singles/4 doubles

- League A teams will be seeded #1-5 based on league winning percentage.
- Leagues B, C, D and E will be seeded #6-9 based on overall winning percentage.
- League F will be seeded #10 based on overall winning percentage.

- Seeding tiebreaker for all leagues:
  - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
  - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
  - **Tiebreaker #3**: Overall points earned against Section I opponents
  - **Tiebreaker #4**: Coin flip

Division II: 9 Team Postseason Tournament: Format 2 singles/3 doubles

- Leagues A and B: The top eight (8) teams across both leagues qualify based on winning percentage versus League A and B. If necessary, a tiebreaker will determine who qualifies and their seed for the tournament.
  - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
  - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
  - **Tiebreaker #3**: Overall points earned against Section I opponents
  - **Tiebreaker #4**: Coin flip

- League C: League champion qualifies
  - If co-champions occur, a tiebreaker will determine who qualifies from the league:
    - **Tiebreaker #1**: Head to head results (if teams played the same number of times)
    - **Tiebreaker #2**: Total number of courts won during head to head competition (if teams played the same number of times)
    - **Tiebreaker #3**: Overall points earned against Section I opponents
    - **Tiebreaker #4**: Coin flip

FORFEITURE PROTOCOL *(approved December 2022)*

Forfeitures must be declared no later than 5:00pm of the Last Day to Play (LDTP). Both Athletic Directors must acknowledge, in writing, to the Section One Office by the designated time.

- The team that forfeits (losing team) will not receive bonus points for the scheduled contest. The winning team is entitled to bonus points should they apply.

APPEALS

An appeal of a school's inability to qualify for the tournament will be accepted up to 24 hours prior to the seeding meeting. The only appeals considered will be Districts that have an established policy not allowing teams to participate in a full schedule.