



## CONSIDERATIONS FOR SEEDING COMMITTEE FOR RANKING OF PEISAA BASKETBALL TEAMS

1. Consider the win/loss record of all teams in their league games played as well any tourney games played in which the two PEI schools involved are still in contention for the championship game. In these exhibition tournament games, if the "two" teams agree not to have the result considered for seeding, this may be done with the previous consent of the "seeding committee" lead.
2. If two teams tied, have played only one time, first consider the winner of game
3. If two teams tied and have played several times, first consider overall record among these two teams and last result in particular if record very close
4. Usually more than 2 teams with similar records so then have to consider their respective records among the considered teams
5. As a next step for #3, also consider performance against teams already considered as higher ranked or lower ranked, especially if teams have a common opponent(s) for consideration.
6. If two teams have played two times and split close decisions, usually the later victory would be given priority. Close decisions probably considered as +/- 5 point decisions.
7. In addition to this, a victory on the visitors court could also be considered to be of more value than the same margin by second team on home court.
8. Teams below #1, can not be ranked higher than the highest seeded team they have played against and most likely defeated.
9. Pre-season expectations may be reflected in the seeding committee's initial consideration of placing or their approximate placing which will evolve as the games are played.  
le..... Col Gray, Rural and TOSH top teams probably considered at the top levels based on previous years. In same sense, Bluefield, Kensington, Montague and Westisle may be considered in middle area with other teams and #2 teams from schools also in middle or lower areas based on AD preliminary expectations. The teams should schedule in a manner that allows them to play teams they feel are reasonable competitors and at same time realize they can climb only as high as the level of teams they play.  
By time first official seeding occurs, this should start to become more clear.  
le.....For consideration is who teams play: For example BF often schedules most games against CG, R and TOSH. If by chance they have a poor record, where should they be seeded. #4 or lower? This depends on games played against any teams below them. Wins keep them up, losses may cause them to fall. Suppose, Montague and Souris both play BF, and Souris beats them while Montague loses. One thing this would then determine is that based on this lone fact, Souris should be ahead of Montague. Where they place compared to BF may depend on who else Souris should defeat or lose to. And with other victories against teams, Montague could ultimately end up higher than both BF and Souris depending on who Montague beats and who BF or Souris should lose to.

So, teams will move up and down even on a game to game basis depending on how they do against all teams in the league.

10. Players injured can not be considered as justification for a team moving up or down. This is because the seeding committee probably will not be aware of all injured players let alone any players absent for reasons such as sickness, family activities, other school functions. Worth considering, is if it is well known a school is missing a key player or more for a few games and their record turns around significantly when that or those players return, this may cause the committee to consider the later games played with a bit more significance.
11. If teams are just too close to decide on the higher ranked, the "seeding committee" may ask for a game or games to be played between these teams to facilitate a decision.

There are many things to consider, and seeding is one's best effort to see through all the possibilities and come to an agreement of placing. Persons on the committee may differ in opinion but with reflection and discussion an agreed to final decision must be reached.