

NJSIAA Ice Hockey PowerPoint Calculation Procedure (with ties):

The NJSIAA power point system for Ice Hockey will be used for all qualifying purposes. The PowerPoint procedure for ice hockey will be using the 14 best power-pointed games from opening day to the cutoff date regardless of how many games were played. The residual points earned from opponents will be calculated using your opponent's first 14 games played. Teams that play less than 14 games will still be eligible for the tournament based on their total power points achieved at the cutoff. Games completed after the cutoff date will not count even if they were started before the cutoff date.

1. **Quality Points** - Each school will receive the following quality points for a win or tie:

- a. Win = 6 points
- b. Tie = 3 point
- c. Lose = 0 points

2. **Group Points** - Each school will receive the following group points from a team they defeated or tied:

- a. Group IV = 4 points
- b. Group III = 3 points
- c. Group II = 2 points
- d. Group I = 1 point

3. **Residual Points** – Each school will receive residual points from one of the three categories below based on the result of the game.

- a. Each school will receive the following residual points from a team they defeated. For each win or tie your opponent has from the first 14 games, you will receive the following:
 - Win = 3 points
 - Tie = 1.5 points
 - Lose = 0 points
- b. Each school will receive the following residual points from a team they tied. For each win or tie your opponent has from the first 14 games, you will receive the following:
 - Win = 1.5 points
 - Tie = .75 points (See note below)
 - Lose = 0 points

Note: No points will be rewarded when calculating residual points when your game is the opponent's only tie since you already have been awarded points for that tie.

- c. Each school will receive the following residual points from a team they lost to. For each win your opponent has that defeated you (not including your game) from the first 14 games, you will receive the following:
 - Win = 1 point
 - Tie = 0 points
 - Lose = 0 points

PowerPoint Tie Breaking Procedure

1. Head-to-Head Competition (any match up to and including the cutoff date)
2. Common Opponent(s) (any match up to and including the cutoff date)
 - a. CL: Team A is 3-0 vs. team C and team B is 2-0 vs. team C, go to #3
 - b. CL: Team A is 2-1 vs. team C and team B is 1-1 vs. team C, go to #3
 - c. CL: Team A is 1-1 vs. team C and team B is 2-0 vs. team C, the tie is broken
 - d. CL: Team A is 3-1 vs. team C and team B is 2-0 vs. team C, the tie is broken
3. Winning % (any match up to and including the cutoff date)
4. The total number of residual points earned from the 14 best power-pointed games.
5. Coin Toss

Seed Jumping Procedure (if used)

1. Seed jumping will receive consideration only when a lower-ranked team has defeated the team ranked immediately above (higher).
2. Any split of head-to-head matches will be dropped from the discussion.
3. Movement in the seed may occur one step at a time on the basis of the Head-to-Head criterion (i.e., If 6th in rank has defeated 5th in rank/seed, then they switch positions; if 6th in rank defeats both #5 and #4 than a double jump.