

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION

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Baseball Power Point Calculation Procedure 2021:

The NJSIAA power point system will be used for all qualifying and seeding purposes. The power point procedure for baseball will be using the top 10 highest power point totals 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 10 games played. Teams that play less than 10 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:

- Win = 6 points
- Tie = 3 point
- Lose = 0 points

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

- Group IV = 4 points
- Group III = 3 points
- Group II = 2 points
- Group I = 1 points

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 10 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 10 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 10 games, you will receive the following:

- Win = 1 points
- Tie = 0 point
- Lose = 0 points

Tie Breaking Procedure:

1. Head-to-Head Competition (any games up to and including the cutoff date)
2. Common Opponent(s) (any games up to and including the cutoff date)
3. Winning % (any games up to and including the cutoff date)
4. Total number of quality points earned from the first 10 games.
5. Coin Toss