



To: NJSIAA Program Review Committee

From: Tony Maselli, Chief Operating Officer

Date: April 10, 2024

RE: NJSIAA New Power Points Proposal

Background

On April 1, 2009, the Executive Committee approved the football powerpoint system. Within a couple of years most of our sports adopted the same system and it has not changed since.

Rationale

The NJSIAA decided to take a deep dive into the current powerpoint system and see if it can be improved. With the help of nj.com and a few athletic directors we were able to look at the program a year ago. Looking into all the different aspects of the system, we noticed that most were still viable with the exception of size of the school point values in determining the strength of a teams schedule. The size of the school is not as relevant now as it was back in 2009. In addition we determined that capturing the opponents opponents record was a better determination of a team's strength of schedule than the group size. We also determined that averaging is a better way to calculate a team's powerpoints. The final proposal was sent to all Athletic Directors and shared with the leagues and conferences to gain their feedback. The feedback we received was positive.

Proposal

NJSIAA recommends that starting with the 2024-25 school year, all sports using the current powerpoint system will move to the new powpoint system.

NJSIAA PowerPoint Calculation Procedure (Final)

Power points for each team will be calculated by summing the total of Quality Points and Residual Points earned for each game. That sum will then be divided by the number of games played to determine the a Per-Game Average. Then, the “PG-Avg” will be multiplied by a strength of schedule adjustment to determine your team’s Total Power Points.

Notes:

- All games played from opening day to the cutoff date will count, regardless of how many games are played.
- Each sport has a predetermined minimum number of games (see chart). All teams that fall below this minimum number are still eligible for the playoffs, however their points will be divided by the minimum number according to the chart.
- Games completed after the cutoff date will not count even if they were started before the cutoff date.
- Residual points will be awarded based on your opponents’ first “N” games – the variable of “N” is sport-specific (see chart).

Sport	Minimum number of Games	Residual Points (First N Games)
Baseball	16	16
Basketball	16	16
Field Hockey	12	12
Ice Hockey	14	14
Soccer	12	12
Softball	16	16
Tennis	8	8
Volleyball	16	16

The minimum number of games and first “N” games are determined by multiplying the maximum number of games permitted by 70%. The following are exceptions to this formula:

- a. Ice Hockey – These numbers need to be an even number, so we rounded down to the nearest even number (14).
- b. Tennis – Because of weather concerns, we adjusted the percentage to 34% to reflect a third of the season.

Formula

$[(\text{Quality Points} + \text{Residual Points}) / \text{Number of games played}] \times \text{Strength of Schedule Adjustment} = \text{Total Power Points.}$

1. **Quality Points** - Each school will receive the following quality points for a win or tie:
 - Win = 6 points
 - Tie = 3 points **(If calculated)**

2. **Residual Points** – Each school will receive residual points from one of the three categories below based on the results of their opponents' games. Category **C** will only be used when a particular sport can end in a tie.
 - a. Each school will receive the following residual points from a team they **defeated**, based on that team's record from the first "N" games.
 - Wins = 3 points
 - Ties = 1.5 points **(If calculated)**

 - b. Each school will receive the following residual points from a team they **lost** to, based on that team's record from the first "N" games:
 - Wins = 1 point

Note: Your team doesn't earn residuals based on your opponent's win against your team. For equity's sake, one point will be subtracted from the total, regardless of when the game occurred.

 - c. Each school will receive the following residual points from a team they **tied**, based on that team's record from the first "N" games, not including the outcome of your game:
 - Wins = 1.5 points
 - Ties = .75 points

3. **Strength of Schedule Adjustment (OOWP)** – Each school will receive a strength of schedule adjustments based on their opponents' opponents winning percentage (OOWP) average.

PowerPoint Tie Breaking Procedure

1. Head-to-Head Competition (any match up to and including the cutoff date)
2. The total number of power points
3. The total number of residual points.
4. 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 #5
 - b. CL: Team A is 2-1 vs. team C and team B is 1-1 vs. team C, go to #5
 - 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
5. Winning % (any match up to and including the cutoff date)
6. 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. This procedure if used, will follow a "Top-Down" method.
3. Any split of head-to-head matches will be dropped from the discussion.
4. Movement in the seed may occur one step at a time based on 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 then a double jump.