



NJSIAA PowerPoint Calculation Procedure

The PowerPoints earned from each game are based on the sum of Quality Points and Residual Points, which is then multiplied by a strength of schedule factor (OOWP). The sum of each game’s power points will then be averaged, and the result will be your team’s PowerPoints.

Notes:

- All games played from the first regular season game (not scrimmages) to the cutoff date will count, regardless of how many games are played.
- Each sport has a predetermined minimum number of games (see chart below). 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).
- Ties will be calculated only for sports where the regulations state ties are acceptable outcomes.
- During the **regular season**, when a game ends in a tie after overtime, it shall be recorded as a tie and the teams will split the PowerPoints.
- For all **regular season** County, Conference, or league tournaments that require a winning team to advance, the team advancing shall be recorded as the winner regardless of the overtime procedure used. The winning team shall receive all the PowerPoints. When entering the results in njschoolsports, the final score should reflect one (1) additional point for the winning team.

Sport	Minimum number of Games	Residual Points (First N Games)	Out of State / Non-Member Assigned Records
Baseball	16	16	8-8
Basketball	16	16	8-8
Field Hockey	12	12	6-6
Ice Hockey	14	14	7-7
Lacrosse	12	12	6-6
Soccer	12	12	6-6
Softball	16	16	8-8
Tennis	8	8	4-4
Volleyball	16	16	8-8

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:

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

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Formula:

Step 1: (Quality Points + Residual Points) x OOWP = Game PowerPoints

Step 2: (Sum of Game PowerPoints) / Number of Games = Team PowerPoints

Note: All PowerPoints will be rounded to three (3) decimal places where applicable.

Components of the formula:

1. **Quality Points** – Based on the outcome of that game
 - WIN = 6 points
 - TIE = 3 points (If applicable)
2. **Residual points** – Based on that opponent's wins in their first "N" games (see chart).
 - WIN: 3-points x number of opponent's wins
 - LOSS: 1-point x number of opponent's wins - minus 1 point.
 - *Note: the 1-point subtraction will be applied regardless of when the game occurred or how many times you played that opponent.*
 - TIE (If applicable):
 - 1.5 points x number of opponent's wins
 - 0.75 x number of opponent's ties (not including the outcome of your game).
3. **Strength of Schedule Adjustment (OOWP)** – The OOWP is a factor based on your opponent's opponents winning percentage. The OOWP is based on the average of their win%, for the first "N" games of the season (see chart). Take the average win% and add .500 to it to give you the OOWP value for your game against that team.
 - **Examples:**
 - a. if the average of that team's opponents' opponents win% is .650 – then the OOWP = 1.15
 - b. if the average of that team's opponents' opponents win% is .350 – then the OOWP = 0.85

Out of State / Non-Member Opponents – Games against out-of-state or non-member opponents will count for power points and will follow the same calculation procedure as games against member schools except they will be assigned a .500 record (see chart) for the purposes of residual points and OOWP calculations.

- **Example:**
 - a. If "N" = 16, the opponents record will be set at 8-8 (see chart) and you'll earn residuals based on the OOS/NM opponent having 8 wins.

PowerPoint Tie Breaking Procedure

1. Head-to-Head Competition. Any ties involving 3 or more teams, move to step #2
2. Average quality points per game.
3. Average residual points per game.
4. Average OOWP for all opponents.
5. Common opponent winning percentage
 - a. Example: Team A is 3-0 (100%) vs. team C and team B is 2-0 (100%) vs. team C, go to #6
 - b. Example: Team A is 2-1 (.667%) vs. team C and team B is 1-1 (.500%) vs. team C, Team A wins Tiebreaker
6. Team total winning percentage
7. Coin Toss

The tie breaking procedure above includes all contests from the competition start date to the cutoff date.

Seed Jumping Procedure (if used)

1. The seed jumping procedure will start from seed # 1 and work downward.
2. Seed jumping will take place when a lower-ranked team has defeated the team ranked immediately above them.
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 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 then a double jump.