

Why redesign how we Seed Teams?



Our old way just looked at the Games Played Percentage without considering the strength of the schedule. As a result, several people have come forward with this request

Reward performance

Recognize teams that performed best during the regular season.

Improve bracket fairness

Avoid having the strongest teams eliminate one another in the earliest rounds.

Increase credibility

Use a transparent method that teams can understand and trust.

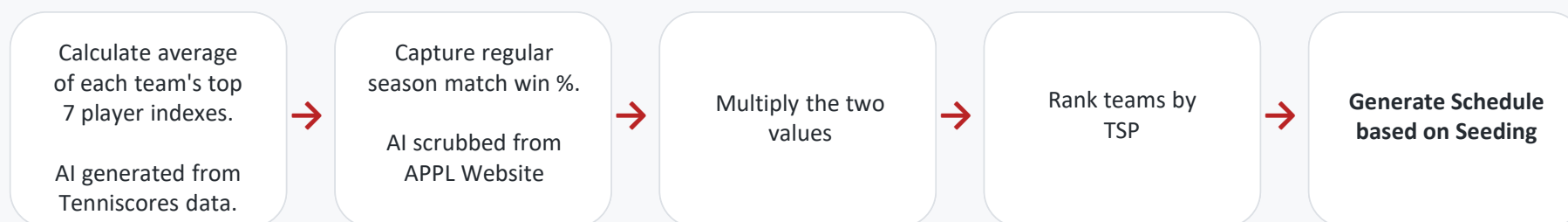
Create better finals

Increase the probability that the strongest teams reach the latest rounds.

Rich Hansen and John Stickney(a strong supporter of including SOS)proposed a method that is **easy to understand, si**



$$\text{Team Seeding Product} = (\text{Average of Top 7 Player Indexes}) \times (\text{Regular Season Match Win \%})$$



Why it works:

State bound teams routinely field their 7 best players. Our index shows how well they played against like level teams within their flight, which is their strength of schedule

No subjective judgements. Just math

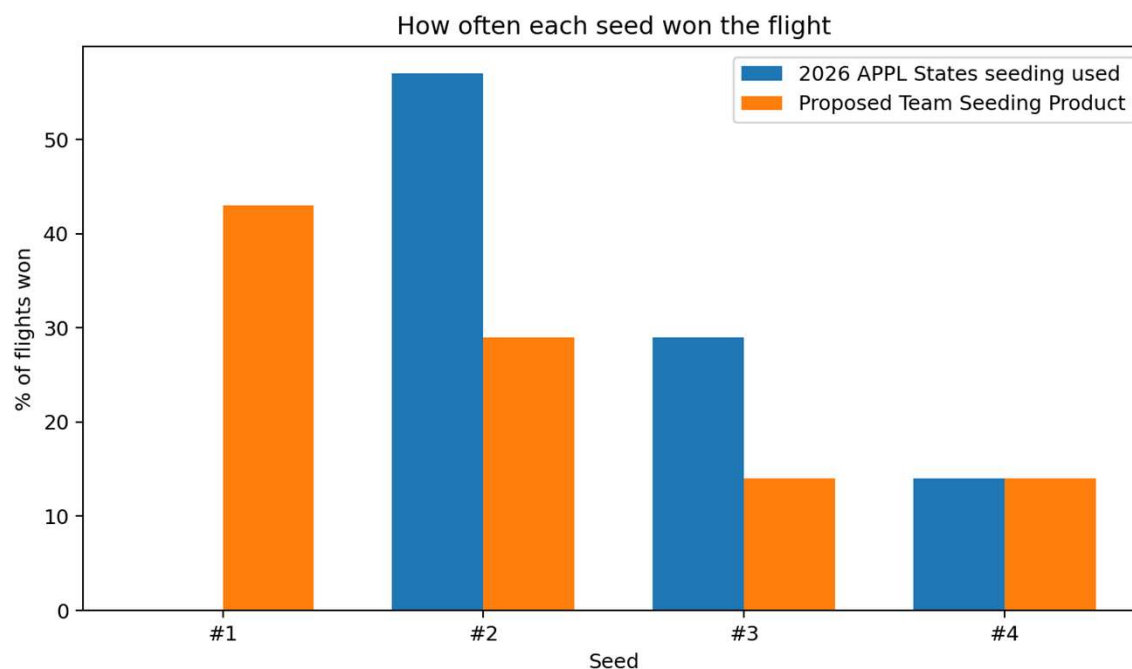
Example of how it works. A comparison of the new vs the old. Nothing to be learn about the 2 seeding system

Flight	Region	Average top 7 players index	Regular season match win %	Team Seeding Product(TSP)	Seeding with TSP	Old Seeding
Mens 50+ 3.5	SR	3.913	80.0%	3.13	3	1
	EV	3.966	100.0%	3.97	1	2
	WV	4.019	88.9%	3.57	2	3
	CG	3.77	70.0%	2.64	4	4

2026 Evaluation Results: Seed to Finish Alignment



Comparison of all 7 flights from 4 regions that needed to be seeded at State



Key takeaway

Under the TSP method, the #1 seed would have won 43% of evaluated flights, compared with 0% under the 2026 seeding used. Few upset wins by 3rd or 4th seeds.

Why this matters

A seeding system should not guarantee that the top seed always wins, but it should make the strongest teams more likely to occupy the strongest seeds.

What the Results Mean for APPL



Competitive integrity

A stronger #1 seed performance suggests that the bracket would better reward the strongest teams.

Transparency

The formula is objective and understandable: top-7 player strength multiplied by match win %.

Method is transparent but cannot be manipulated or calculated by players. Players do not have access to indexes.

Operational fit

The method uses data APPL already collects, which should reduce implementation difficulty.

Use of AI facilitates implementation.

Method applicable to Regional Playoffs as well.

Important caveat: this evaluation is based on the 2026 APPL State Championship evidence shown in the source analysis. APPL should continue validating the method with future seasons.

Recommendation and Next Steps



Recommendation: adopt the TSP Method for the next APPL State Championship on a formal pilot basis.

1. Approve

Executive Board endorses the new method.

2. Publish

Share the formula and examples with all regions before league play.

3. Implement

Calculate seeds using the TSP Method for Regional Division qualifiers and the State Championship.

4. Review

After States, evaluate outcomes and confirm whether to retain or refine.

Following the loss of Casa Grande, the State seeding format is no longer necessary. However, several individuals propose that introducing a wild card team to each division would enhance the excitement for our players. Additionally, our TSP method could be employed to identify the wild card team from the second-place teams in each division.

Example of how to place teams at the beginning of the year when your flight has 13 teams



Index average of top 7 players for 13 teams

3.71
3.72
3.73
3.74
3.75
3.76
3.77
3.78
3.79
3.80
3.81
3.82
3.83

Break down of 13 teams by groups

Group A, 6 teams play each other 2 times for 10 matches

Group B has 7 teams divided into 2 groups Ba and Bb

Ba has 4 teams play each other 2 times and then 1 time each with Bb, total of 9 matches

Bb has 3 team plays each other 2x then 1 time with Ba, total of 8 matches

How teams are broken up for fairness

Sort highest to lowest, then wrap around

Group A.

3.83
3.78
3.77
3.73
3.72
3.71

Group Ba

3.82
3.79
3.76
3.74

Group Bb

3.81
3.80
3.75

Playoff between group Ba and Bb
Playoff between group B and A
No seeding needed at regional playoff.

Example of WVR women's 55+ 30 with 19 teams



Index average of top 7 players for 19 teams

3.71	3.84
3.72	3.85
3.73	3.86
3.74	3.87
3.75	3.88
3.76	3.89
3.77	
3.78	
3.79	
3.80	
3.81	
3.82	
3.83	

Group A, 6 teams play each other 2x for 10 matches

Group B has 7 teams divided into 2 groups Ba and Bb

Ba has 4 teams., plays Ba 2x, then plays Bb 1x for a total of 9 matches

Bb has 3 teams, play Bb 2x, then plays ba 2x, for a total of 9 matches

Group C, 6 teams, play each other 2x for 10 matches

How teams are broken up for fairness

Sort highest to lowest, then wrap around

Group A.

3.89
3.82
3.81
3.75
3.74
3.71

Group Ba

3.88
3.83
3.80
3.76

Group Bb

3.87
3.84
3.79

Group C

3.86
3.85
3.78
3.77
3.73
3.72

Playoff between groups Ba and Bb. Semi and final playoff between A ,B ,C and a wild card team? Where does the wild card come from? Highest games won% from where? Help carol??? 2 teams go to state Do we need seeding at this regional because of 4 teams playing?