

APPENDIX O

(State Games Modified)

2014 State Games Seeding

DEFINITION OF SEEDING - A player's position in a league's ranking system becomes known as a seed when that ranking position is used to place the player in certain preferred positions in a competition. (For example, if a player is a number ten in the final SKIL state rankings, he/she would have a tenth place seed in the State Games. This would not mean that a player would compete tenth from the last, however, as this seeded position only identifies the sequence order, not the exact numbered position of competition from the end of the division. For example, someone ranked tenth in SKIL may even compete last at the State Games because higher seeded players will likely be participating in other age or rank divisions.

STATE GAMES

ENTRY QUALIFICATIONS - A player must be a resident of the state that the State Games represent.

SEEDING QUALIFICATIONS - A player may enter as many divisions in their State Games as he/she wishes no matter whether he/she is ranked (seeded) or not. If a player is SKIL ranked, he/she will be seeded by their state ranking if they pre-register properly. A player need not be SKIL ranked to enter their State Games.

SKIL FORMS SEEDING

ORDER OF PERFORMANCE: The State Games forms competition has one (1) segment of competition.

UNSEEDED PLAYERS - Unseeded players will compete first by luck of the draw.

SEEDED PLAYERS - The player with the least amount of SKIL state points will be next to compete after the unseeded players finish. The player with the second least amount of points in their division will go next, then the player with the third amount of points, and so on. The order of seeds will continue in this fashion until all the players have competed. The SKIL player with the most amount of points in that SKIL State Games division will go last.

SKIL RANKING TIES - SKIL ranking ties will be broken with the preferred placement going to the player with the highest international ranking. If still tied - the highest national ranking.

SKIL SPARRING SEEDING

ORDER OF PERFORMANCE: The State Games sparring competition has up to two (2) segments of competition.

UNSEEDED PLAYERS - The first segment will have the unseeded players competing in a preliminary round using the "first round bye system" that will separate players by school and country for the first round only (if the players' card is filled in properly). The winner of the unseeded segment will advance and be the first to fight in the seeded players segment.

SEEDED PLAYERS - The second segment is the seeded round of play. The seeded player with the least amount of points will be paired against the unseeded winner (if there was one). The winner competes against the seeded player with the second least amount of points. That winner competes against the seeded player with the third least amount of points, etc. The seeded player with the most amount of points will compete in the last match-up. Because of set positions of seeding, no players can be purposely separated who are from the same school or same country in any given match-up of the seeded portion of the State Games.

- The last two players eliminated before leaving the two players for first and second place will be paired off in a single match to determine who wins third and fourth place.

- The final two players who have not lost will enter into a double elimination series where the first player to win two matches is awarded first place, while the other player gets second place.

SKIL RANKING TIES - (same as SKIL Forms Seeding).