

IHSA T&F SEEDING PROCEDURES

IHSA SECTIONAL AND STATE FINAL TRACK AND FIELD MEETS

All Managers: The recommended computer software for conducting sectional meets is Hy-Tek. It is the only computer software program for which technical support will be provided by the IHSA Office. Contact Assistant Executive Director, Scott Johnson with questions regarding this software only. The seeding procedures that follow will be used for all IHSA State Series Track and Field Meets.

INSTRUCTIONS FOR SEEDING SECTIONAL T&F MEETS

SEEDING RUNNING EVENTS AT ALL IHSA SECTIONAL T&F MEETS:

SECTIONAL EVENTS CONDUCTING SEMIFINALS:

THE FOLLOWING RUNNING EVENTS WILL CONDUCT SEMI-FINALS AT ALL IHSA SECTIONAL T&F MEETS:

100 Meter Dash

200 Meter Dash

100/110 High Hurdles

Semifinal events will use the serpentine seeding method:

The events listed above conducting semifinals will use the standard serpentine method shown below when forming and seeding heats for the semifinals. The fastest time will be seeded in the final heat in the preferred lane, the next fastest time in the next heat, etc. When running semifinals we will always advance heat leaders and the next best times to the finals. When seeding the finals in these events, the heat winners will be seeded into the preferred lanes first by times and then the next best times will be seeded into the remaining lanes.

Serpentine seeding for heats run in lanes and conducting semifinals at the IHSA State Track and Field meets:

Lane	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5
9	36	37	38	39	40
8	26	27	28	29	30
7	16	17	18	19	20
6	6	7	8	9	10
5	5	4	3	2	1
4	15	14	13	12	11
3	25	24	23	22	21
2	35	34	33	32	31
1	45	44	43	42	41

All heat winners will advance to the finals. In addition, the next best times will advance to the finals, filling in the remaining available lanes. For races run in lanes the number allowed to advance to the finals is limited by the number of lanes on the sectional track.

SECTIONAL EVENTS CONDUCTED AS FINALS:

THE FOLLOWING RUNNING EVENTS WILL BE CONDUCTED AS FINALS AT ALL IHSA SECTIONAL T&F MEETS:

- 4 X 800 Meter Relay
- 4 X 100 Meter Relay
- 3200 Meter Run
- 800 Meter Run
- 4 X 200 Meter Relay
- 400 Meter Dash
- 300 Meter Intermediate Hurdles
- 1600 Meter Run
- 4 X 400 Meter Relay

In seeding the sectional running events listed above which are conducted as finals, the participants will first be divided into the appropriate number of heats/sections. The fastest times will be seeded together into the final heat/section. The next fastest times will be seeded together in the next heat/section and so on. Once the heats/sections are determined, the competitors will be seeded into their lane/alley using the preferred lane/ alley charts shown below.

Preferred Lane List:

Use the following key to determine preferred lanes:

- Preferred Lanes – 6 lane track: 3,4,2,5,1,6
- Preferred Lanes – 7 lane track: 4,5,3,6,2,7,1
- Preferred Lanes – 8 lane track: 4,5,3,6,2,7,1,8
- Preferred Lanes – 9 lane track: 5,6,4,7,3,8,2,9,1

Preferred Alleys List:

Use the following key to determine preferred alley positions:

- Preferred Alley Positions - 9 lane track: Alley 1 – positions 12-8-4
Alley 2 – positions 11-7-3
Alley 3 – positions 10-6-2
Alley 4 – positions 13-9-5-1

- Preferred Alley Positions - 8 lane track: Alley 1 – positions 12-8-4
Alley 2 – positions 11-7-3
Alley 3 – positions 10-6-2
Alley 4 – positions 9-5-1

- Preferred Alley Positions - 6 lane track: Alley 1 – positions 9-6-3
Alley 2 – positions 8-5-2
Alley 3 – positions 7-4-1

Example of Preferred Alleys and Positions for Sectional Meets
6 Lane Track

LANE 1			LANE 2			LANE 3			LANE 4			LANE 5			LANE 6		
9 6 3			17 14 11			8 5 2			16 13 10			7 4 1			25 22 19		
18 15 12			26 23 20														
27 24 21																	
ALLEY #1						ALLEY #2						ALLEY #3					

SEEDING IHSA STATE FINAL T&F MEETS

SEEDING RUNNING EVENTS AT THE IHSA STATE FINAL T&F MEETS:

Semi-finals will be conducted for all running events at the state final meets with the exception of the 3200 Meter run (see below).

The serpentine seeding method will be used to seed the state meet qualifiers into their heat/ lane assignments in the 100 Meter Dash, 200 Meter Dash, 100/110 High Hurdles, 4 X 100 Meter Relay, 4 X 200 Meter Relay, 400 Meter Run, 300 Meter Intermediate Hurdles and the 4 X 400 Meter Relay. When seeding the finals, the heat winners will be seeded into the preferred lanes first by times and then the next best times will be seeded into the remaining lanes.

Serpentine seeding for heats run in lanes at the IHSA State Track and Field meets:

Lane	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5
9	36	37	38	39	40
8	26	27	28	29	30
7	16	17	18	19	20
6	6	7	8	9	10
5	5	4	3	2	1
4	15	14	13	12	11
3	25	24	23	22	21
2	35	34	33	32	31
1	45	44	43	42	41

The non-serpentine seeding method will be used to seed the state meet qualifiers into their appropriate sections/alleys in the 800 Meter Run, 4 X 800 Meter Relay, 1600 Meter Run and the 3200 Meter Run.

Non-Serpentine seeding for heats/sections run in alleys in IHSA State Track and Field meets:

Heat 1

Alley 1	Alley 2	Alley 3	Alley 4
36-24-12	33-21-9	30-18-6	27-15-3

Heat 2

Alley 1	Alley 2	Alley 3	Alley 4
35-23-11	32-20-8	29-17-5	38-26-14-2

Heat 3

Alley 1	Alley 2	Alley 3	Alley 4
34-22-10	31-19-7	28-16-4	37-25-13-1

3200 Meter Run will be conducted as a final at both the sectional meets and the state meets:

In the 3200 Meter Run, if necessary, two (2) sections are run. The field will be split into two sections. The break points used to split the field into two sections are determined by the natural breaks in the reported entry times. They do not necessarily create an even split of the runners participating. If less than 6 competitors report for the first section, that section will not be run and the competitors will be assigned to the second session. Each section will be seeded into alleys using the non-serpentine method.

Example of Serpentine vs. Non-Serpentine - Seeding in Alleys

Seeding 42 competitors

HEAT #1 Non-Serp.	HEAT #1 Serp.	HEAT #2 Non-Serp.	HEAT #2 Serp.	HEAT #3 Non-Serp.	HEAT #3 Serp.
3	3(3rd fast seed time)	2	2(2nd fast seed time)	1	1(Fastest Seed Time)
6	4	5	5	4	6
9	9	8	8	7	7
12	10	11	11	10	12
15	15	14	14	13	13
18	16	17	17	16	18
21	21	20	20	19	19
24	22	23	23	22	24
27	27	26	26	25	25
30	28	29	29	28	30
33	33	32	32	31	31
36	34	35	35	34	36
39	39	38	38	37	37
42	40	41	41	40	42

9 LANE TRACK

(In the chart below, the Regular numbers represent the preferred alley and positions, while the **BOLD** numbers represent the actual seeds and their appropriate position in their appropriate heat)

Depicting the 2nd heat (of 3 heats total) using non-serpentine seeding

LANE 1	LANE 2	LANE 3	LANE 4	LANE 5	LANE 6	LANE 7	LANE 8	LANE 9		
				10	6	2	13	9	5	1
							(Preferred	Ally Positions)		
		11	7	3	29	17	38	26	14	2
							(Seed # by	Times)		
		32	20	8						41
12	8	4								
35	23	11								
ALLEY #1							ALLEY #4			
		ALLEY #2		ALLEY #3			EXTENDED			

Example of Serpentine vs. Non-Serpentine - Seeding in Alleys

Seeding 42 competitors

HEAT #1	HEAT #1	HEAT #2	HEAT #2	HEAT #3	HEAT #3
Non-Serp.	Serp.	Non-Serp.	Serp.	Non-Serp.	Serp.
3	3(3rd fast seed time)	2	2(2nd fast seed time)	1	1(Fastest Seed Time)
6	4	5	5	4	6
9	9	8	8	7	7
12	10	11	11	10	12
15	15	14	14	13	13
18	16	17	17	16	18
21	21	20	20	19	19
24	22	23	23	22	24
27	27	26	26	25	25
30	28	29	29	28	30
33	33	32	32	31	31
36	34	35	35	34	36
39	39	38	38	37	37
42	40	41	41	40	42

9 LANE TRACK

(In the chart below the Regular numbers represent the preferred alley and positions, **while the BOLD numbers represent the actual seeds and their appropriate position in their appropriate heat**)

Depicting the **1st heat** (of 3 heats total) using non-serpentine seeding

LANE 1	LANE 2	LANE 3	LANE 4	LANE 5	LANE 6	LANE 7	LANE 8	LANE 9			
				10	6	2	13	9	5	1	
							(Preferred	Ally	Positions)		
		11	7	3	30	18	6	39	27	15	3
								(Seed # by	Times)		
		33	21	9							42
12	8	4									
36	24	12									
ALLEY #1		ALLEY #2		ALLEY #3		ALLEY #4	EXTENDED				

SEEDING FIELD EVENTS AT ALL IHSA SECTIONAL T&F MEETS:

Sectional Seeding of the:

Long Jump

Pole Vault (conduct as a final)

High Jump (conduct as a final)

Shot Put

For those field events requiring semifinals, those semifinal flights will be formed by first grouping the competitors into an appropriate number of flights based upon the total number of entries. Competitors will be placed into a flight based upon their entry performance provided to the IHSA by the school at the time of the official online entry process. If for example there are 24 total entries, the best 12 will make up the final flight. The first flight will be made up of the remaining 12 entries. The order of competition in all flights will be to start with the worst entry performance in that flight and continue in ascending order with the best entry performance competing last.

EXAMPLE: 24 total entries

Flight Number 1	Flight Number 2
24 (worst of 24 entries)	12
23	11
22	10
21	9
20	8
19	7
18	6
17	5
16	4
15	3
14	2
13	1 (Best of 24 entries)

At sectional meet In the Long Jump, Triple Jump, Shot Put and Discus, the best 9 semifinal performances will advance to the finals. In addition, all ties for the 9th position will also qualify for the finals. Trials that meet or exceed the IHSA State Qualifying Standard in the semifinals (or finals) will qualify a competitor to participate in the IHSA State Meet.

NOTE: At sectional meets the Pole Vault and High Jump will be conducted as a final.

Sectional Seeding of the:

Triple Jump

Discus

Please note that these events are seeded in reverse of the Long Jump and Shot Put.

For those field events requiring semifinals, those semifinal flights will be formed by first grouping the competitors into an appropriate number of flights based upon the total number of entries. Competitors will be placed into a flight based upon their entry performance provided to the IHSA by the school at the time of the official online entry process. Please note that these events are seed in reverse of the Long Jump and Shot Put. If for example there are 24 total entries, the best 12 will make up the first flight. The last flight will be made up of the remaining 12 entries. The order of competition in all flights will be to start with the worst entry performance in that flight and continue in ascending order with the best entry performance competing last. The purpose for this reversal is to attempt to avoid competition conflicts between the multi-event athletes. The games committee has the authority to modify this grouping/seeding if their meet situation deems an adjustment necessary.

EXAMPLE: 24 total entries

Flight Number 1	Flight Number 2
12	24 (worst entry)
11	23
10	22
9	21
8	20
7	19
6	18
5	17
4	16
3	15
2	14
1 (best entry)	13

At sectional meet In the Long Jump, Triple Jump, Shot Put and Discus, the best 9 semifinal performances will advance to the finals. In addition, all ties for the 9th position will also qualify for the finals. Trials that meet or exceed the IHSA State Qualifying Standard in the semifinals (or finals) will qualify a competitor to participate in the IHSA State Meet.

SEEDING FIELD EVENTS AT THE IHSA STATE FINAL T&F MEETS:

State Meet Seeding of the:

Long Jump

Shot Put

At the State Meet, all field events will conduct semifinals. Those semifinal flights will be formed by first grouping the competitors into an appropriate number of flights based upon the total number of state qualifiers. Competitors will be placed into a flight based upon their best sectional performance. If for example In the Long Jump and Shot Putt there are 24 total entries, the best 12 will make up the final flight. The first flight will be made up of the remaining 12 entries. The order of competition in all flights will be to start with the worst entry performance in that flight and continue in ascending order with the best entry performance competing last.

EXAMPLE: 24 total entries

Flight Number 1	Flight Number 2
24 (worst of 24 entries)	12
23	11
22	10
21	9
20	8
19	7
18	6
17	5
16	4
15	3
14	2
13	1 (Best of 24 entries)

At the State Meets in the Long Jump, Triple Jump, Shot Put and Discus, the best 12 semifinal performances will advance to the finals. In addition, all ties for the 12th position will also qualify for the finals. Trials from the semifinals carry over to the finals.

State Meet Seeding of the:

Triple Jump

Discus

Please note that these events are seeded in reverse of the Long Jump and Shot Put.

At the State Meet, all field events will conduct semifinals. Those semifinal flights will be formed by first grouping the competitors into an appropriate number of flights based upon the total number of state qualifiers. Competitors will be placed into a semifinal flight based upon their best sectional performance. Please note that these events are seeded in reverse of the Long Jump and Shot Put. If for example there are 24 total entries, the best 12 will make up the first flight. The last flight will be made up of the remaining 12 entries. The order of competition in all flights will be to start with the worst entry performance in that flight and continue in ascending order with the best entry performance competing last. The purpose for this reversal is to attempt to avoid competition conflicts between the multi-event athletes. The games committee has the authority to modify this grouping/seeding if their meet situation deems an adjustment necessary.

EXAMPLE: 24 total entries

Flight Number 1	Flight Number 2
12	24 (worst entry)
11	23
10	22
9	21
8	20
7	19
6	18
5	17
4	16
3	15
2	14
1 (best entry)	13

At the State Meets in the Long Jump, Triple Jump, Shot Put and Discus, the best 12 semifinal performances will advance to the finals. In addition, all ties for the 12th position will also qualify for the finals. Trials from the semifinals carry over to the finals.

State Meet Seeding of the:

High Jump

Pole Vault

Please note that these events are seeded similar to the Triple Jump and Discus.

At the State Meet, all field events will conduct semifinals. Those semifinal flights will be formed by first grouping the competitors into an appropriate number of flights based upon the total number of state qualifiers. Competitors will be placed into a semifinal flight based upon their best sectional performance. If for example there are 24 total entries, the best 12 will make up the first flight. The last flight will be made up of the remaining 12 entries. The order of competition in all flights will be to start with the worst entry performance in that flight and continue in ascending order with the best entry performance competing last. The purpose for this seeding format in the pole vault and high jump at the state meet (best marks in the first flight) is to provide the officials and games committee the information they require in order to establish the qualifying height for the finals.

EXAMPLE: 24 total entries

Flight Number 1	Flight Number 2
12	24 (worst entry)
11	23
10	22
9	21
8	20
7	19
6	18
5	17
4	16
3	15
2	14
1 (best entry)	13

NOTE: At the State Meets in the Pole Vault and High Jump, a minimum of 9 competitors will qualify from the semifinals to the finals. This number is determined by the qualifying standard developed by the games committee during the semifinal competition.