

# Boccia Competition Structure Updated 2011

Boccia competitions will be organised on a two-part basis; Pool Rounds followed by Elimination Rounds.

Pool Rounds are based on pools of 3 - 6 sides which all play each other once, with an agreed number of sides progressing to the Elimination Rounds.

Elimination Rounds are based on the winner progressing to the next round and the loser being eliminated from the competition.

The only exception to the above two stage competition is where there are up to 7 sides in the competition and all the sides are in one pool. In this situation, only the pool round will be played with the positions of the sides after the completion of the pool, being the final positions for the competition.

## Pool Rounds Structure

The number of pools in a competition will be determined by:

1. the number of sides in the competition, and,
2. the length of playing time available.

Wherever possible the smallest number of pools should be used although this can lead to an extremely high number of matches to complete the pool rounds. A limit of 100 pool matches per division of play has been set.

The pools combination should conform to the following rules:

1. Each pool must consist of at least 4 sides and not more than 7 sides. Exception is the Paralympics Games in which the size of pool can be 3.
2. There must never be more than a difference of 1 in the sizes of pools. For example it is acceptable to have four pools of 5 and one pool of 4 but not to have two pools of 5 and two pools of 7.

After all the matches within a pool have been played, the relative positions of each side will be determined according to the rules laid down in [Appendix B](#).

## Seeding

Boccia uses the Advantage Seeding method when placing sides into the pools, giving the higher seeded sides the advantage over lower seeded sides. The purpose of seeding is to enable sides which have a ranking position to participate in the competition be able to achieve their relative seeded position at the conclusion of the competition. For example the top two seeds should be able to meet in the final match, the sides seeded 5 to 8 should be able to reach the quarter finals etc.

The seeding is calculated by taking all the sides who have an international CBC ranking and who are competing in the competition and placing them into consecutive seeding positions relative to their respective ranking. For example, if the following sides are participating in a competition they are placed in ranking order and given consecutive seeding positions starting at number 1.

<i>Side</i>	<i>International ranking</i>	<i>Seeding position</i>
A	2	1
C	3	2
E	5	3
G	7	4
J	8	5
K	9	6
M	13	7

The first seeded side is placed in position one in Pool A, the second seeded side is placed in position one in Pool B and so on until there is one side in every pool (unless there are more pools than seeded sides). The next seeded side is then placed in position two in the last pool, the next seeded side is then placed in position two in the preceding pool and so on. This arrangement is also called "snake arrangement" as shown by following table:

<b>Pool A</b>	<b>Pool B</b>	<b>Pool C</b>	<b>Pool D</b>	<b>Pool E</b>
1 <sup>st</sup> seed	2 <sup>nd</sup> seed	3 <sup>rd</sup> seed	4 <sup>th</sup> seed	5 <sup>th</sup> seed
10 <sup>th</sup> seed	9 <sup>th</sup> seed	8 <sup>th</sup> seed	7 <sup>th</sup> seed	6 <sup>th</sup> seed
11 <sup>th</sup> seed	12 <sup>th</sup> seed	13 <sup>th</sup> seed	14 <sup>th</sup> seed	15 <sup>th</sup> seed
		18 <sup>th</sup> seed	17 <sup>th</sup> seed	16 <sup>th</sup> seed

Sides not on the world rankings lists will be placed in pools randomly through the Official Competition Draw at the Team Managers Technical Meetings of a particular event.

Up to two sides in each pool may be from the same country. If a third athlete from the same country is seeded or drawn in the same Pool, this athlete shall be placed in the next available pool. The next seeded or draw will then be placed in the previous pool.

However, in some special situation, as in the above table for example, if 5th, 6th and 15th are from the same country, the 15th should swap with 14th as swapping with 16th would not solve the situation.

Similarly, if that third athlete is the last seed, he or she would swap with the one in previous pool as possible.

### **Progression from Pool Rounds to Elimination Rounds**

The elimination rounds must consist of 4, 8, 16 or 32 sides, depending on the number of sides in the competition, and the decision of the technical delegate (TD) for a particular competition.

The pool rounds must eliminate between 40% and 70% of the sides, subject to the conditions of entry numbers, availability of time slots, etc. and the decision of TD. This means that between 30% and 60% of sides will progress to the elimination rounds following the pool rounds. The only exception to this

arrangement is where there are 107 or more sides in the competition (within one division of play). In this case a smaller percentage of sides will progress to the elimination rounds as the maximum number of sides which can progress is 32.

Each pool will have 1 or 2 direct advancers progressing into elimination rounds, according to the number of sides decided for the elimination rounds. If the number of pools is power of two (e.g. 2, 4, 8, etc), then all the sides progressing to the elimination rounds will do so because of their final position within their pool. These advancers are called “direct advancers”. There is no need to compare sides from different pools. For example, if there are 8 pools and 16 sides progress to the elimination rounds, then the top two sides in each pool will progress. To calculate the position within the pool, the process in [Appendix B](#) is used.

If the number of pools is not power of two, (e.g. 3, 5, 6, 7, etc), then some sides will progress because of their final position after comparison across all pools. These advancers are called “point qualifier advancers”. For example, when the entry number is 14, there would be 8 sides progressing into elimination rounds from 3 pools. The direct advancers are 6 and point qualifier advancers are 2.

To decide the point qualifier advancers, the process in [Appendix C](#) is used. This compares all the sides next to the direct advancers in each pool and then puts them in a positional order. For example, if there are 7 pools and 16 sides progress to the Elimination Rounds, then the top two sides in each pool will progress (14 sides), plus the top two 3rd placed sides.

If you position all sides except the advancers with the process in [Appendix C](#), the relative positions of all non-advancers shall be the same as their final positions calculated with the process stated in “[Final Positioning Criteria 2](#)” on page 7.

### **Elimination Rounds / Knock-out (KO)**

Each elimination round eliminates 50% of the sides until there are just four sides remaining (the semi-finalists): the winner of each semi-final progress to the Final, and the loser of each semi-final progress to the 3rd/4th play-off.

### **Elimination Rounds Structure**

#### **Three Rules to consider.**

**Rule 1:** The Elimination Round matches have arranged to enable the seeded players to all reach their respective seeded places provided all the results of matches go according to seed. For example, it allows the 1st and 2nd seeded players to meet in the Final, the 3rd and 4th seeded players to meet in the 3rd/4th play-off match etc.

**Rule 2:** The Elimination Round matches use the Advantage Seeding method, similar to the method when placing seeded sides in the pools. The purpose is to give the highest seeded players the best opportunity to progress to further rounds.

For example, in case with 16 advancers progress to the Elimination Rounds, the 1st seed is to play with the 16th seed, the 2nd seed to play the 15<sup>th</sup> seed, and so on.

1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9

**Rule 3:** Sides coming from same pools should not meet until the final match. To satisfy this rule, the sides coming from the same pool should be put at different halves.

**Steps to make the KO arrangement satisfying Rule 1, 2 and 3.**

Example : KO with 16 sides coming from 6 pools, with 4 point-qualifiers

*Step 1 : List the seeds*

seed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
side	A-1	B-1	C-1	D-1	E-1	F-1	F-2	E-2	D-2	C-2	B-2	A-2	PQ-1	PQ-2	PQ-3	PQ-4

*Step 2 : List the position of seeds*

1. Start from KO-2: put seed-1 at 1<sup>st</sup> position, seed-2 at 2<sup>nd</sup> position. i.e. 1-2
2. Add a position to right side of each seed. i.e. 1-x-2-x
3. With the advantage seeding method, the neighbor seeds number sum should be the same, 1 + total KO sides = 1 + 4 = 5. i.e. 1-4-2-3
4. For 16 sides (1 + 16 = 17): 1-16-8-9-4-13-5-12-2-15-7-10-3-14-6-11

*Step 3 : Put the seeds into position*

position	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
seed	1	16	8	9	4	13	5	12	2	15	7	10	3	14	6	11
side	A-1	PQ-4	E-2	D-2	D-1	PQ-1	E-1	A-2	B-1	PQ-3	F-2	C-2	C-1	PQ-2	F-1	B-2

*Step 4 : Separate the sides from the same pool into different halves*

Following Step 3, the 1st and 2nd places from the same pool will be put in the same halves, meaning that players from the same pool will meet again in the third round of KO, not “until the final match”.

Hence, the next step is to exchange the 2nd place players with corresponding players of their neighbor pairs (i.e. A2-B2, C2-D2, E2-F2). That is, A-2 exchanged with B-2, C-2 exchanged with D-2, E-2 exchanged with F-2 to make the arrangement satisfied with **Rule 3**.

Consequently, the final KO-16 arrangement should be as follows:

position	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
seed	1	16	8	9	4	13	5	12	2	15	7	10	3	14	6	11
side	A-1	PQ-4	F-2	C-2	D-1	PQ-1	E-1	B-2	B-1	PQ-3	E-2	D-2	C-1	PQ-2	F-1	A-2

The various combinations of pools and elimination rounds (or knock-out, KO) arrangements are listed in [Appendix A](#), which are, in fact, generated by a computer program designed by Dr Wu, Chi-Shih<sup>1</sup>.

### **Final positioning of sides**

The final positioning of sides will be determined using the following criteria and depending on the number of sides progressing beyond the pool rounds.

#### **4 sides progress to the Elimination Rounds**

- 1<sup>st</sup> (Gold)      Winner of the final
- 2<sup>nd</sup> (Silver)    Loser of the final
- 3<sup>rd</sup> (Bronze)    Winner of the 3rd/4th play-off
- 4<sup>th</sup>              Loser of the 3rd/4th play-off
- 5<sup>th</sup> onwards    Sides not progressing beyond pools (ordered using the [Final Positioning Criteria 2](#))

#### **8 sides progress to the Elimination Rounds**

- 1<sup>st</sup> (Gold)      Winner of the final
- 2<sup>nd</sup> (Silver)    Loser of the final
- 3<sup>rd</sup> (Bronze)    Winner of the 3rd/4th play-off
- 4<sup>th</sup>              Loser of the 3rd/4th play-off
- 5<sup>th</sup> -8<sup>th</sup>        Losers of the quarter-finals (ordered using the [Final Positioning Criteria 1](#))
- 9<sup>th</sup> onwards    Sides not progressing beyond pools (ordered using the [Final Positioning Criteria 2](#))

#### **16 sides progress to the Elimination Rounds**

- 1<sup>st</sup> (Gold)      Winner of the final
- 2<sup>nd</sup> (Silver)    Loser of the final
- 3<sup>rd</sup> (Bronze)    Winner of the 3rd/4th play-off

<sup>1</sup> Dr Wu, Chi-Shih of Taiwan, whose OUR-Program was first used in the 2<sup>nd</sup> Asia and South Pacific Boccia Championships 2005 in Kuala Lumpur, Malaysia. The OUR-Program was adopted as the official boccia competition management program by CPISRA in 2009.

4 <sup>th</sup>	Loser of the 3rd/4th play-off
5 <sup>th</sup> -8 <sup>th</sup>	Losers of the quarter-finals (ordered using the <a href="#">Final Positioning Criteria 1</a> )
9 <sup>th</sup> -16 <sup>th</sup>	Losers of the eight-finals (ordered using the <a href="#">Final Positioning Criteria 1</a> )
17 <sup>th</sup> onwards	Sides not progressing beyond pools (ordered using the <a href="#">Final Positioning Criteria 2</a> )

**32 sides progress to the Elimination Rounds**

1 <sup>st</sup> (Gold)	Winner of the final
2 <sup>nd</sup> (Silver)	Loser of the final
3 <sup>rd</sup> (Bronze)	Winner of the 3rd/4th play-off
4 <sup>th</sup>	Loser of the 3rd/4th play-off
5 <sup>th</sup> -8 <sup>th</sup>	Losers of the quarter-finals (ordered using the <a href="#">Final Positioning Criteria 1</a> )
9 <sup>th</sup> -16 <sup>th</sup>	Losers of the eight-finals (ordered using the <a href="#">Final Positioning Criteria 1</a> )
17 <sup>th</sup> -32 <sup>nd</sup>	Losers of the sixteen-finals (ordered using the <a href="#">Final Positioning Criteria 1</a> )
33 <sup>rd</sup> onwards	Sides not progressing beyond pools (ordered using the <a href="#">Final Positioning Criteria 2</a> )

**Final Positioning Criteria 1 (for sides lost in one of the Elimination Rounds)**

The following criteria should be used to determine the final positions of sides which lost in one of the Elimination Rounds. Only the result of the respective finals match should be used when applying the criteria. For example, if the criteria are being used to determine the positions of the losing quarter finalists, only the results of the quarter finals should be used when applying the criteria. Any previous Elimination Round results and Pool results should be ignored. If any sides are in an equal position after Criterion One has been applied then the Criterion Two should be used, and if there is a tie, then Criterion Three should be used. If there is still a tie, then the sides should be ranked equally.

Criterion One (points difference)...The number of points scored, minus the total number of points conceded, and placed in descending order

Criterion Two (points for)..... The total number of points scored, and placed in descending order

Criterion Three (previous round)....If it is the ¼ final, then criterion 1 and 2 should be applied to the 1/8 final, or results of pool in case the sides only played one elimination round (follow the "[Final Positioning Criteria 2](#)" in the next section).

**Final Positioning Criteria 2 (for sides not progressed beyond pools)**

The following criteria should be used to determine the final positions of sides which failed to progress to the Elimination Rounds. If any sides are in an equal position after one criterion has been applied then the second criterion should be used. If there is still a tie after Criterion Three is applied, then the sides should be ranked equally<sup>2</sup>.

- Criterion One ( pool position )**      Final position of sides within a pool in descending order
- Criterion Two ( average points difference )**      The total number of points scored, minus the total number of points conceded, divided by the number of matches played, in descending order
- Criterion Three ( average points for )**      The total number of points scored, divided by the number of matches played, in descending order

**Special Situations**

- Supplementary to the Section on Boccia Rules in the 10<sup>th</sup> Edition of CPISRA Sports Manual.

**1. In pool, a side lost in most initial matches and miss the Call Room for the last match.**

For example: A (206) has played with B (213) with the score of 0 to 20, and 0 to 10 in the match with C (208). A (206) then missed the Call Room for the match with D (205). Then D should have score of 20 to 0 in favour of D for the match with A:

<b>B2 Group B</b>	<b>advance:2</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>1</b>	206~A		<b>0:20</b>	<b>0:10</b>	<b>0:20</b>
<b>2</b>	213~B	<b>20:0</b>			
<b>3</b>	208~C	<b>10:0</b>			
<b>4</b>	205~D	<b>20:0</b>			

**2. A player disqualified from a pool due to re-classification.**

The pool will remain without that player – the player will be removed from the pool. For example, if player A (206) in the above example was concluded to be of class other than BC2 by classifiers, he or she would be removed from the pool and the pool will have only 3 players by the end (any results with player A will not be counted).

<sup>2</sup> The same ranking points will be allocated. For example, for the 2 players both ranked 11<sup>th</sup> place in case with 16 entries, both will be allocated 3 points according to the point system specified in the document of Boccia World Ranking System 2009.

## Appendix A

### List of Pools and KO arrangement

<b>Direct Advancer per pool</b>	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
<b>Pool Number</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<b>Total Direct Advancer</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<b>Total KO entry</b>	2	4	4	8	8	8	8	16	16	16	16	16	16	16	16
<b>Point Qualifier</b>	0	1	0	3	2	1	0	7	6	5	4	3	2	1	0
position 1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1
position 2	B-1	PQ-1	D-1	PQ-3	PQ-2	PQ-1	H-1	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	P-1
position 3		B-1	B-1	D-1	D-1	D-1	D-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1
position 4		C-1	C-1	E-1	E-1	E-1	E-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1
position 5				B-1	B-1	B-1	B-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1
position 6				PQ-2	PQ-1	G-1	G-1	PQ-4	PQ-3	PQ-2	PQ-1	M-1	M-1	M-1	M-1
position 7				C-1	C-1	C-1	C-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1
position 8				PQ-1	F-1	F-1	F-1	PQ-3	PQ-2	PQ-1	L-1	L-1	L-1	L-1	L-1
position 9								B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1
position 10								PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	O-1	O-1
position 11								G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1
position 12								PQ-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1
position 13								C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1
position 14								PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	N-1	N-1	N-1
position 15								F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1
position 16								PQ-2	PQ-1	K-1	K-1	K-1	K-1	K-1	K-1

<b>Direct Advancer per pool</b>	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
<b>Pool Number</b>	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
<b>Total Direct Advancer</b>	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
<b>Total KO entry</b>	32	32	32	32	32	32	32	32	32	32	32	32	32	32	32	32
<b>Point Qualifier</b>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
position 1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1
position 2	PQ-15	PQ-14	PQ-13	PQ-12	PQ-11	PQ-10	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	32-1
position 3	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1	P-1
position 4	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1	Q-1
position 5	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1
position 6	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	Y-1	Y-1	Y-1	Y-1	Y-1	Y-1	Y-1	Y-1
position 7	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1
position 8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	X-1	X-1	X-1	X-1	X-1	X-1	X-1	X-1	X-1
position 9	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1
position 10	PQ-12	PQ-11	PQ-10	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	29-1	29-1	29-1	29-1
position 11	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1	M-1
position 12	PQ-3	PQ-2	PQ-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1	T-1
position 13	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1
position 14	PQ-11	PQ-10	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	28-1	28-1	28-1	28-1	28-1
position 15	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1	L-1
position 16	PQ-4	PQ-3	PQ-2	PQ-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1
position 17	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1
position 18	PQ-14	PQ-13	PQ-12	PQ-11	PQ-10	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	31-1	31-1
position 19	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1	O-1
position 20	PQ-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1	R-1
position 21	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1
position 22	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	Z-1	Z-1	Z-1	Z-1	Z-1	Z-1	Z-1
position 23	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1	J-1
position 24	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	W-1	W-1	W-1	W-1	W-1	W-1	W-1	W-1	W-1	W-1
position 25	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1
position 26	PQ-13	PQ-12	PQ-11	PQ-10	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	30-1	30-1	30-1
position 27	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1	N-1
position 28	PQ-2	PQ-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1	S-1
position 29	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1
position 30	PQ-10	PQ-9	PQ-8	PQ-7	PQ-6	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	27-1	27-1	27-1	27-1	27-1	27-1
position 31	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1	K-1
position 32	PQ-5	PQ-4	PQ-3	PQ-2	PQ-1	V-1	V-1	V-1	V-1	V-1	V-1	V-1	V-1	V-1	V-1	V-1

**CBC - Boccia Competition Structure 2011**

<b>Direct Advancer per pool</b>	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
<b>Pool Number</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<b>Total Direct Advancer</b>	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
<b>Total KO entry</b>	4	8	8	16	16	16	16	32	32	32	32	32	32	32	32
<b>Point Qualifier</b>	0	2	0	6	4	2	0	14	12	10	8	6	4	2	0
position 1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1
position 2	B-2	PQ-2	B-2	PQ-6	PQ-4	PQ-2	B-2	PQ-14	PQ-12	PQ-10	PQ-8	PQ-6	PQ-4	PQ-2	B-2
position 3	B-1	C-2	D-1	C-2	F-2	G-2	H-1	C-2	F-2	G-2	J-2	K-2	N-2	O-2	P-1
position 4	A-2	B-2	C-2	B-2	C-2	F-2	G-2	B-2	C-2	F-2	G-2	J-2	K-2	N-2	O-2
position 5		B-1	B-1	D-1	D-1	D-1	D-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1	H-1
position 6		PQ-1	A-2	PQ-3	PQ-1	B-2	C-2	PQ-7	PQ-5	PQ-3	PQ-1	B-2	C-2	F-2	G-2
position 7		C-1	C-1	E-1	E-1	E-1	E-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1	I-1
position 8		A-2	D-2	PQ-2	B-2	C-2	F-2	PQ-6	PQ-4	PQ-2	B-2	C-2	F-2	G-2	J-2
position 9				B-1	B-1	B-1	B-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1	D-1
position 10				PQ-5	PQ-3	PQ-1	A-2	PQ-11	PQ-9	PQ-7	PQ-5	PQ-3	PQ-1	B-2	C-2
position 11				D-2	E-2	G-1	G-1	F-2	G-2	J-2	K-2	M-1	M-1	M-1	M-1
position 12				A-2	D-2	E-2	H-2	PQ-2	B-2	C-2	F-2	G-2	J-2	K-2	N-2
position 13				C-1	C-1	C-1	C-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1	E-1
position 14				PQ-4	PQ-2	A-2	D-2	PQ-10	PQ-8	PQ-6	PQ-4	PQ-2	B-2	C-2	F-2
position 15				E-2	F-1	F-1	F-1	G-2	J-2	K-2	L-1	L-1	L-1	L-1	L-1
position 16				PQ-1	A-2	D-2	E-2	PQ-3	PQ-1	B-2	C-2	F-2	G-2	J-2	K-2
position 17								B-1	B-1	B-1	B-1	B-1	B-1	B-1	B-1
position 18								PQ-13	PQ-11	PQ-9	PQ-7	PQ-5	PQ-3	PQ-1	A-2
position 19								D-2	E-2	H-2	I-2	L-2	M-2	O-1	O-1
position 20								A-2	D-2	E-2	H-2	I-2	L-2	M-2	P-2
position 21								G-1	G-1	G-1	G-1	G-1	G-1	G-1	G-1
position 22								PQ-8	PQ-6	PQ-4	PQ-2	A-2	D-2	E-2	H-2
position 23								I-2	J-1	J-1	J-1	J-1	J-1	J-1	J-1
position 24								PQ-5	PQ-3	PQ-1	A-2	D-2	E-2	H-2	I-2
position 25								C-1	C-1	C-1	C-1	C-1	C-1	C-1	C-1
position 26								PQ-12	PQ-10	PQ-8	PQ-6	PQ-4	PQ-2	A-2	D-2
position 27								E-2	H-2	I-2	L-2	M-2	N-1	N-1	N-1
position 28								PQ-1	A-2	D-2	E-2	H-2	I-2	L-2	M-2
position 29								F-1	F-1	F-1	F-1	F-1	F-1	F-1	F-1
position 30								PQ-9	PQ-7	PQ-5	PQ-3	PQ-1	A-2	D-2	E-2
position 31								H-2	I-2	K-1	K-1	K-1	K-1	K-1	K-1
position 32								PQ-4	PQ-2	A-2	D-2	E-2	H-2	I-2	L-2

## Appendix B

### Determining the final position of sides within a pool

The following criteria should be used to determine the position of sides in a pool once all the matches have been completed. If any sides are in an equal position after one criterion has been applied then the next criteria should be used until the sides have been separated into positions.

- Criterion One ( matches won )**      The number of matches won by each side, in descending order
- Criterion Two ( points difference )**      The total number of points scored, minus the total number of points conceded, in descending order
- Criterion Three ( points for )**      The total number of points scored in descending order
- Criterion Four ( tie-break end )**      The winner of an additional tie-break end

#### Example using Criterion 1

Pool A	Matches Won	Final position
Side V	2	2 <sup>nd</sup>
Side X	3	1 <sup>st</sup>
Side Y	0	4 <sup>th</sup>
Side Z	1	3 <sup>rd</sup>

#### Example using Criteria 1 & 2

Pool A	Matches Won	Points Difference	Final position
Side V	1	0	3 <sup>rd</sup>
Side X	3		1 <sup>st</sup>
Side Y	1	2	2 <sup>nd</sup>
Side Z	1	-3	4 <sup>th</sup>

#### Example using Criteria 1 - 3

Pool A	Matches Won	Points Difference	Points for	Final position
Side V	1	2	6	2 <sup>nd</sup>
Side X	3			1 <sup>st</sup>
Side Y	1	2	5	3 <sup>rd</sup>
Side Z	1	-3		4 <sup>th</sup>

#### Example using Criteria 1-4

Pool A	Matches Won	Points Difference	Points for	Tie-break winner	Final position
Side V	1	2	5	No	3 <sup>rd</sup>
Side X	3				1 <sup>st</sup>
Side Y	1	2	5	Yes	2 <sup>nd</sup>
Side Z	1	-3			4 <sup>th</sup>

## Appendix C

### Determining point qualifiers

The following criteria should be used to determine the position of point qualifiers when calculating which sides progress to the elimination rounds. If any sides are in an equal position after one criterion has been applied the next criterion should be used until the sides have been separated into respective positions.

\* **Must compare the pool rank first** – see [Appendix B](#) (Final positioning of sides within a pool).

**Criterion One ( average points difference )**                      The total number of points scored, minus the total number of points conceded, divided by the number of matches played, in descending order

**Criterion Two (average points for )**                      The total number of points scored, divided by the number of matches played, in descending order

**Criterion Three ( tie-break end )**                      The winner of an additional tie-break end

#### Example using Criterion 1 & 2

	Average point difference	Final position
3 <sup>rd</sup> place Side in Pool A	2.333	2 <sup>nd</sup>
3 <sup>rd</sup> place Side in Pool B	3.667	1 <sup>st</sup>
3 <sup>rd</sup> place Side in Pool C	-3.5	4 <sup>th</sup>
3 <sup>rd</sup> place Side in Pool D	-1	3 <sup>rd</sup>

#### Example using Criteria 1 - 3

	Average point difference	Average point for	Final position
3 <sup>rd</sup> place Side in Pool A	1		3 <sup>rd</sup>
3 <sup>rd</sup> place Side in Pool B	2.333	12	1 <sup>st</sup>
3 <sup>rd</sup> place Side in Pool C	-3.5		4 <sup>th</sup>
3 <sup>rd</sup> place Side in Pool D	2.333	9	2 <sup>nd</sup>

#### Example using Criteria 1 - 4

	Average point difference	Average point for	Tie break end	Final position
3 <sup>rd</sup> place Side in Pool A	1			3 <sup>rd</sup>
3 <sup>rd</sup> place Side in Pool B	2.333	10	No	2 <sup>nd</sup>
3 <sup>rd</sup> place Side in Pool C	-3.5			4 <sup>th</sup>
3 <sup>rd</sup> place Side in Pool D	2.333	10	Yes	1 <sup>st</sup>