

COMPETITION

DRAWS

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SUMMARY

The success of your competition depends on many factors. A sound draw is imperative.

IT MUST be simple

IT MUST be easily understood

IT MUST be fair

IT MUST be on display

IT MUST be adhered to once started

IT MUST be kept up to date with results

IT MUST allow sufficient time for completion of all matches at a reasonable hour.

IT MUST NOT favour any one team

IT MUST NOT be changed once play has started.

Introduction & Terms Used

Introduction

The smooth conduct of any competition is dependent on a fair and equitable chance being afforded to all competitors. The success or otherwise of a competition will depend on a number of factors.

1. The correct identification of the relative ability of all competitors (this should be accurate with grading being available).
2. Competition on all days for all competitors. People have spent good money to come and compete. Compete is what they want and that is what they should be allowed.
3. Sound organisation and good communication system whereby everyone knows what is happening at all times.
4. A friendly and convivial atmosphere ensuring enjoyment and a desire to return next time.

Terms Used

Draw: The format for the conduct of the competition

Seeding: A system used prior to the competition where knowledge of the participants relative ability is used to determine their ranking against each other. The aim is to attempt to predetermine each teams final place relative to each other.

Knock out: An elimination system to achieve a winner in a series of head to head contests. This is the system used in all major tennis competitions.

Round Robin: A system where every team in a specific competition play each other to determine a winner.

Split round robin: A system where teams are divided into two or more groups. All teams within a group play each other with the various winners progressing to a final series. Used in World Cup soccer.

Draw Principals

The Draw

This must be simple, well publicised, and adhered to once play has commenced.

Two simple draws are currently in use in Polocrosse and in fact most major sporting events. The one chosen is up to you as organisers. It will be determined by the number of teams competing, the time available, and the number of fields available.

Seeding of teams based on your knowledge of players was originally necessary. However with the advent of a grading system this has now replaced the guess work. Grading total of all players in each team will determine their seeding for you.

With say 12 teams nominating you must determine whether to conduct 2 or 3 separate competitions and who will compete in each division.

Should a knock out draw be decided on then correct placement of teams within the draw is necessary. This is the system used for Wimbledon tennis.

However if a round robin competition is decided on then correct placement within the draw does not matter.

The following possible draws are suggested to assist you successfully conduct your carnival. Remember "home brewed" draws or short cuts are doomed to failure and only lead to frustration and disharmony.

In all cases shown the numbers used are the seeded status with No 1 being the best team (highest grading), number 2 second on gradings etc.

Round Robins

Round Robins

The criteria for determining winners is as follows:-

1. The team with the most wins is the winner
2. In the event of two or more teams being equal as above then the winner is determined on the basis of goals scored as a percentage of total match goals.
3. Put simply Team A scores 7 goals in a game with Team B who only score 3 goals. Team A's percentage is therefore 70% ie

$$\frac{7 \text{ goals} \times 100}{10 \text{ goals total in match}} = 70\%$$

This principal is applied over the whole round robin and the above formula applied.

An easy to follow result sheet which facilitates calculating the final result is shown below.

Assume a 3 team round robin with the following results:

A defeated B 7 - 3

B defeated C 8 - 4

C defeated A 5 - 4

All teams therefore have each won a match.

Record these results on a chart

	Team A	Team B	Team C	Goals for
Team A	X	7	4	11
Team B	3	X	8	11
Team C	5	4	X	9
Goals against	8	11	12	

Team A scored 11 goals and had 8 scored against them for a match total all up of 19. Their percentage therefore is $\frac{11 \times 100}{19} = 57.9\%$

Team B scored 11 and had 11 scored against them giving a percentage of 50%.

Likewise team C scored 9, had 12 scored against them giving a percentage of 42.8%.

Winner therefore is Team A, Team B runner up, and team C third.

Please note a result is required in all matches.

3 Team Draw

You are basically limited to a round robin competition where each team plays all other teams. No final is necessary.

It is suggested that the following order of matches be used. If so then the last match should be the feature match involving the best two teams.

1 v 3
2 v 3
1 v 2

The same draw can be used for two successive days if time permits and you believe the teams should have that number of games.

Winner is determined as set out under round robins earlier ie

1. Greatest number of wins is first
2. If two or more teams are equal on number of wins then the formula for determining percentages is applied.

Results are determined over the whole of the competition.

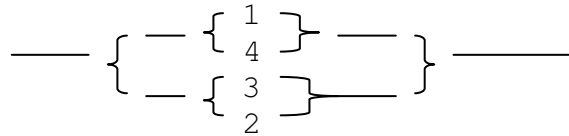
All matches must produce a result even if extra time is necessary.

A final is not necessary.

4 Team Draw

Knock out: A straight forward draw with first round winners playing a final while first round losers play a beaten teams final.

Draw based on seedings or gradings is:-
 Losers winners



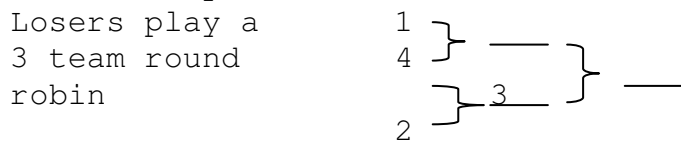
Round robin: Here correct seeding is not quite so critical. No finals are necessary. Matches should be played to achieve a result even if extra time is necessary. Draw is:-

1 v 4	1 v 3	1 v 2
2 v 3	2 v 4	3 v 4

5 Team Draw

Knock out: Not the ideal draw as it requires one preliminary match before the final four teams are determined. There is always one team disadvantaged by the additional game.

Preliminary round 5 v 4



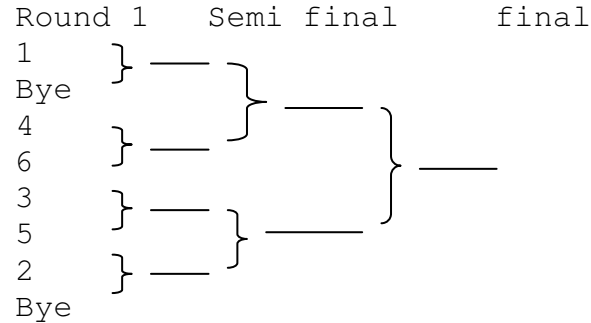
Round robin: The ideal draw for five teams. Again seeding not critical. All matches must have a result (extra time if necessary)

Round 1	Round 2	Round 3	Round 4	Round 5	
1 v 5	1 v 4	1 v 3	4 v 5	1 v 2	
2 v 4	3 v 5	2 v 5	2 v 3	3 v 4	

* Refer also variations - page 12

6 Team Draw

Knock out: Not the ideal draw as some teams play more games than others. Draw is:



Losers from first round play the same draw either as beaten teams or a lower grade.

Round Robin: An ideal number of teams for a split draw round robin. Draw is:-

Pool A	Pool B
1 v 6	2 v 5
1 v 4	2 v 3
4 v 6	3 v 5

Semi finals Winner Pool A v runner up Pool B

Winner Pool B v runner up Pool A

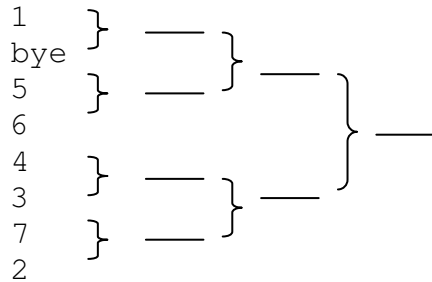
Final Winners of both semi finals

All matches must achieve a result (extra time may be necessary).

Should time not permit then the semi finals may be abandoned and proceed straight to the finals. However if possible the semi finals should be played to ensure the best two teams contest the final.

7 Team Draw

Knockout: Seeding by use of gradings is critical as one team plays one less game which could create an advantage. Draw is



Losers in round 1 play an identical draw either as beaten teams or a separate grade. Another option would be for teams 1,5 & 6 as above to compete in a round robin with winner to play semi final winner in other half of the draw.

Round Robin: Split round robin is necessary but involves a large number of games. Draw is

Group A	Group B
1 v 8	2 v 7
4 v 5	3 v 6
1 v 5	2 v 6
4 v 8	3 v 7
1 v 4	2 v 3
5 v 8	6 v 7

All matches must have a result.

Semi finals: Winner pool A v runner up Pool B

Winner Pool B v runner up Pool A

Finals: Winners of both semi finals.

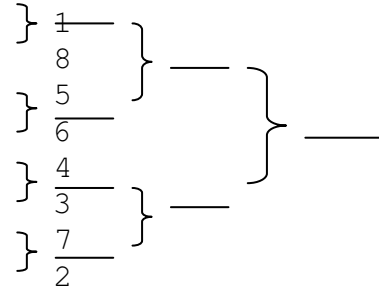
Should time be a problem then semi finals can be omitted though this is not desirable.

It may be better to split the teams into two separate grades for ease of management and because of time constraints.

8 Team Draw

Knock out: Ideal number of teams for a knock out competition. Seeding or gradings are critical and the draw is as follows:-

Round 1 Semi final Final



Losers round 1 play an identical draw either as beaten teams or a lower grade.

Round Robin: Split round robin is necessary but involves a large number of matches. Draw is:-

Pool A

Pool B

1 v 8

2 v 7

4 v 5

3 v 6

1 v 5

2 v 6

4 v 8

3 v 7

1 v 4

2 v 3

5 v 8

6 v 7

All matches must have a result (extra time may be necessary)

Semi finals Winner Pool A v 2nd in Pool B

Winner Pool B v 2nd in Pool A

Final Winners of both semi finals.

Should time be a problem then the semi final round could be omitted though this is not desirable.

It may be preferable to split the teams into two separate grades for ease of management and because of time constraints.

*Refer also variations - page 12

9 Team Draw & Above

Because of the number of matches involved with these larger numbers most competitions will be run in more than one grade.

This makes management much easier and makes it far simpler for competitors to understand and follow.

Competitors would far prefer to play in B Grade or even C Grade rather than know they are the bottom team in a 9 team competition. There is no incentive whatever in these cases and in fact some of the hidings they will receive will destroy any confidence they may have built up during the year.

By keeping draws simple they can very easily be changed should some unforeseen circumstance arise such as a team not arrive or an extra team appear on the scene.

Should your draw be changed in such circumstances ensure it is done early (preferably before play commences) and must be communicated to everyone as soon as possible.

VARIATIONS

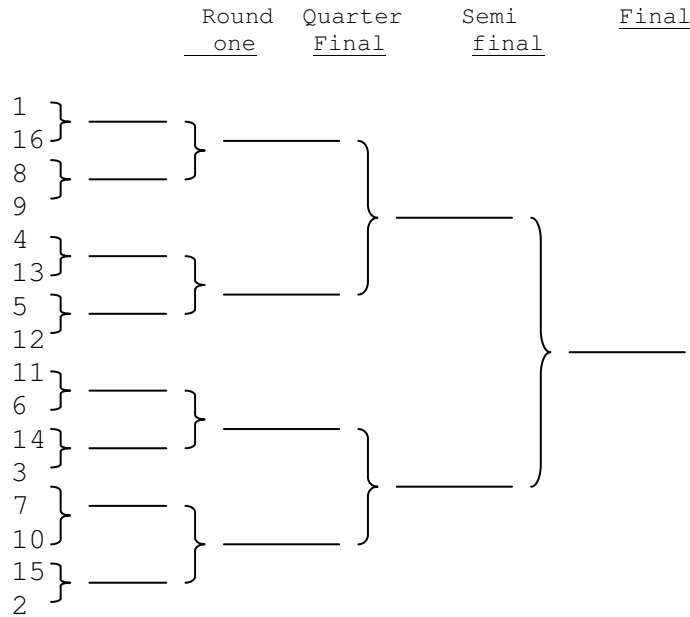
For virtually any number of teams a combination of the foregoing draws could be used. For example with 7 teams you may run a 3 team round robin in one half and a knock out for the remaining 4 teams. Final would be winner round robin v winner knock out with 2nd round robin v loser knock out and loser that match v 3rd round robin to give that team an extra match.

16 Team Draw

Knock out: Caters for a large number of teams and calls for a large number of games. Again seeding is critical though gradings should make it easier. Losers in the first round play the same format draw either as beaten teams or in a lower grade.

A further variation would be for winners in the first round who subsequently loose in the second round could go to A Grade with second round winners staying in the championship round.

Basically the draw is:



16 Team Round Robin

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

Quarter finals

A Winner Pool 1 v Runner up Pool 4
B Winner Pool 4 v Runner up Pool 1
C Winner Pool 2 v Runner up Pool 3
D Winner Pool 3 v Runner up Pool 2

Semi finals

1. Winner Game B v Winner Game C
2. Winner Game A v Winner Game D

FINAL

Winner Game 1 v Winner Game 2