

SAPL Interclub Competition

Format and Match Structure

Last Revised: [October, 2011](#)

General

Each round of the competition follows one of three formats...

Round One is different because all teams start on an equal footing – there are no seedings based on prior results and no divisions.

For subsequent rounds, there is a '**Standard Format**' with 16 teams in one division (Div. I) and the remainder in a second division (Div. II).

If there are not enough teams for two divisions, then an '**Alternative Format**' applies.

The following features apply in common to all formats...

All games are to 13 and are untimed.

All teams play five games, per round.

In each round, clubs score championship points from their two best-placed teams (in each division, where applicable).

Initial seedings (for Round 2 onwards) are determined by final rankings from the previous round.

Round One

For the first round of the season, all teams are grouped together.

The draw is random.

The winner and placings are decided by *number of wins* first, then net points difference.

The first twelve place-getters get: 30; 24; 21; 18; 15; 12; 9; 9; 6; 6; 3; and 3 championship points, respectively.

In the event of teams being *tied* on wins and points, there are three possibilities:

1. If the two teams have played each other in the course of the day, then the winner of that game takes the higher position.

Otherwise ...

2. Two teams might in some circumstances be permitted to play a 'Tie-breaker'.
Otherwise ...
3. Equal placings are awarded and each team receives an equal share of the total championship points allocated to the positions being contested.

Rounds Two to Six

If there are 21 or more teams, the **Standard Format** is used. This involves separation into two divisions:

Division I contains the sixteen highest-seeded teams and is arranged into four pools of four. Match-ups are determined according to *seeding position* (see Standard Schedule / AM).

Division II contains whatever number of teams remain. If there are more than six then match-ups are drawn at random.

If there are less than 21 teams, then all go into a single Division I.

All match-ups (including byes, where applicable) are determined by seeding position, as specified by one of the **Alternative Format** schedules.

Standard Format -- Division I

The sixteen teams in Div. I are grouped into *four* pools of *four*.

In the morning session, teams play the other three teams in their pool, as follows ...

Standard Schedule / AM

Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3
A	1	16	9	8
	8	9	16	1
	9	8	1	16
	16	1	8	9
B	2	15	10	7
	7	10	15	2
	10	7	2	15
	15	2	7	10

Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3
C	3	14	11	6
	6	11	14	3
	11	6	3	14
	14	3	6	11
D	4	13	12	5
	5	12	13	4
	12	5	4	13
	13	4	5	12

After their three games, teams are ranked within their pool by wins and then points.

Match-ups in the afternoon session are then as follows...

In the fourth game: Group 1: A1 plays D1; B1 plays C1;
 Group 2: A2 plays D2; B2 plays C2;
 Group 3: A3 plays D3; B3 plays C3;
 Group 4: A4 plays D4; and B4 plays C4.

In the final (5th) game, winners play winners and losers play losers within each group.

Final ranking positions and championship points are then assigned as follows...

<u>Standard Schedule / PM</u>				
Games 1 - 3	Game 4	Game 5	Final Ranking	Ch'ship Points
rank	result	result		
1	W	W	1	30
1	W	L	2	24
1	L	W	4	18
1	L	L	7	9
2	W	W	3	21
2	W	L	5	12
2	L	W	8	9
2	L	L	11	3
3	W	W	6	12
3	W	L	9	6
3	L	W	12	3
3	L	L	14	-
4	W	W	10	6
4	W	L	13	-
4	L	W	15	-
4	L	L	16	-

The lowest team or teams in the rankings may be relegated to Division II in the seedings for the subsequent Round. The number of teams relegated is determined by the number of teams to be promoted from Division II, which in turn depends on the number of teams competing (as explained below).

Standard Format -- Division II

The format of Division II is essentially the same as that used in Round One.

If there are five or six teams, all teams play all other teams. Otherwise, the draw is random.

Div. II final rankings are determined by wins and points, as per Round One.

The number of Championship Points awarded, the initial seedings for the subsequent round, and the number of teams promoted to Division I, all depend on *the number of teams in the Division*, as follows...

No. Teams:	5		6		7		8 or more	
	Ch'ship Points	Seeding Position	Points	Seeding	Points	Seeding	Points	Seeding
1st	12	15	15	14	18	12	24	12
2nd	9	17	9	16	12	14	18	13
3rd	6	19	6	18	9	16	12	15
4th	3	20	3	20	6	18	9	16
5th	-	21	3	21	3	20	6	19
6th			-	22	3	22	3	21
7th					-	23	3	23
8th							-	24
9th...							-	25...

The promoted teams are those given a seeding of 16 or above.

The lowest-ranked teams from Div. I are placed (in order) into the spaces between the seeding positions allocated to Div. II teams.

At least three rounds incorporating a second division must be held within a season, for a Division II Championship to stand and for prizes to be awarded.

Alternative Format

Morning Session

Teams are divided into *two* pools – A and B.

All teams play three qualifying games. Match-ups are specified according to seed position. (See schedules below for details.)

Teams are then ranked within pools, based on wins and points
(to give A1, A2, A3... and B1, B2... etc).

Afternoon Session

All teams play two playoff games, in groups of four.

Game 4: Top Group: A1 plays B2, and B1 plays A2;
2nd Group: A3 plays B4, and B3 plays A4;
3rd Group: A5 plays B6, and B5 plays A6;
... etc. ...

Game 5: Within each group of four, winners play winners and losers play losers.

Final Rankings

As usual, winners of afternoon games are rewarded; losers of afternoon games are penalized. Hence, following the same pattern as the Standard Schedule / PM ...

The Top Group play off for positions: 1, 2, 4 & 7;
 The Second Group play off for positions: 3, 5, 8 & 11;
 The Third Group play off for positions: 6, 9, 12 & 14;
 The Fourth Group play off for positions: 10, 13, 16 & 18;
 and The Last Group play off for positions: 15, 17, 19 & 20.

Alternative Schedules...

Alternative Schedule 17 / AM

Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3
A	1	17	11	9
	4	15	13	5
	5	13	15	4
	9	11	17	1
	11	9	1	17
	13	5	4	15
	15	4	5	13
	17	1	9	11

Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3
B	2	16	14	8
	3	10	Bye	7
	6	12	8	16
	7	14	12	3
	8	Bye	6	2
	10	3	16	12
	12	6	7	10
	14	7	2	Bye
	16	2	10	6

Alternative Schedule 18 / AM

Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3
A	1	15	13	8
	4	10	17	5
	5	13	<u>16</u>	4
	8	17	11	1
	10	4	15	<u>9</u>
	11	<u>2</u>	8	15
	13	5	1	17
	15	1	10	11
	17	8	4	13

Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3
B	2	<u>11</u>	18	7
	3	16	14	6
	6	18	12	3
	7	14	9	2
	9	12	7	<u>10</u>
	12	9	6	16
	14	7	3	18
	16	3	<u>5</u>	12
	18	6	2	14

Alternative Schedule 19-20 / AM

Pool	Seed Position	Play v.			Pool	Seed Position	Play v.		
		Game 1	Game 2	Game 3			Game 1	Game 2	Game 3
A	2	19	9	8	B	1	16	18	10
	4	17	15	5		3	14	20*	7
	5	12	19	4		6	13	10	16
	8	11	17	2		7	18	13	3
	9	15	2	11		10	20*	6	1
	11	8	12	9		13	6	7	14
	12	5	11	15		14	3	16	13
	15	9	4	12		16	1	14	6
	17	4	8	19		18	7	1	20*
	19	2	5	17		20*	10	3	18

* With 19 teams, 'Team 20' becomes a Bye.

Seeding Positions

Seedings are used to make the draw as balanced, fair and equitable as possible.

Seeding positions are *held by the clubs*. For any given club, their number of available seeding positions is the number of teams (x) they had competing in the preceding round of the competition.

If a club has (at least) x teams competing again this time, their initial allocated positions correspond directly to the final rankings of their teams in the previous round.

For each round, any club may choose to direct the allocation of their available seedings to specific teams. They should do so by listing their teams in the desired order (starting with the highest seed) and stipulating ***“in that order”*** when registering their teams.

If a club does not clearly specify the order of its submitted teams, seedings will be allocated at the discretion of the Tournament Director, following common-sense principles.

When significant line-up changes have occurred, it is much better if the club specifies their preference, so the TD doesn't have to make these decisions.

Seedings determine the match-ups in Division I, under the Standard Format, and all match-ups under the Alternative Formats, but do not affect match-ups in Division II.

‘Tweaking’

In order to emphasize the *Inter* in Inter-club, the draw may sometimes be tweaked to minimise the number of match-ups between teams from the same club, in the preliminary rounds.

Tweaking may occur in one of two ways...

Random Draws (i.e., in Round One and in Div. II):

If the first randomly-generated schedule delivers a higher-than-average incidence of teams playing others from their own club, then another random draw is generated, and so on, until the number of intra-club match-ups is at least average or preferably better.

Seeded Draws (i.e., in Div. I):

The TD may, on occasion, move two or more teams by a single seeding position, if this helps to deliver a worthwhile reduction in the incidence of teams playing others from their own club.

The top three seeds cannot be moved.

* * * * *

Anthony Pietsch
SAPL Tournament Director