THE UPA MANUAL OF CHAMPIONSHIP SERIES TOURNAMENT FORMATS

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Introduction

It is said that when you get right down to it, there are only two essential ingredients to a tournament: fields and a schedule. Once the games finally begin, tournaments pretty much run themselves if the schedule (which should include field numbers and a field map) is self explanatory.

Unfortunately, scheduling is not so easy for UPA Series tournaments. Sure, for most other tournaments, when you limit the number of teams to four, or eight, or sixteen, scheduling is fairly easy. But at sectionals (or even regionals in those situations where there are not sixteen teams), where every eligible team is guaranteed a spot things aren't so easy. Try devising a schedule for a thirteen team tournament while keeping everyone happy.

The fact is that most UPA Series tournaments do more than pick a single winner. This makes scheduling infinitely more difficult than non-Series tournaments. Ordinarily, it doesn't matter if you come in third or fourth at a tournament, but if the top three teams qualify to the next level, the schedule must be scrupulously fair to teams that have a shot at the third place spot.

Not everyone who is a UPA coordinator has run a tournament before. And those that have, have often only needed a format that picks a winner. Many UPA coordinators are also competing on one of the teams in the tournament, which leaves him or her open to charges of bias, both in terms of format and seeding. Tournaments that use formats that are not well-thought out can become disasters, especially if something very unexpected happens, and people realize that the format wasn't even-handed. Under such circumstances, the tournament director is faced with sticking with an unfair format because that's what the captains agreed to, or unfairly changing the format after play has started. Neither situation is acceptable.

This manual attempts to alleviate these problems. We have tried to be fair to all teams involved, analyzing different situations and unlikely scenarios. We hope that this manual makes running a tournament easier for you. No one can claim that the format of a tournament is biased when it's an official "UPA Series Format."

Basic Theories of Tournament Scheduling

There are a couple of basic rules that should be applied to tournament scheduling, each of which is elaborated below. They are:

1. Every team must get an equal chance and there should be as much independence from seeding as possible. That is, all teams should have a fair shot at winning the tournament (and/or qualifying to the next level). No team should have to do something different in the schedule from the other teams because of how they are seeded. Now it may be that some pools are of different size than other pools (there just isn't any number that divides into thirteen!), but in this case an entire pool is playing more games than other pools. No team in the larger pool is doing anything different than any other team in that pool.

2. Each team should get a good number of games. Teams that travel from far away should be able to go home after a tournament feeling like they played their fair share of games, no matter where they finished. This means that teams should be eliminated from the tournament as late as possible, and that if they are eliminated early, there are placement games available to them.

On the other hand,

3. Teams should not have to play more than nine games in two days.

Four games per day, games to 15, is about the most any team should be asked to play in one day. The only time teams should be expected to play five games is when those games are played to 11, and this only applies to pool play on the first day of a two-day event. People who are into triathlons and marathons can go compete in those other competitions.

Furthermore, these games should be scheduled in reasonable blocks of time (e.g. two-hour time blocks with a soft time cap of "plus two" after 1 hour and 30 minutes).

Time caps are needed, not only for scheduling purposes, but so that a team does not have to play too many hours of Ultimate in a day. In those games where the wind is strong, both teams have good defenses, or neither team has a good offense, games to 15 can drag out for a long time. A succession of long, killer games often results in unwarranted injuries.

4.   The order of the games should be fair

Teams which play one another should have had similar schedules leading into that game. This means that bye rounds should be arranged such that the "unmatched bye" is avoided whenever possible. Obviously, if there are an odd number of teams in a pool, then avoiding all unmatched byes is impossible, but an effort should be made to minimize them.

When unmatched byes must exist in bracketed play, they should benefit the higher seed, who has presumably earned the advantage through stronger play leading in.

Allowable Forfeits

"Placement Games" include games for seeding amongst teams already advancing and games to advance to the next stage of the Championship Series ("games to go"). Normally, teams are required to play out their entire schedule, lest they forfeit the remainder of their games in the Series (see the "Forfeit Rule" in the latest Series Guidelines for exact wording). In certain limited situations, however, a placement game may be left un-played or not played at all. This can only be done without penalty in the two cases outlined below.

Case 1
1 - It is the last game of the tournament for both teams.
2 - Both teams are already guaranteed to advance to the next stage of the Championship Series (or both teams have already been eliminated from advancing).
3 - Neither of the teams wishes to play the game.

If ALL of the above conditions are met, then the game may be left un-played. The final placement of the teams will be determined based on their current standing in the format.

Case 2
1 – It is the last game of the tournament for both teams.
2 – The teams have played twice already in the tournament and one team has a 2-0 record against the other team.

If ALL of these conditions are met, then the game will not be played. The team with the 2-0 record will be placed above the other team in the final tournament rankings.

Note that in formats that utilize pool play completion to determine which team(s) will advance, all pool games by all teams must be completed or the forfeiting team(s) will forfeit the remainder of their games in the Series (see the "Forfeit Rule" in the latest Series Guidelines for exact wording). This is because pool play completion can result in ties and tie-break scenarios that depend on the outcome of games involving teams who are not necessarily in the running to advance. Therefore, Cases 1 and 2 above can only be applied to games in placement brackets.

Seeding

"Seeding" a tournament is a way of ranking the teams and, assuming there is pool play, distributing the teams into the pools in such a way as to be fair to the teams involved, and to avoid matching up the best teams in the early rounds. For example, suppose, at your sectional, you were trying to choose the top three teams to qualify for regionals. The last situation you want is where a team gets beaten by the number one and number two teams and never has a chance to compete against the

number three team. Suppose you had ten teams divided into two pools of five. You
would try your best not to put the two best teams in the same pool. If this is
difficult to determine (and it sometimes is in those sections where teams don't play
each other often), you would try to make sure that when pool play is done, the top
three teams in each pool have not yet been eliminated.

Ideally, it shouldn't matter where or how teams are seeded. Indeed, when the
entire tournament is in one round-robin pool, it doesn't matter how the teams are
seeded. Attempts have been made, in every format in this manual, to minimize the
effect of seeding. A team might get eliminated earlier or later because of where
they were seeded, but whether or not the team qualifies for the next level tournament
should not depend on seeding.

In many of the formats in this document, pool play results are used to prepare
a bracket or brackets for subsequent play. In preparing pools, the traditional
method for arranging the pools to be balanced and fair is to "snake" the pools, as
below:

```
Pool A      Pool B
1           2
4           3
5           6
8           7
```

The Traditional method for preparing a bracket is for the strongest team to
play the weakest remaining team:

```
1─────┐
      ├───┐
8─────┘   │
          ├───┐
5─────┐   │   │
      ├───┘   │
4─────┘       │
              ├────────────
3─────┐       │
      ├───┐   │
6─────┘   │   │
          ├───┘
7─────┐   │
      ├───┘
2─────┘
```
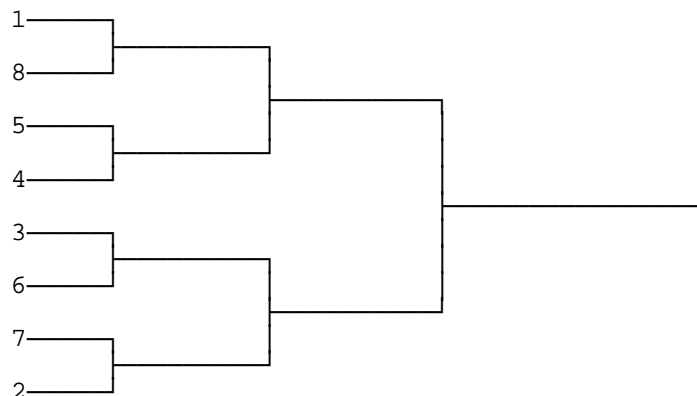
Analysis of these two examples shows that the same matchups from pool play will
occur again in bracket play. In order to avoid this situation, the authors of these
formats have often chosen to adjust the seeding of the pools and not use the
traditional "snaking" method. Doing this enables more traditional matchups for the
bracketed portion of the tournament, and can be done while still maintaining the
balance of the overall strength of the pools with respect to one another. Because
pools often lead to brackets in these formats (and the opposite never happens) the
authors have determined that it is more important to have the traditional matchups
later in the tournament.

How to seed

For UPA Series tournaments, UPA seeding guidelines should be followed. Check
with your National Division Director or your division's series guidelines for more
information. In general, it is useful to get as much information as possible
beforehand, i.e., which teams have beaten other teams, etc. As general rules, one
should take into account the entire season, giving more weight to games and
tournaments that were played more recently. (In college situations, the "Top 20"
rankings service can be used as a guide; the rankings should not necessarily be
controlling).

Switching opponents in parallel bracket games

In many brackets in this manual, a given round will contain two "parallel" games where the winners of two games in the previous round play two teams which just entered that bracket. Examples of this would be games c and d in bracket 6.1.2, games j and k in bracket 8.2.2, and games z and aa in bracket 16.2.1.

The choice of which opponent plays which in these situations is made to minimize the likelihood of a rematch occurring. However, in certain cases, upsets in previous rounds can cause rematches to occur in these games. Generally, these rematches are unavoidable and must be played. However, in certain specific cases these rematches should be avoided by switching the lower seeded opponents. The exact procedure for determining when to make this switch is as follows:

1) Examine the regularly scheduled matchups and determine whether either game is a rematch of a game which occurred earlier in BRACKET play. If so, continue to step 2, otherwise skip to step 3. (For the purposes of this procedure, all games after the conclusion of pool play are considered bracket games.)

2) Consider the matchups that would occur if the lower-seeded teams (that is, the teams that were already in the sub-bracket in the previous round) were switched. If either of the resulting games would be rematches of BRACKET play, then the procedure is complete and no changes should be made to the schedule. Otherwise, go to step 5.

3) Examine the regularly scheduled matchups and determine whether either game is a rematch of a game which occurred earlier in POOL play. If so, continue to step 4, otherwise the procedure is complete and no changes should be made to the schedule.

4) Consider the matchups that would occur if the lower-seeded teams (that is, the teams that were already in the sub-bracket in the previous round) were switched. If either of the resulting games would be rematches of earlier games in the tournament (either in pool play or bracket play), then the procedure is complete and no changes should be made to the schedule. Otherwise, continue to step 5.

5) Switch the lower-seeded teams, so that they now play the opposite opponents.

For the purposes of clarity, here are a few examples:

Example 1. Teams are playing bracket 8.2.1 - eight-team clipped double elimination. In game b, A2 defeats B1. Games a, d, and e all go to seed. No change in the schedule is made, since switching lower seeded opponents in games f and g would result in a pool play rematch in game f.

Example 2. Teams are playing bracket 8.2.1 - eight-team clipped double elimination. In game b, A2 defeats B1. In game a, B2 defeats A1. Games d and e go to seed. Lower seeded opponents are switched in games f and g, since this will prevent pool play rematches (A1 vs. A3 and B1 vs B3) without creating any pool play rematches.

Example 3. Teams are playing bracket 16.5 - 5 teams advancing - seeding from four pools (15-16 teams). A1 wins game a, and then loses in games e and k, while B2 loses game a and loses game h, but wins game u. As such, the teams that played in bracket game a (A1 and B2) are scheduled to play again in bracket game w. Furthermore, the team which won game h also won game j, so no bracket rematch is created by moving the lower seed in game w (B2) into game v. Therefore, the lower seeded opponents are switched in games w and v.

Whether this creates (or avoids) a pool play rematch is not considered, since the priority is to avoid a bracket play rematch. For example, the winner of game t could be A4, which would mean the switched game v would be a pool play rematch (A1 vs. A4). The change would be made despite this.

A One-Day or Two-Day Format?

For Regional Championships: Even though there may be as few as four teams, two days of play are expected for teams that will be competing for spots at nationals. There should be no exceptions (except in the case where there are three teams or less competing).

For Sectional Championships: Sectionals should be a two-day tournament. If there are 7 or more teams competing, then there are no exceptions to this rule (except as noted in the format descriptions). If there are 6 or less teams, there are limited circumstances where a one-day format is acceptable. Whether or not there are two days of play depends on the characteristics of the section. Where most, sometimes all, of the teams advance, and none of the teams are traveling far, a one-day tournament might be acceptable. The sectional coordinator should ask the teams in the section if they prefer a one- or two-day tournament. Note: a greater weight should be given to the preferences of the teams that are traveling far, and, secondarily, to the weaker teams. If the weaker teams want to play more games, the better teams should accommodate them. This is even more important if the weaker teams face elimination at sectionals. The UPA should afford them the opportunity to play more games before their season ends.

How to read these schedules.

Below is a sample six-team round-robin schedule. In the schedule below, each row is a round, and each column can be a field. So, in the first round, 1 plays 5 on field one, etc.

```
1 v 5    2 v 4    3 v 6
1 v 4    2 v 3    5 v 6
1 v 3    2 v 6    4 v 5
1 v 2    3 v 5    4 v 6
1 v 6    2 v 5    3 v 4
```

Guidelines for round lengths and caps

The amount of time in the day which you will have to play the tournament will vary depending on your location, the time of year, preferred starting time, and field availability. However, the following guidelines should be adhered to.
1) If the format dictates that different pools play to different point totals, the round lengths in those pools should be different. The pool which plays to a higher total should have commensurately longer rounds.
2) Soft and hard time caps.
- The soft time cap should be no less than 30 minutes before the start of the next round.
- The hard time cap (if utilized) should be no less than 20 minutes after the soft time cap.
- The start of the next round should be no less than 10 minutes after the hard time cap (if utilized).
Following these minimum time requirements reduces the likelihood that a team has to begin a game immediately on the heels of another game, which is important for health and safety as well as for tournament and team logistics. These minimums also reduces the likelihood that a game will be hard time capped, by allowing adequate time to finish the remaining points after the soft time cap is implemented. These recommended minimums take into account standard cap and timeout rules, which may be adjusted for logistical reasons in accordance with the official UPA rules of Ultimate and cap guidelines for Series coordinators.
3) All rounds of pool play in a given pool must have identical cap rules. All bracket play games in a given round must have identical cap rules as well. Time caps may vary from pool to pool and between pool play and bracket play, and from round to round in bracket play.

Tie breakers for round-robins

The worst part of a round-robin the possibility of a three-way tie between teams that have all beaten each other. (E.g., A beats B, B beats C, and C beats A). One unlucky team will have to finish 3rd when they only lost one game. This is the very reason why the UPA tries to avoid pool play when the third place team can get eliminated. So, for example, in a tournament that is organized into 4 pools of 5, where the top 2 teams advance, a team can lose one game, to the best team, and be denied the chance to finish in the top eight.

Nevertheless, while the UPA tries to minimize such situations, they all can't be avoided. The following are the UPA Standard set of round-robin tie breaker rules.

Rule 1. A given tie-breaker rule applies equally to all the teams that are tied. For an example of this application, see example 3.1.

Rule 1a. If, after the application of a given rule, all of the teams are still tied, go to the next rule. For an example of this application, see example 3.3.

Rule 1b. If not all teams, but one or more subgroups of the teams are tied, separate these teams into groups and go back to rule 2 with each of the groups individually. For an example of this application, see example 3.2.

Rule 2. Won-loss records, counting only games between the teams that are tied.

Example 2.1. A and B are tied for third place at 4-2, and during the tournament, A has beaten B. Then, A gets third place and B gets fourth place. When only two teams are involved, this rule is commonly called "head-to-head."

Example 2.2. A, B, and C, are tied for first place; they are all 3-2 after the six team round-robin. A has beaten both B and C, while B has beaten C. The records among the three teams only are: A is 2-0, B is 1-1, and C is 0-2. A finishes first, B finishes second, and C finishes third.

Example 2.3. A, B, and C are in a three-way tie. A has beaten B, B has beaten C, C has beaten A. The relevant records for all three teams are 1-1. This tie-breaker won't work, and you must go on to tie-breaker #3.

Rule 3. Point differentials, counting only games between the teams that are tied.

Example 3.1. A, B, C are in a three-way tie for first place. A has beaten B 15-10, B has beaten C 15-12, and C has beaten A, 15-13. A's point differential, then, is +5 and -2, which equals +3. B's is -2 and C's is -1. A finishes first, C finishes second, and B finishes third. Note that the three point differentials, in this case, +3,-2,-1, must always add up to zero. Note also that we do not use the point differential to choose the winner and then go "head to head" to choose the other two. This would be a violation of Rule #1, which says that we must apply a tie-breaker rule equally to all the teams that are tied.

Example 3.2. A, B, C are in a three-way tie for first place. A has beaten B 15-11, B has beaten C 15-12, and C has beaten A, 15-13. A's point differential, then, is +4 and -2, which equals +2. B's is -1 and C's is -1. A takes first place. B and C are still tied. When, after the application of a rule, there are still teams that are tied, we go back to rule 2. Since B beat C, B takes 2nd place, and C takes 3rd. At this point we do not go onto rule 4.

Example 3.3. A, B, C are in a three-way tie for first place. A has beaten B 15-13, B has beaten C 16-14, and C has beaten A, 15-13. A's point differential, then, is +2 and -2, which equals +0. B's is 0 and C's is 0. This tie-breaker can not be applied, go on to tie-breaker rule 4, unless there are only three teams in the pool to begin with, in which case you should have played an extra point. See the discussion on three-team pools on page 7).

Rule 4. Point differentials, counting games against all common opponents.

Example 4.1. As in example 3, above, A, B, C are in a three-way tie for first place in a four team pool. A has beaten B 15-13, B has beaten C 16-14, and C has beaten A, 15-13. All three point differentials are 0. Suppose all of them have played D; A beat D 15-9, B beat D 15-7, and C beat D 15-12. B takes first place (because their point differential against the common opponent, D, was +8), A takes

second (by beating D by six goals), and C takes third (beating D by three goals).
   4.a. Multiple games against common opponents are averaged.
   Example 4.2. Assume all of example 1, but that, for some reason, B beat D twice, 15-7 and 15-12. Take the average of the scores and only count it once, thus, we would calculate the point differential as though B beat D once, by a score of 15-9.5. Then A takes first (point differential of +6), B takes second (we count, as a point differential, the score of 15-9.5, which is 5.5), and C takes third (beating D by three goals).

5. Point differentials, counting games against all common opponents, excluding each team's best and worst differentials. This is about the same as Rule 4, except that the best and worst scores are eliminated. This eliminates "blowouts" with which the teams in question might have been involved.

6. Points scored, counting only games among the teams that are tied. (Note to UPA officials. I thought long and hard about whether we should count most points scored, or least points allowed. There is really no good reason why one should count more than the other. The reason why I chose points scored, is that it, at least, provides an incentive for the game to start on time, and to minimize all the things that delay games (extra long time outs, excessive foul calling, procrastinating at the beginning of games and at the beginning of the second half, stalling in the hope that the game is capped, stalling because the team is tired, etc.)

7. Points scored, counting games against all common opponents.

8. Points scored, counting games against all common opponents, excluding each team's best and worst scores.

9. Sum of the square roots of the absolute values of the point differentials, counting games against all common opponents. This has the effect of minimizing the effect of blowouts without totally excluding them from consideration. Thus, as described in the example below, a team that wins its games by the scores of 15-8 and 15-10 will have a better differential that a team that wins 15-12 and 15-4. (One might assume that at a certain point, the losing team in the 15-4 game gave up since points became somewhat irrelevant to them.) It also has the added benefit of making it almost mathematically impossible to still be tied after this rule, unless all the scores of the teams involved are identical.
   Strictly speaking, mathematically, the computation regarding losses should be subtracted. Here's an example:

```
A beats W 15-12          B beats W 15-8
A beats X 15-4           B beats X 15-8
A lost to Y 15-8         B lost to Y 15-12
A lost to Z 15-8         B lost to Z 15-4
```

   Suppose, further, that these were the only games involving common opponents of A and B, and that all the tie-breakers are the same through the first eight rules. Then, applying this rule, A's differentials are 3, 11, -7 and -7. The tie-breakers, then, are

```
A's tie breakers = sqrt(3) + sqrt(11) - sqrt(7) - sqrt(7)
B's tie breakers = sqrt(7) + sqrt(7) - sqrt(11) - sqrt(3)
```

   A's tie breakers are approximately -0.2 while B's tie breakers are approximately +0.2.

   10. Flip a disc. As a last resort, discs should be flipped. Two discs should be flipped with one team calling "odd" or "even."

3.   Three Teams

There is not a lot you can do with a three team tournament, although you only need one field. The following is a round-robin tournament for three teams.

Table 3.1 - Three-Team Round-robin

```
1 v  3
2 v  3
1 v  2
```

The Three team tie-breaker problem.

When all three teams in a pool finish with 1-1 records, apply the standard tie-breakers, but you should add the following rule to the tournament:

If the first two games of a three-way round robin end with the exact same score (but different winners), one additional point should be played after the second game. The pulling team and the sides should be the same as at the beginning of the second half. This point will only count in the case of the otherwise unbreakable three-way tie, where each game results in the exact same score. If each team has a point differential of zero after the last game and all three games resulted in the same score, the additional point played after round two determines the first and third place teams.

Example 1.   A beats B 15-12. B beats C 15-12. At the conclusion of their game, B and C play one additional point. This point will only come into play if C beats A 15-12 in the final game.
Remember, this provision only goes into effect if all three <u>scores</u> are identical; if merely all three <u>point differentials</u> are identical, that is not enough to trigger this provision (see next example).
The problem with this, of course, is that where a team finishes, in part, is due to the round in which that team has a bye. But since teams know entering the final game what an identical score will cause, those two teams are in control of their fate, and the third team had a chance to impact the tie during the tiebreak point of the previous round.

Example 2.   A beats B 15-12. B beats C 14-11. C beats A 15-12. All three point differentials are zero, but not all the scores are identical. The tie can be broken, however, with tie-breaker rule #6, which is "points scored, counting only games among the teams that are tied." A has scored 27 points, B and C have each scored 26 points. A takes first place, and you attempt to break B and C's tie by going back at the first rule. On head-to-head (rule #2), B beat C, and so B takes second and C takes third.

4.   **Four Teams**

For Regional Championships: Even though there are only four teams, two days of play are expected for teams that will be competing for spots at nationals.

For Sectional Championships: Whether or not there are two days of play depends on the characteristics of the section. See the discussion on "A One-Day or Two-Day Format" on page 3.

4.1 One day formats:

one team advances: Use Table 4.2. If there is a 3-0 team, the tournament is over. Otherwise, Bracket 4.1 must be played to determine the champion. This creates five games in one day, but is necessary to prevent a situation where two teams are eliminated from the series as a result of point differential. 3rd place is given to the winner of the pool play game between the semifinal losers.

two teams advance: Use Bracket 4.2.1.

three teams advance: Use Bracket 4.2.1. The last game for second place can be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2.

four teams advance: Use Table 4.2. If there is no 3-0 team, then Bracket 4.1 may be played to accurately determine the champion.

4.2 Two day formats:

one team advances: Use Table 4.1 on the first day, and Bracket 4.1 the second day. The semifinal losers play an additional game for third place.

two teams advance: Use Table 4.1 on the first day, and Bracket 4.3 the second day.

three or four teams advance: Use Table 4.1 on the first day, and Bracket 4.2.1 the second day. The last game for second place can be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2.

Table 4.1 - pre-set four-team round-robin.

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

Table 4.2 The flexible four-team round-robin

First round: 1-3 and 2-4.

Second round: winners play losers. In other words, the winner of each game plays the loser of the other game. This will increase the chances of two undefeated teams playing each other in the third round.

Third round: the remaining game of the round-robin.

Bracket 4.1 - four-team single elimination.

This should never be used alone. A team should never be eliminated from a tournament after losing only one game. On the other hand, this is a fairly typical format for use in the second half of a tournament.

```
1
    a
4
        c
2           first place
    b
3
```
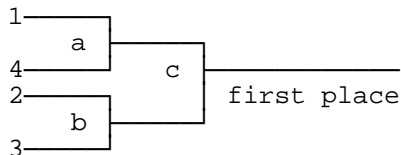
Bracket 4.2.1 - modified four-team double elimination.

This format is very exciting if second place matters. Alone, it doesn't offer much. A team that loses two games is finished. But it has its place if used as the second day of a tournament where you have eliminated down to four teams the day earlier.
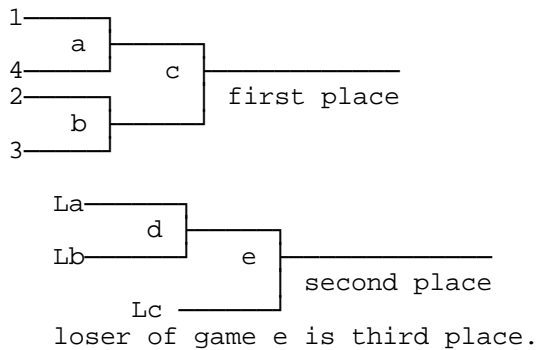
```
1
    a
4
        c
2           first place
    b
3


La
    d
Lb
        e
            second place
    Lc
loser of game e is third place.
```

Bracket 4.2.2 - modified four-team double elimination – seeding out of two pools.

```
A1─┐
   │ a ─┐
B2─┘    │ c ──────────────────
A2─┐    │        first place
   │ b ─┘
B1─┘
   La─┐
      │ d ─┐
   Lb─┘    │ e ────────────────
          second place
      Lc ──────┘
```
loser of game E is third place.
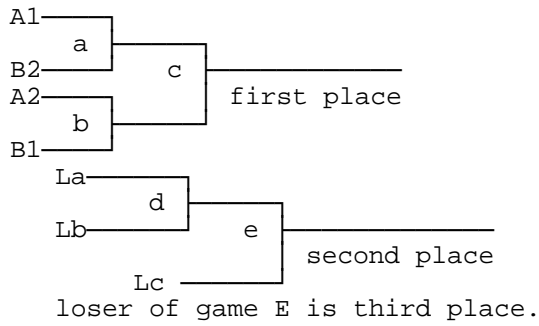
Bracket 4.3 – four-team clipped double elimination

This is essentially table 4.4.1, four team double elimination, with the first round removed. It should never be used by itself, but it is used in some formats after pool play.

```
1 ───┐
     │ a ─┐──────────────────
     │      first place
2 ───┘

3 ───┐
     │ b ─┐
4 ───┘    │ c ────────────────
              second place
     La ──────┘
```

11
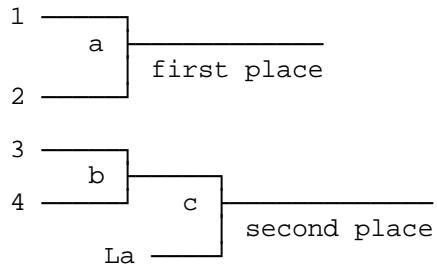
5.   **Five Teams**

A five-team round-robin requires two fields and five rounds. Unless all five teams advance, a two-day event is required to accurately determine the advancing teams.

   5.1   **One team advances:**

Use Table 5.1.3 (round-robin) on the first day. The top four teams qualify and use Bracket 4.1, a single elimination on the second day. The losers in the first round on the second day should play one another (as in Bracket 4.2.1) in order to get a second game that day.

   5.2   **Two teams advance:**

Use Table 5.1.1 (round-robin) on the first day. On the second day, the top four teams play Bracket 4.3, four-team clipped double elimination.

This format requires seven rounds, five for the round-robin and two for the clipped double-elimination. The most games a team will play is six.

   5.3   **Three teams advance:**

Use Table 5.1.2 (round-robin) on the first day. On the second day, play **Bracket** 5.1, the three team advancing format.

This format requires seven rounds, five for the round-robin and two for the elimination bracket. Note that the top seed and the bottom finisher will only get one game on Sunday. This is almost unavoidable, given the desire to keep all five teams in contention.

   5.4   **Four teams advance:**

Use table 5.1.2 (round robin) on the first day. On the second day, use **Bracket** 5.2, the four team advancing format. Note that the top team is determined on the first day, and that team has no games the second day.

   5.5   **Five teams advance:**

Use Table 5.1.2 (round-robin) on the first day. The top four teams qualify and use Bracket 4.1, a single elimination on the second day. The losers in the first round on the second day play one another for 3rd place.

For five teams advancing, simply playing the round-robin as a one-day event is an acceptable alternative.

The following schedules are for five-team round-robins, which take five rounds. Games in the round robin are to 13. Consult individual formats for instructions on which schedule to use.

Table 5.1.1 - Five-team round-robin - version 1:

```
1 v 2   3 v 4
1 v 4   2 v 5
1 v 3   4 v 5
2 v 4   3 v 5
2 v 3   1 v 5
```

Table 5.1.2 - Five-team round-robin - version 2:

```
4 v 5   2 v 3
1 v 3   2 v 4
1 v 5   3 v 4
1 v 4   2 v 5
1 v 2   3 v 5
```

Table 5.1.3 - Five-team round-robin - version 3:

```
1 v 5   3 v 4
1 v 3   2 v 4
4 v 5   2 v 3
1 v 4   2 v 5
1 v 2   3 v 5
```

Table 5.1.4 - Five-team round-robin - version 4:

```
1 v 2   4 v 5
1 v 4   3 v 5
2 v 5   3 v 4
2 v 4   1 v 3
2 v 3   1 v 5
```

Bracket 5.1 - Five-team bracket with three teams advancing

```
1                winner 1st place
         b
2
    a            loser 2nd place
3


4
    c            3rd place
5        d

La
```
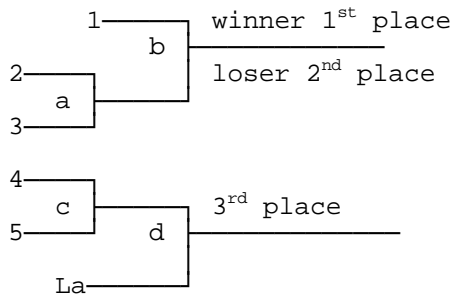
Bracket 5.2- Five-team bracket with four teams advancing

First place is based on pool play.

```
2
    a            winner 2nd place
5        c
4
    b            loser 3rd place
3


La
         d       4th place
Lb
```

14
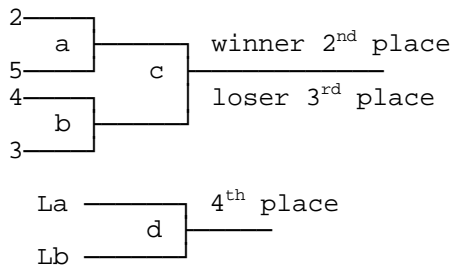
6.   Six Teams

Unless all six teams advance, a two-day event is required to accurately determine the advancing teams.

6.1. One team advances:

Use Table 6.1.4 (round-robin split over the two days – version 4). The top four teams use Bracket 4.1, a single elimination when the round-robin is finished. The teams that make it to the finals will be playing seven games over the weekend. The bottom two teams in the round-robin can play an additional game for place, in order to give them a second game on the second day.

6.2. Two teams advance:

Use Table 6.1.4 (round-robin split over the two days – version 4). After the round-robin is completed, play Bracket 4.3 (four team clipped double elimination) for the top four teams. The bottom two teams play for place as in 6.1.

6.3. Three teams advance:

Use Table 6.1.4 (round-robin split over the two days – version 4). After the round-robin is completed, use Bracket 6.1.1 (6-team modified elimination) for the last three rounds.

6.4. Four teams advance:

Use table 6.1.4 (round-robin over two days – version 4). After the conclusion of pool play on the second day, play Bracket 6.4 - Six team clipped elimination - four teams qualify.

6.5. Five teams advance:

Use Table 6.1.4 (round-robin split over the two days – version 4). After the round-robin is completed, use Bracket 6.1.1 (6 team modified elimination).

6.6. Six teams advance:

Use Table 6.1.4 (round-robin split over the two days – version 4). The top four teams use Bracket 4.1, a single elimination, when the round-robin is finished. The teams that make it to the finals will be playing seven games over the weekend. 3rd place is given to the winner of the pool play game between the semifinal losers. The bottom two teams in the round robin play an additional game to determine 5th and 6th place.

For six teams advancing, simply playing the round-robin as a one-day event, using Table 6.1.1, is an acceptable alternative.

The following schedules are for six-team round-robins, which take five rounds.
Consult individual formats for instructions on which schedule to use.

Table 6.1.1 - Six-team round-robin – version 1:
The following schedule is played in one day. Games are played to 11.

```
1 v 3    2 v 5    4 v 6
1 v 5    2 v 4    3 v 6
1 v 6    2 v 3    4 v 5
1 v 4    2 v 6    3 v 5
1 v 2    3 v 4    5 v 6
```

Table 6.1.2 - Six-team round-robin – version 2:
The following schedule is played in one day. Games are played to 11.

```
1 v 3    2 v 5    4 v 6
1 v 5    2 v 4    3 v 6
1 v 2    3 v 4    5 v 6
1 v 4    2 v 6    3 v 5
1 v 6    2 v 3    4 v 5
```

Table 6.1.3 - Six-team round-robin over two days – version 3.
The last round listed should be played on the second day. Games are played to 13.

```
1 v 3    2 v 5    4 v 6
1 v 6    2 v 3    4 v 5
1 v 4    2 v 6    3 v 5
1 v 2    3 v 4    5 v 6
--------------------------
1 v 5    2 v 4    3 v 6
```

Table 6.1.4 - Six-team round-robin over two days – version 4:
The last round listed should be played on the second day. Games are played to 13.

```
1 v 3    2 v 5    4 v 6
1 v 2    3 v 4    5 v 6
1 v 4    2 v 6    3 v 5
1 v 6    2 v 3    4 v 5
--------------------------
1 v 5    2 v 4    3 v 6
```

Table 6.1.5 - Six-team round-robin over two days – version 5.
The last two rounds listed are played on the second day. Games are played to 13.

```
1 v 6    2 v 3    4 v 5
1 v 4    2 v 6    3 v 5
1 v 2    3 v 4    5 v 6
--------------------------
1 v 3    2 v 5    4 v 6
1 v 5    2 v 4    3 v 6
```

Table 6.1.6 - Six-team round-robin over two days – version 6:
The last two rounds listed are played on the second day. Games are played to 13.

```
1 v 2    3 v 4    5 v 6
1 v 4    2 v 6    3 v 5
1 v 6    2 v 3    4 v 5
--------------------------
1 v 3    2 v 5    4 v 6
1 v 5    2 v 4    3 v 6
```

Bracket 6.1.1 - Six team modified elimination
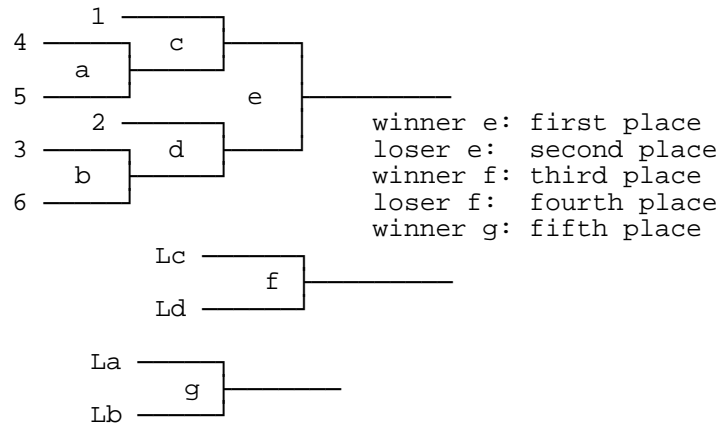
```
    1 ─────┐
4 ─────┐   c ──┐
    a ──┘      │
5 ─────┘       e ────────
    2 ─────┐   │       winner e: first place
3 ─────┐   d ──┘       loser e:  second place
    b ──┘               winner f: third place
6 ─────┘               loser f:  fourth place
                       winner g: fifth place
        Lc ──┐
             f ────────
        Ld ──┘

        La ──┐
             g ────────
        Lb ──┘
```

Bracket 6.1.2 - Six team modified elimination, seeding from two pools

```
     A1 ─────┐
A3 ─────┐    c ──┐
     a ──┘       │
B2 ─────┘        e ────────
     B1 ─────┐   │      winner e: first place
B3 ─────┐    d ──┘      loser e:  second place
     b ──┘              winner f: third place
A2 ─────┘              loser f:  fourth place
                       winner g: fifth place
        Lc ──┐
             f ────────
        Ld ──┘

        La ──┐
             g ────────
        Lb ──┘
```
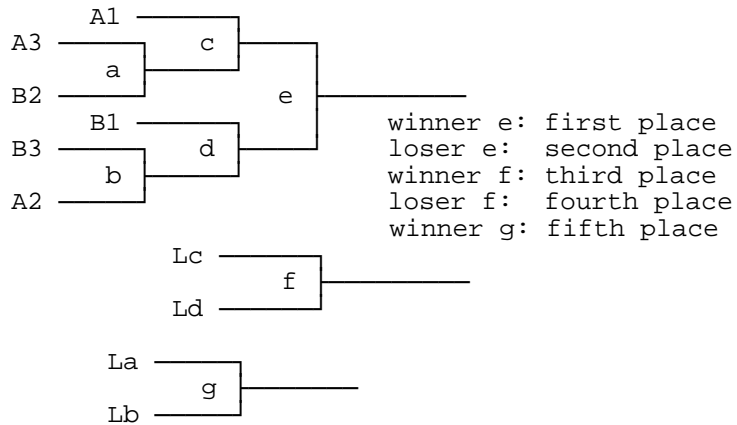
Note the comment on swapping opponents in parallel games on page 4.

Bracket 6.2 - Six team modified bracket - only two qualify.

Note that this bracket is not to be used in situations where more than two teams qualify for the next level.

```
A1 ──────┐
         │ a ┐
B1 ──────┘   │
             1st ──────
A2 ──────┐
         │ b ┐
B3 ──────┘   │
             │ d ┐
A3 ──────┐   │   │
         │ c ┘   │ e ┐
B2 ──────┘       │   │ ──────
                 La ─┘ 2nd
```
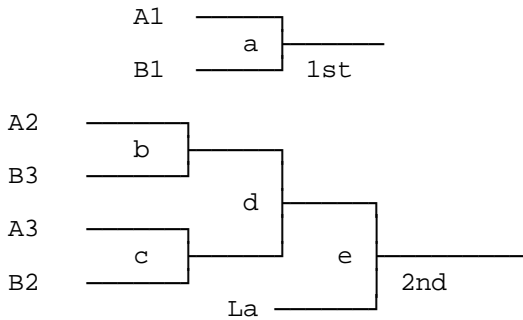
Bracket 6.3 - Six team clipped elimination – three teams qualify.

The following approach in used in certain formats where the top three teams must be determined in only two rounds. The finals game is for place only, as both teams have already qualified for the next event.

```
1 ──────┐
        │ a ┐ winner 1st place
2 ──────┘   │
            └ loser 2nd place

3 ──────┐
        │ b ┐
6 ──────┘   │
            │ d ┐ 3rd place
5 ──────┐   │   │
        │ c ┘   │
4 ──────┘
```
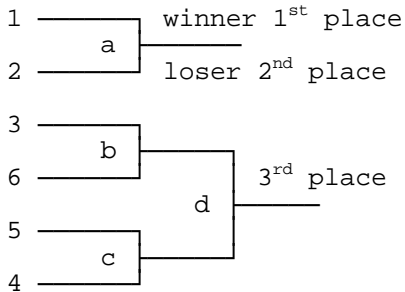
Bracket 6.4 - Six team clipped elimination - four teams qualify.

The following approach is used in certain formats where the top four teams must be determined in only two rounds. The finals and the 2/3 game are for place only, as both teams have already qualified for the next event. The last game for second place can be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2.

```
1 ──────┐
        │ a ┐ winner 1st place
2 ──────┘   │
            └

La ──────┐
         │ c ┐ winner 2nd place
3 ──────┐│   │
        │ b ┘ loser 3rd place
4 ──────┘

Lb ──────┐
         │ e ┐ 4th place
5 ──────┐│   │
        │ d ┘
6 ──────┘
```

18
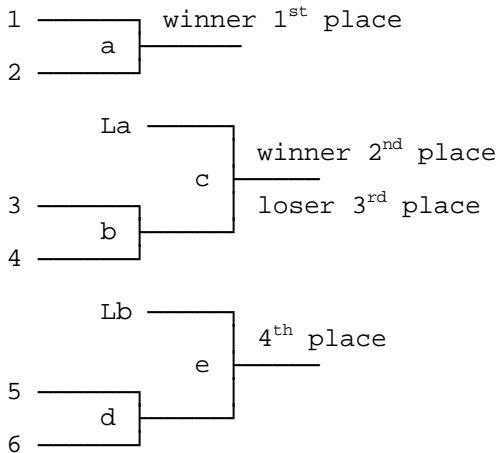
7.   Seven Teams

A seven team tournament requires a round robin. A pool of four and a pool of three are not acceptable for the same reasons as explained in the six team formats. The round robin is spread out over two days, such that every team plays four games of pool play on the first day, and two on the second day.

All approved formats feature five rounds of pool play on the first day. There are three rounds of pool play plus two rounds of bracket play on the second day. No team has to play more than four games on either day.

7.1   One or Seven teams advance:

Use Table 7.1.1, round-robin version 1. If there is a 6-0 team, then tournament is complete. However, if there is no 6-0 team, use Bracket 4.1 (four team single elimination) to accurately determine the champion. 3rd place is given to the winner of the pool play game between the semifinal losers.

7.2   Two teams advance:

Use table 7.1.1, round-robin version 1. The top four finishers continue, and use Bracket 4.3, clipped four-team double elimination, to determine the two advancing teams.

7.3   Three teams advance:

Use Table 7.1.1, round-robin version 1. The top six finishers continue, and use Bracket 6.3, six-team clipped elimination with three teams advancing.

7.4   Four teams advance:

Use Table 7.1.1, round-robin version 1. The top six finishers continue, and use Bracket 6.4, six-team clipped elimination, with four teams advancing.

7.5   Five teams advance:

Use Table 7.1.2, round-robin version 2. Then use Bracket 7.1, seven-team clipped elimination, with five teams advancing.

7.6   Six teams advance:

Use Table 7.1.2, round-robin version 2. Then use Bracket 7.2, seven-team clipped elimination with six teams advancing.

Table 7.1.1 – Seven-team round-robin over two days – version 1.

The first five rounds below should be played on the first day, and the last three rounds should be played on the second day.

```
Day One
Round 1      5 v 6      2 v 7      3 v 4
Round 2      1 v 4      2 v 6      3 v 7
Round 3      1 v 2      5 v 7      3 v 6
Round 4      1 v 5                 4 v 6
Round 5      1 v 7      2 v 3      4 v 5
------------------------
Day Two
Round 6                            6 v 7
Round 7      1 v 3      2 v 5      4 v 7
Round 8      1 v 6      2 v 4      3 v 5
```

Table 7.1.2 – Seven-team round-robin over two days – version 2.

The first five rounds should be played on the first day; the last three rounds should be played on the second day.

```
Day One
Round 1      1 v 7      2 v 3      4 v 5
Round 2      1 v 4      2 v 6      3 v 7
Round 3      1 v 2      4 v 6      3 v 5
Round 4      1 v 6      5 v 7      3 v 4
Round 5      2 v 7      5 v 6
------------------------
Day Two
Round 6                            6 v 7
Round 7      1 v 3      2 v 5      4 v 7
Round 8      1 v 5      2 v 4      3 v 6
```

Table 7.1.3 – Seven-team round-robin over two days – version 3.

The first five rounds should be played on the first day; the last three rounds should be played on the second day.

```
Day One
Round 1      1 v 2      5 v 7      3 v 4
Round 2      1 v 4      2 v 5      3 v 6
Round 3      4 v 7      2 v 3      5 v 6
Round 4      1 v 7      2 v 6
Round 5      1 v 3      6 v 7      4 v 5
------------------------
Day Two
Round 6      1 v 6
Round 7      1 v 5      2 v 4      3 v 7
Round 8      4 v 6      2 v 7      3 v 5
```

Table 7.1.4 - Seven-team round-robin over two days – version 4.

The first six rounds should be played on the first day; the last two rounds should be played on the second day. Note that this format is not approved for use in seven-team tournaments—it is designed for use in 13 and 14-team events.

```
Day One
Round 1        1 v 7    2 v 3    4 v 5
Round 2        1 v 5    2 v 6    3 v 7
Round 3        1 v 3    2 v 4    5 v 6
Round 4                 4 v 6    5 v 7
Round 5        1 v 2    4 v 7    3 v 6
Round 6        1 v 6    2 v 5    3 v 4
---------------------------------
Day Two
Round 7                          6 v 7
Round 8        1 v 4    2 v 7    3 v 5
```

Table 7.1.5 - Seven-team round-robin over two days – version 5.

The first six rounds should be played on the first day; the last two rounds should be played on the second day. Note that this format is not approved for use in seven-team tournaments—it is designed for use in 13 and 14-team events.

```
Day One
Round 1        5 v 6    2 v 7    3 v 4
Round 2        1 v 7    2 v 5    3 v 6
Round 3        1 v 2    4 v 6    3 v 5
Round 4        1 v 6    4 v 7
Round 5        1 v 4    5 v 7    2 v 3
Round 6        1 v 3    4 v 5    2 v 6
---------------------------------
Day Two
Round 7                          6 v 7
Round 8        1 v 5    2 v 4    3 v 7
```

Bracket 7.1 - Seven-team clipped elimination – only five qualify.

The finals are for place only, as the top three teams have already qualified for the next event.

```
1 ──────┐
        │ a      winner 1st place
2 ──────┘        loser 2nd place

   3 from pool play = 3rd place

4 ──────┐        4th place
        │ c
5 ──────┘

      Lc ──────┐
               │ e    winner 5th place
6 ──────┐      │
        │ d    │
7 ──────┘
```
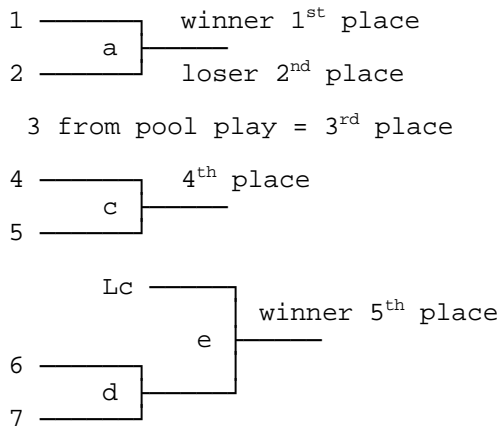
Bracket 7.2 - Seven-team clipped elimination – only six qualify.

The finals are for place only, as the top three teams have already qualified for the next event.

```
1 ──────┐
        │ a      winner 1st place
2 ──────┘        loser 2nd place

   3 from pool play = 3rd place

4 ──────┐
        │ b
7 ──────┘

5 ──────┐
        │ c
6 ──────┘

   Lb ──────┐
            │ d    winner 6th place
   Lc ──────┘      loser 7th place
```
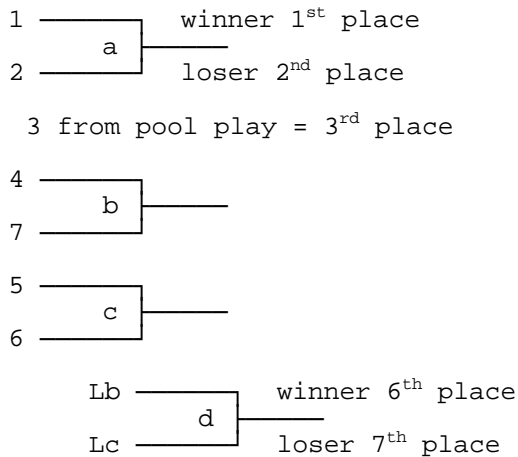
4th place is given to the winner of the pool play game between Wb and Wc.
5th place is given to the loser of the pool play game between Wb and Wc.

8.   Eight Teams

Eight teams is a wonderful number to have. Besides the standard UPA options there are other possibilities that can be used for non-UPA-sanctioned play.

8.1   One team advances

On the first day, play two pools of four according to Table 8.1.2. On the second day, play single elimination according to Table 8.1, eight-team modified elimination. The games outside the initial bracket are only for place. This format requires only three rounds each day, so games can be spaced out well.

8.2   Two teams advance

On the first day, play two pools of four according to Table 8.1.2. Then, continue into Bracket 8.2.1, eight-team clipped double elimination. The first round of the bracket is played on the first day, while the remaining three rounds are played on the second day.

8.3   Three, Seven, or Eight teams advance

On the first day, play two pools of four according to Table 8.1.3. Then, continue into Bracket 8.3, Eight-team modified elimination – three teams advance. The first round of the bracket is played on the first day.

8.4   Four teams advance

On the first day, play two pools of four according to Table 8.1.1. On the second day, use Bracket 8.4, eight-team modified elimination – four teams advance. There are only three games each day, so rounds can be spaced out.

8.5   Five teams advance

On the first day, play two pools of four according to Table 8.1.2. Then, continue into Bracket 8.2.2, eight-team double elimination. The first round of the brackets are played on the first day.

8.6   Six teams advance

On the first day, play two pools of four according to Table 8.1.3. Then, continue into Bracket 8.5, eight-team modified elimination – six teams advance. The first round of the brackets are played on the first day.

Table 8.1.1 Seeding into two pools of four – version 1:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7

Use Table 4.1 for order of play in each pool.

Table 8.1.2 Seeding into two pools of four – version 2:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #3	Seed #4
Seed #6	Seed #5
Seed #8	Seed #7

Use Table 4.1 for order of play in each pool.

Table 8.1.3 Seeding into two pools of four – version 3:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #6	Seed #5
Seed #7	Seed #8

Use Table 4.1 for order of play in each pool.

Bracket 8.1 - Eight-team modified elimination

NOTE: This format is not UPA-approved for when more than one team advances.

```
Round 1    Round 2

A1──────┐
        │ a ├──┐
B4──────┘      │
               │ e ├──┐
B2──────┐      │      │
        │ b ├──┘      │
A3──────┘             │
                      │ g ├──────────
A2──────┐             │   (1st place)
        │ c ├──┐      │
B3──────┘      │      │
               │ f ├──┘
B1──────┐      │
        │ d ├──┘
A4──────┘


LA──────┐
        │ h ├──┐
LB──────┘      │
               │ j ├──────────
LC──────┐      │   5th place
        │ i ├──┘
LD──────┘


Le ─────┐
        │ k ├──────────
Lf ─────┘   3rd place


Lh ─────┐
        │ l ├──────────
Li ─────┘   7th place
```
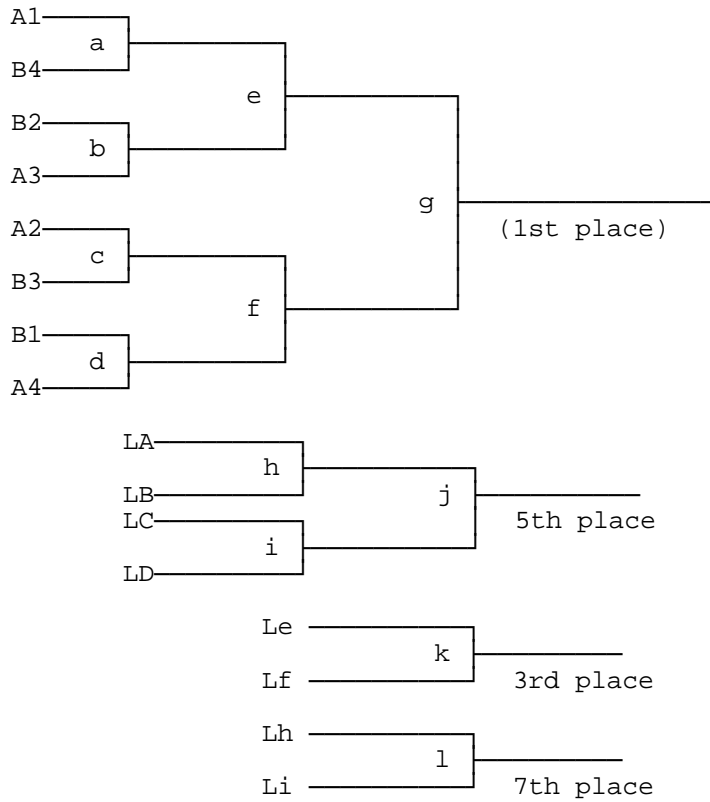
Accompanying Notes to Bracket 8.1.2:

1st place - winner of g.
2nd place - loser of g.
3rd place - winner of k.
4th place - loser of k.
5th place - winner of j.
6th place - loser of j.
7th place - winner of l.
8th place - loser of l.

Note the comment on swapping opponents in parallel games on page 4.

Bracket 8.2.1 - eight-team clipped double elimination

```
A1─────┐
       │ a ├─ ─ ─ ─ ─ ─ ─ ─┐
B2─────┘                   │
                           ├─┤ c │──── 1st place
A2─────┐                   │
       │ b ├─ ─ ─ ─ ─ ─ ─ ─┘
B1─────┘


  La ──────────┐
               │ f ├────────┐
A3─────┐       │            │
       │ d ├───┘            │          Lc ──────────┐
B4─────┘                    ├─┤ h │                 │
                            │          ├─┤ i │  winner 2nd place
A4─────┐                    │          │
       │ e ├───┐            │          └──── loser 3rd place
B3─────┘       │            │
               │ g ├────────┘
  Lb ──────────┘


  Ld ──────┐ winner 7th place
           │ j │
  Le ──────┘ loser 8th place


      Lf ──────┐ winner 5th place
               │ k │
      Lg ──────┘ loser 6th place
```
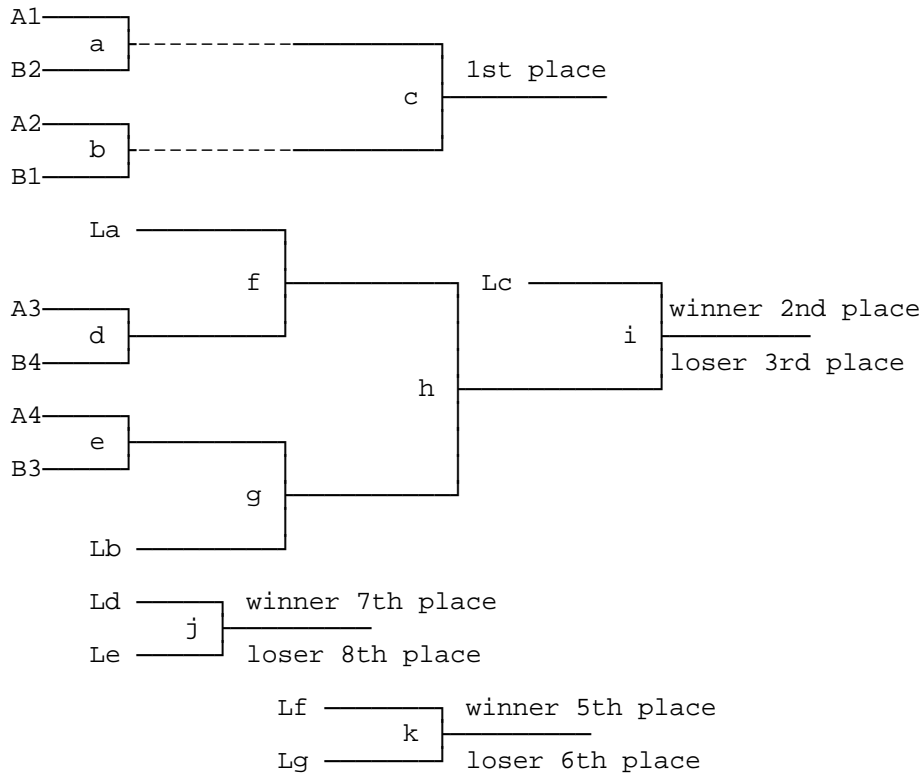
4th place is the loser of h.

Note the comment on swapping opponents in parallel games on page 4.

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Bracket 8.2.2 - Eight-team double elimination

```
Saturday   Sunday . . .
last       Round 1    Round 2
round

A1─────┐
       │ a ├───┐
B4─────┘      │
              │ e ├- - - - - - - -┐
B2─────┐      │                   │
       │ b ├──┘                   │
A3─────┘                          │
                                  │ g ├──────────────
A2─────┐                          │      (1st place)
       │ c ├───┐                  │
B3─────┘      │                   │
              │ f ├- - - - - - - -┘
B1─────┐      │
       │ d ├──┘
A4─────┘
```

```
          Round 1     Round 2     Round 3   Round 4
La ────┐
       │ h ├──┐
Lb ────┘     │ j ├──┐
             │     │
Lf ────┘     │     │
             │     │ l ├──┐
Lc ────┐     │     │      │
       │ i ├──┘     │      │
Ld ────┘     │      │      │ m ├──────────────
             │ k ├──┘      │     (2nd Place)
Le ──────────┘            │
                     Lg ──┘
Lh ────┐
       │ n ├───────────
Li ────┘

          Lj ────┐
                 │ o ├────────
          Lk ────┘
```
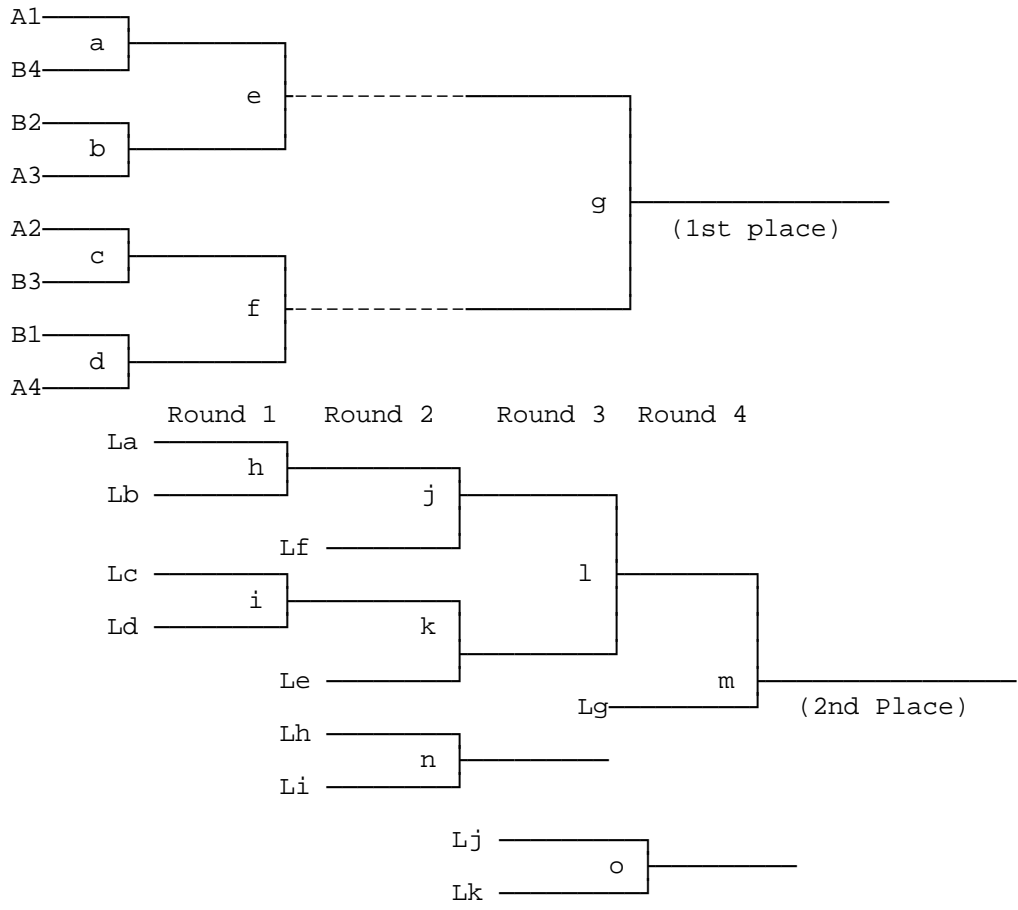
Accompanying Notes to Table 8.1.1:

1st place - winner of g.
2nd place - winner of m.
3rd place - loser of m.
4th place - loser of l.
5th place - winner of o.
6th place - loser of o.
7th place - winner of n.
8th place - loser of n.

Note the comment on swapping opponents in parallel games on page 4.

Bracket 8.3 - Eight-team modified elimination – three teams advance.

```
Saturday   Sunday . . .
last       Round 1    Round 2
round

        A1 ————————┐
                   │
                 c ┆------┐
        B2 ——┐    │       │
           a ┤————┘       │
        A3 ——┘            │
                        e ┤————————————————
        A2 ——┐            │   (1st place)
           b ┤————┐       │
        B3 ——┘    │       │
                 d ┆------┘
                   │
        B1 ————————┘


          Round 1    Round 2    Round 3
        B4 ———┐
            f ┤————┐
        La ———┘    │
                 h ┤————┐
        Ld ———————┘     │
                        │
        Lb ———┐         │
            g ┤————┐    ┤ j ————————————
        A4 ———┘    │    │
                 i ┤————┘
        Lc ———————┘


        Lf ———┐
            k ┤——————————
        Lg ———┘


        Lh ———┐
            l ┤——————————
        Li ———┘
```
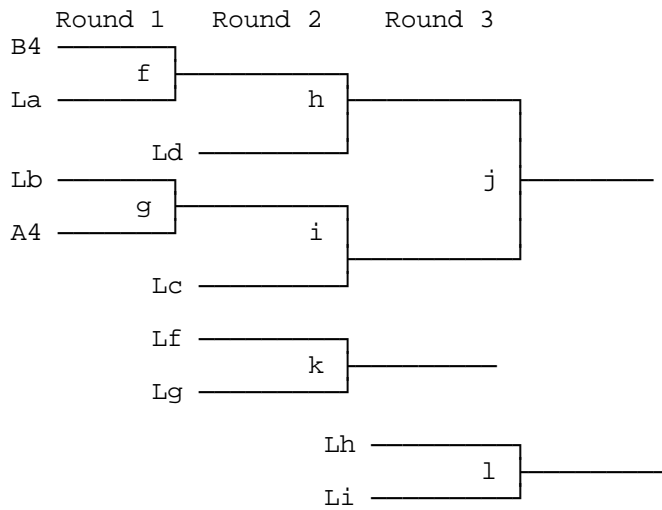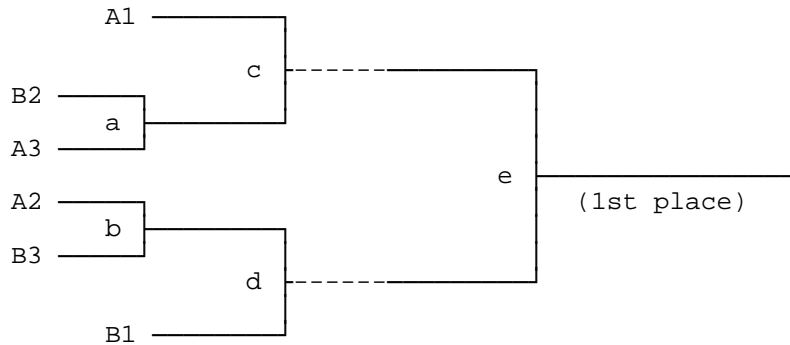
Accompanying Notes to Table 8.1.1:

1st place - winner of e.
2nd place - loser of e.
3rd place - winner of j.
4th place - loser of j.
5th place - winner of l.
6th place - loser of l.
7th place - winner of k.
8th place - loser of k.

Note the comment on swapping opponents in parallel games on page 4.

Bracket 8.4 - eight-team modified elimination – four teams advance.
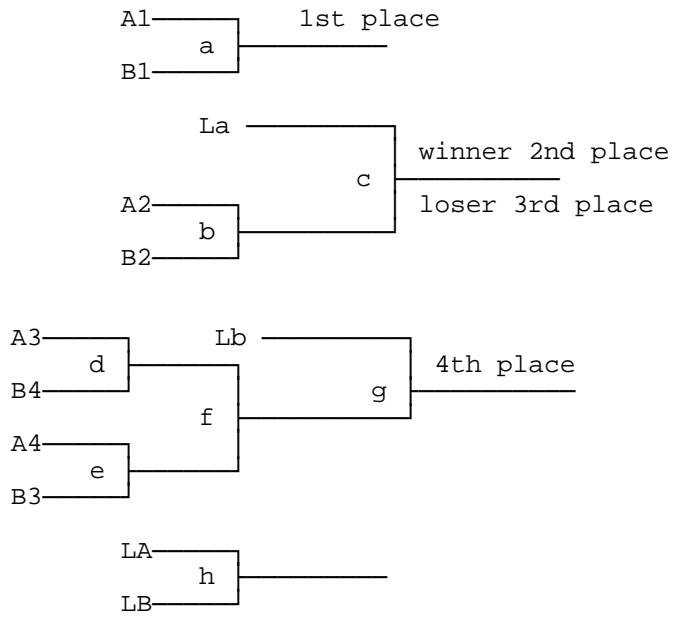
```
    A1─────┐
           │ a      1st place
    B1─────┘        ─────────

         La ──────┐
                  │ c      winner 2nd place
    A2─────┐      │        ─────────────────
           │ b ───┘        loser 3rd place
    B2─────┘

A3─────┐      Lb ──────┐
       │ d ───┐        │ g      4th place
B4─────┘      │ f ─────┘        ─────────
             │
A4─────┐     │
       │ e ──┘
B3─────┘

    LA─────┐
           │ h
    LB─────┘
```

Bracket 8.5 – eight-team modified elimination – six teams advance.

```
Saturday      Sunday
last          Round 1      Round 2       Round 3
round

        A1 ─────────┐
                    │ c ────────┐
        B2 ────┐    │           │
               │ a ─┘           │
        A3 ────┘                │
                              e │
        A2 ────┐                │  (1st place)
               │ b ─┐           │
        B3 ────┘    │           │
                    │ d ────────┘
        B1 ─────────┘


                            Le ─────────┐
                                        │ g ──── 2nd place
                      Lc ──────────┐    │
                                   │ f ─┘    loser 3rd
                      Ld ──────────┘


        La ─────────┐
                    │ h ────────┐
                    │           │  Lf ─────────┐
        B4 ────┐    │           │              │ k ──── winner 4th place
               │    │           │              │
               │    │         j │              │  loser 5th place
        A4 ────┐    │           │
               │ i ─┘           │
        Lb ────┘


                            Lj ─────────┐
                                        │ m ──── 6th place
                      Lh ──────────┐    │
                                   │ l ─┘    loser 7th
                      Li ──────────┘              8th = Ll
```
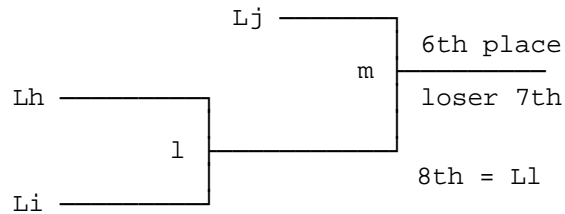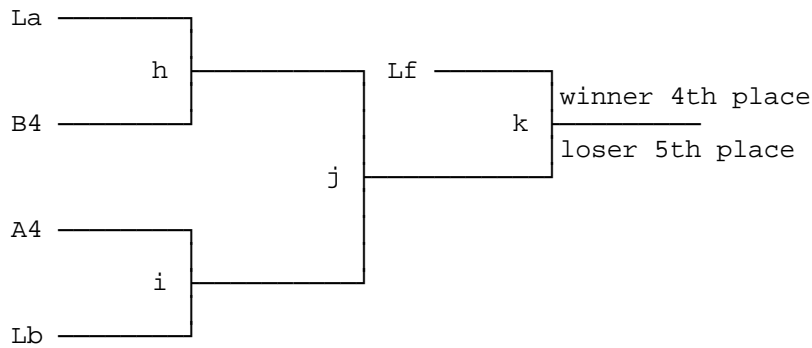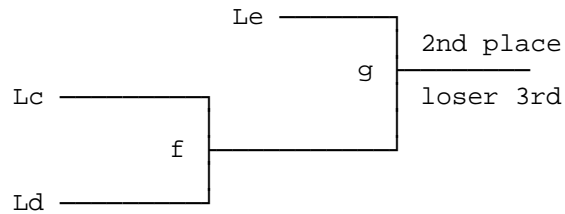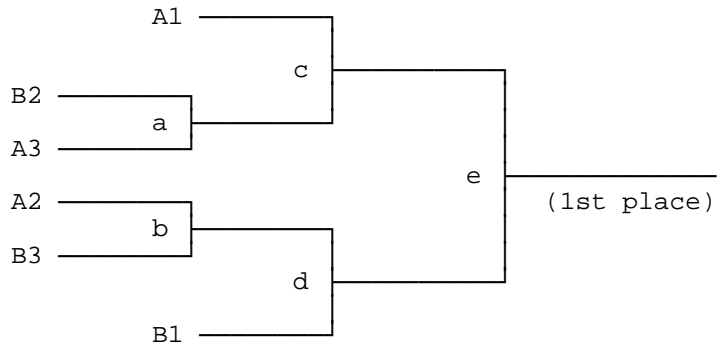
Note the comment on swapping opponents in parallel games on page 4.

9.   Nine Teams

A nine team tournament requires two unequal pools of 4 and 5. When fewer than five teams advance, the pool of five plays games to 11, while the pool of four plays games to 15 in order to balance the total number of points played between pools. Pool play for both pools is concluded on the first day; the second day consists of bracket play (or a new pool for the lower finishers).

9.1   One team advances:

Start with two unequal pools of four and five, according to Table 9.1.2. The pool of four receives a pool-wide by in the first round of the day, so that this pool finishes at roughly the same time as the pool of five.

On the second day, the top four teams in each pool play an eight-team single elimination. (Note: The brackets and the initial pairings for the single elimination is the same as the upper half of the 8-team modified elimination format, see Bracket 8.1. The games outside the upper bracket can be played to give the losing teams additional games.)

9.2   Two or three teams advance:

Start with two unequal pools of four and five, according to Table 9.1.2. The pool of four receives a pool-wide bye in the first round of the day, so that this pool finishes at roughly the same time as the pool of five.

On the second day, the top four teams in each pool advance and play Bracket 8.2.1, eight-team clipped double elimination. When three teams advance, the game for second place may be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2. When only two teams advance, the game to go is mandatory.

9.3   Four teams advance

Start with two unequal pools of four and five, according to Table 9.1.3. The pool of four receives a pool-wide by in the first round of the day, so that this pool finishes at roughly the same time as the pool of five.

On the second day, the top four teams in each pool advance and use Bracket 8.4, eight-team modified elimination – four teams advance. There are only three rounds on the second day, so they can be spaced out.

9.4   Five teams advance

Start with two unequal pools of four and five, according to Table 9.1.1, with the exception that all games in both pools are to 13. Teams in pool B receive two pool-wide byes to start the day, as a pool of four takes only three rounds to complete rather than five rounds for a pool of five.

On the second day, the two teams that won their pools advance to the finals, and play for first and second place. The other seven teams play Table 9.2, seven-team pool play completion from two pools. Teams carry their results against the teams in their pool into the second day, and will only play teams from the other pool. The top three teams from this combined pool of seven (along with the two pool winners from the first day) will advance.

9.5 Six, seven, eight, or nine teams advance

Start with two unequal pools of four and five, according to Table 9.1.4. All games in both pools are to 13. Teams in pool A receive two pool-wide byes to start the day, as a pool of four takes only three rounds to complete rather than five rounds for a pool of five.

On the second day, the top two teams in each pool advance and use Bracket 4.2.2 – modified four-team double elimination – seeding out of two pools. The other five teams play Table 9.3, five-team pool play completion from two pools. Teams carry their results against the teams in their pool into the second day, and will only play teams from the other pool. The top finishers in this pool of five advance, along with the four top finishers from the previous day. This format only requires three rounds on the second day, so they can be well-spaced.

Table 9.1.1   Seeding into two pools of four and five – version 1

```
          Pool A:                   Pool B:
          Seed #1                   Seed #2
          Seed #4                   Seed #3
          Seed #5                   Seed #6
          Seed #8                   Seed #7
          Seed #9
```

Use Tables 5.1.3 and 4.1 for schedule of play in pools A and B, respectively.

Table 9.1.2   Seeding into two pools of four and five – version 2:

```
          Pool A:                   Pool B:
          Seed #1                   Seed #2
          Seed #3                   Seed #4
          Seed #6                   Seed #5
          Seed #8                   Seed #7
          Seed #9
```

Use Tables 5.1.1 and 4.1 for schedule of play in pools A and B, respectively.

Table 9.1.3 Seeding into two pools of four and five – version 3:

```
          Pool A:                   Pool B:
          Seed #1                   Seed #2
          Seed #4                   Seed #3
          Seed #5                   Seed #6
          Seed #7                   Seed #8
                                    Seed #9
```

Use Tables 4.1 and 5.1.3 for schedule of play in pools A and B, respectively.

Table 9.1.4 Seeding into two pools of four and five – version 4:

```
          Pool A:                   Pool B:
          Seed #1                   Seed #2
          Seed #3                   Seed #4
          Seed #6                   Seed #5
          Seed #7                   Seed #8
                                    Seed #9
```

Use Tables 4.1 and 5.1.3 for order of play in pools A and B, respectively.

Table 9.2   7-team pool play completion from two pools.

```
B2–A3        A2–B3        B4–A5
B2–A4        A2–B4        B3–A5
B2–A5        A3–B4        B3–A4
B2–A2        A3–B3        B4–A4
```

Table 9.3   5-team pool play completion from two pools

```
B3–A4        A3–B4
B3–A3        A4–B5
A3–B5        A4–B4
```

10.   Ten Teams

10.1   One team advances:

Start with two pools of five, according to Table 10.1.1.

On the second day, the top four teams in each pool play an eight-team single elimination. (Note: The brackets and the initial pairings for the single elimination is the same as the upper half of the eight-team modified elimination format, see Bracket 8.1. The games outside the upper bracket can be played to give the losing teams additional games.).

Note: It is not acceptable to take only the top two teams from each pool and have semi's and finals, because of the possibility of a three-way tie for first in one of the pools.

10.2   Two or three teams advance:

Start with two pools of five, according to Table 10.1.1.

On the second day, the top four teams in each pool advance and play Bracket 8.2.1, eight-team clipped double elimination. When three teams advance, the game for second place may be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2. When only two teams advance, the game to go is mandatory.

10.3   Four teams advance

Start with two pools of five, according to Table 10.1.2.

On the second day, the top four teams in each pool advance and use Bracket 8.4, eight-team modified elimination – four teams advance. There are only three rounds on the second day, so they can be spaced out.

10.4   Five teams advance

Start with two pools of five, according to Table 10.1.3.

On the second day, use Bracket 10.1, 10-team modified elimination with five teams advancing. Note that the pool winners have already qualified, and the finals and 2/3 game are for placement only. The game for second place may be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2. This format only takes three rounds on the second day, so they can be well-spaced.

10.5   Six teams advance

Start with two pools of five, according to Table 10.1.4.

On the second day, the top two teams from each pool advance and use Bracket 4.2.2 – modified four-team double elimination – seeding out of two pools. The bottom six teams use Bracket 6.2, six team modified bracket where only two qualify, to determine the other two teams that advance. When seeding Bracket 6.2, A1, A2, and A3 are represented by A3, A4, and A5 in this case; the same applies for pool B.

10.6 Seven or ten teams advance

Start with two pools of five, according to Table 10.1.4.

On the second day, the top two teams from each pool advance and use Bracket 4.2.2, modified four-team double elimination with seeding out of two pools. The bottom six teams use Bracket 6.1.2, six team modified elimination seeding from two pools, to determine the other two teams that advance. When seeding Bracket 6.1.2, A1, A2, and A3 are represented by A3, A4, and A5 in this case; the same applies for pool B.

10.7 Eight or nine teams advance

Start with two pools of five, according to Table 10.1.3.

On the second day, the top three teams from each pool advance and use Bracket 6.1.2 - six team modified elimination seeding from two pools. The bottom four teams use Bracket 4.2.2, modified four-team double elimination with seeding out of two pools, to determine the other teams that advance. When seeding Bracket 6.1.2, A1, and A2 are represented by A4, and A5 in this case; the same applies for pool B.

Additionally, the winner of game c from bracket 4.2.2 plays the loser of game g from bracket 6.1.2 in the third round of bracket play. The winner of this game finishes 6th, while the loser finishes 7th.

Table 10.1.1 Seeding for pools of five – version 1:

The pools should be seeded as follows:

Pool A: Pool B:
Seed #1   Seed #2
Seed #3   Seed #4
Seed #6   Seed #5
Seed #8   Seed #7
Seed #9   Seed #10

Use the schedule in table 5.1.1 for order of play.

Table 10.1.2 Seeding for pools of five – version 2:

Pool A: Pool B:
Seed #1   Seed #2
Seed #4   Seed #3
Seed #5   Seed #6
Seed #7   Seed #8
Seed #10   Seed #9

Use the schedule in table 5.1.3 for order of play.

Table 10.1.3 Seeding for pools of five – version 3:

Pool A: Pool B:
Seed #1   Seed #2
Seed #4   Seed #3
Seed #6   Seed #5
Seed #7   Seed #8
Seed #9   Seed #10

Use the schedule in table 5.1.2 for order of play.

Table 10.1.4 Seeding for pools of five – version 4:

Pool A: Pool B:
Seed #1   Seed #2
Seed #3   Seed #4
Seed #6   Seed #5
Seed #7   Seed #8
Seed #10   Seed #9

Use the schedule in table 5.1.4 for order of play.

Bracket 10.1 Ten-team modified elimination – five teams advance:

```
      A1 ─────────┐  1ˢᵗ place
                a │
      B1 ─────────┴──────────

  A2─────┐     La ───────┐
       b │               │
  B3─────┴────────┐    e │  winner 2ⁿᵈ place
                d │─────┴──────────
  A3─────┐        │         loser 3ʳᵈ place
       c │────────┘
  B2─────┘                 loser of d = 4ᵗʰ place


      Lb ─────────┐
                h │
  A4─────┐        │────────┐
       f │        │        │
  B5─────┴────────┘      j │  5ᵗʰ place
                         ─┴──────────
  A5─────┐               │
       g │               │
  B4─────┴────────┐      │
                i │──────┘
      Lc ─────────┘

      Lf ─────────┐
                k │
      Lg ─────────┴──────────
```
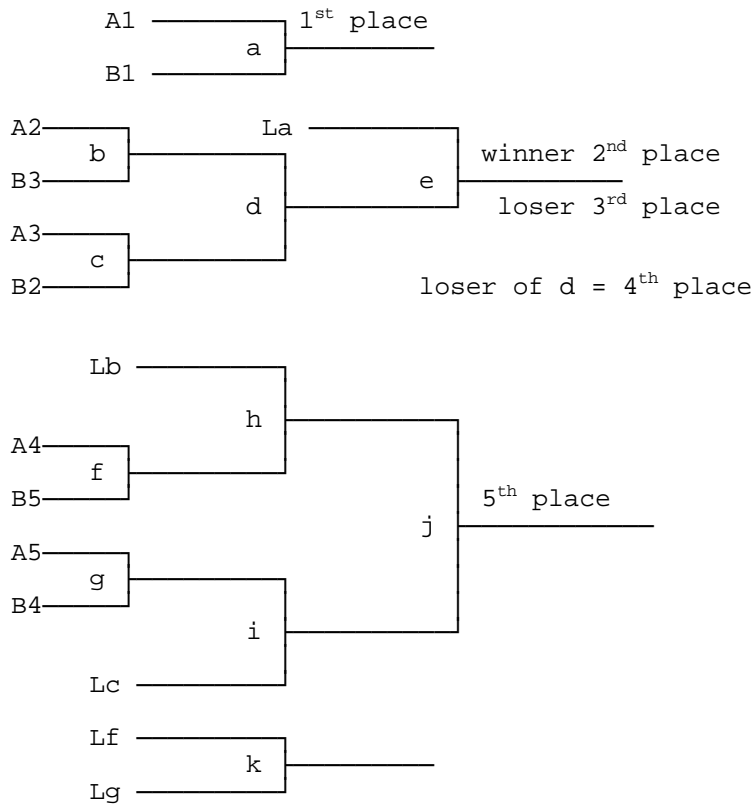
Note the comment on swapping opponents in parallel games on page 4.

11. Eleven Teams

11.1 One team advances:

Start with two unequal pools of five and, according to Table 11.1.1.

On the second day, the top four teams in each pool play an eight-team single elimination. (Note: The brackets and the initial pairings for the single elimination are the same as the upper half of the eight-team elimination format, see Bracket 8.1. The games outside the upper bracket can be played to give the losing teams additional games.)

It is not acceptable to take only the top two teams from each pool and have semi's and finals, because of the possibility of a three-way tie for first in one of the pools.

11.2 Two or three teams advance:

Start with two unequal pools of five and six, according to 11.1.1. On the second day, the top four teams in each pool advance and play Bracket 8.2.1, eight-team clipped double elimination. When three teams advance, the game for second place may be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2. When only two teams advance, the game to go is mandatory.

11.3 Four teams advance:

Start with two unequal pools of five and six, according to Table 11.1.2. On the second day, the top four teams in each pool advance and use Bracket 8.4, eight-team modified elimination – four teams advance. There are only three rounds on the second day, so they can be spaced out.

11.4 Five teams advance:

Start with two unequal pools of five and six, according to Table 11.1.3. On the second day, the top five teams in each pool advance and use Bracket 10.1, 10-team modified elimination with five teams advancing. Note that the pool winners have already qualified, and the finals and 2/3 game are for placement only. The game for second place may be left unplayed if it meets the conditions outlined in the section on Placement Games on page 2. This format only takes three rounds on the second day, so they can be well spaced.

11.5 Six teams advance:

Start with two unequal pools of five and six, according to Table 11.1.4. On the second day, the top two teams from each pool advance and use Bracket 4.2.2 – modified four-team double elimination – seeding out of two pools. The next six teams use Bracket 6.2, six-team modified bracket where only two qualify, to determine the other two teams that advance. When seeding Bracket 6.3, A1, A2, and A3 are represented by A3, A4, and A5 in this case; the same applies for pool B.

11.6   Seven teams advance:

Start with two unequal pools of five and six, according to Table 11.1.1, with the exception that all games in <u>both</u> pools are to 11.

On the second day, the top two teams from each pool advance and use Bracket 4.2.2, modified four-team double elimination with seeding out of two pools. The other seven teams play Table 11.2, seven-team pool play completion from two pools. Teams carry their results against the teams in their pool into the second day, and will only play teams from the other pool. The top three teams from this combined pool (along with the top four finishers from the first day) will advance.

11.7   Eight, nine, ten, or eleven teams advance:

Start with two unequal pools of five and six, according to Table 11.1.3, with the exception that all games in <u>both</u> pools are to 11.

On the second day, the top three teams from each pool advance and use Bracket 6.1.2 – six team modified elimination seeding from two pools. The other five teams play Table 11.3, a five-team pool play completion from two pools. Teams carry their results against the teams in their pool into the second day, and will only play teams from the other pool. The top finishers in this pool advance, along with the top six finishers from the previous day. This format only requires three rounds on the second day, so they can be well-spaced.

Table 11.1.1 Seeding for two unequal pools of five and six – version 1:

The pools should be seeded as follows:

<u>Pool A:</u>	<u>Pool B:</u>
Seed #1	Seed #2
Seed #3	Seed #4
Seed #6	Seed #5
Seed #8	Seed #7
Seed #9	Seed #10
	Seed #11

Use Tables 5.1.1 and 6.1.2 for schedule of play in pools A and B, respectively. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 11.1.2 Seeding for two unequal pools of five and six – version 2:

<u>Pool A:</u>	<u>Pool B:</u>
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #7	Seed #8
Seed #10	Seed #9
	Seed #11

Use Tables 5.1.3 and 6.1.2 for schedule of play in pools A and B, respectively. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 11.1.3 Seeding for two unequal pools of five and six – version 3:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #6	Seed #5
Seed #7	Seed #8
Seed #9	Seed #10
	Seed #11

Use Tables 5.1.2 and 6.1.1 for schedule of play in pools A and B, respectively. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 11.1.4 Seeding for two unequal pools of five and six – version 4:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #3	Seed #4
Seed #6	Seed #5
Seed #7	Seed #8
Seed #9	Seed #10
	Seed #11

Use Tables 5.1.4 and 6.1.1 for schedule of play in pools A and B, respectively. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 11.2   Seven-team pool play completion from two pools.

A3–B4	B3–A4	A5–B6
A3–B5	B3–A5	A4–B6
A3–B6	B4–A5	A4–B5
A3–B3	B4–A4	A5–B5

Table 11.3   Five-team pool play completion from two pools

A4–B5	B4–A5
A4–B4	B5–A6
B4–A6	B5–A5

40

12.   Twelve Teams

Pools of three, as discussed in the section on nine-team tournament, are rarely acceptable for UPA Series play. (There are not enough games and far too much depends on seeding. Additionally, the possibility of a three-way tie exists. There are no tie-breakers that work for a three-way tie in a three-team pool (but see page 7).)

Three pools of four can be difficult because whenever there is a round-robin pool, you must allow for the possibility of a three-way tie for first. The only way to allow for that is to take the top three from each pool, and then to have them play-off. But here, taking the top three would leave you with nine teams. Generally speaking, three pools of four is not the way to go.

The preferred method, therefore, for all variations of a twelve-team tournament is to start off with two pools of six.

12.1 One team advances:

Start with two pools of six, according to Table 12.1.

When the round-robin is finished, the top four teams in each pool play an eight-team single elimination. (Note: The brackets and the initial pairings for the single elimination is the same as the upper half of the 8-team elimination format, see Table 8.1. The games outside the upper bracket can be played to give the losing teams additional games.).

The bottom four teams play Bracket 4.2.2, modified four-team double elimination with seeding out of two pools, for placement.

12.2   Two teams advance:

Start with two pools of six, according to Table 12.5. After the conclusion of pool play on the second day, the top three teams from each pool advance and use Bracket 6.2, six-team modified bracket – only two qualify.

The bottom six teams use Bracket 6.1.2, modified elimination with seeding out of two pools, for placement. When seeding Bracket 6.1.2, A1, A2, and A3 are represented by A4, A5, and A6 in this case; the same applies for pool B.

12.3 Three, ten, eleven, or twelve teams advance:

Start with two pools of six, according to Table 12.2. After the conclusion of pool play on the second day, the top four teams in each pool advance and use Bracket 8.2.1 – eight-team clipped double elimination, to determine the two teams that advance. The final game for second place is left unplayed, as it would be the fifth game of the day.

The bottom four teams play 4.2.2, modified four-team double elimination with seeding out of two pools. Additionally, the winner of game c from bracket 4.2.2 plays the loser of game j from bracket 8.2.1 in the third round of bracket play. The winner of this game finishes 8th, while the loser finishes 9th.

12.4   Four teams advance:

Start with two pools of six, according to Table 12.3. After the conclusion of pool play on the second day, the top four teams in each pool advance and use Bracket 8.4, eight-team modified elimination – four teams advance.

The bottom four teams play Bracket 4.2.2, modified four-team double elimination

with seeding out of two pools, for placement.

12.5   Five teams advance:

Start with two pools of six, according to Table 12.4. After the conclusion of pool play on the second day, the top five teams in each pool advance and use Bracket 10.1, 10-team modified elimination with five teams advancing. Note that the pool winners have already qualified, and the finals and 2/3 game are for placement only.

12.6   Six teams advance

Start with two pools of six, according to Table 12.2. On the second day, the top two teams from each pool advance and use Bracket 4.2.2 - modified four-team double elimination – seeding out of two pools. The bottom eight teams use Bracket 8.2.1, eight-team clipped double elimination, to determine the other two teams that advance. When seeding Bracket 8.3, A1, A2, A3, and A4 are represented by A3, A4, A5, and A6; the same applies for pool B.

Additionally, the winner of game c from bracket 8.2.1 plays the loser of game d from bracket 4.2.2 in the third round of bracket play. The winner of this game finishes 4th, while the loser finishes 5th.

12.7   Seven teams advance

Start with two pools of six, according to Table 12.2. After the conclusion of pool play on the second day, the top two teams from each pool advance and use Bracket 4.2.2 – modified four-team double elimination – seeding out of two pools. The bottom eight teams use Bracket 8.2.1, eight-team clipped double elimination, to determine the other three teams that advance. When seeding Bracket 8.2.1, A1, A2, A3, and A4 are represented by A3, A4, A5, and A6, and similarly for pool B. The final game for second place is left unplayed, as it would be the fifth game of the day.

Additionally, the winner of game c from bracket 8.2.1 plays the loser of game d from bracket 4.2.2 in the third round of bracket play. The winner of this game finishes 4th, while the loser finishes 5th.

12.8   Eight teams advance

Start with two pools of six, according to Table 12.5. After the conclusion of pool play on the second day, the top three teams from each pool advance and use Bracket 6.1.2, modified six-team elimination with seeding out of two pools. The bottom six teams use Bracket 6.2, six-team modified bracket – only two qualify, to determine the other two teams that advance. When seeding Bracket 6.2, A1, A2, and A3 are represented by A4, A5, and A6 in this case; the same applies for pool B.

12.9   Nine teams advance

Start with two pools of six, according to Table 12.5. After the conclusion of pool play on the second day, the top three teams from each pool advance and use Bracket 6.1.2, modified six-team elimination with seeding out of two pools. The bottom six teams use Bracket 6.1.2, six team modified elimination seeding from two pools, to determine the other three teams that advance. When seeding Bracket 6.1.2 for the lower bracket, A1, A2, and A3 are represented by A4, A5, and A6 in this case; the same applies for pool B.

Table 12.1 Seeding for two pools of six – version 1:

The pools should be seeded as follows:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #3	Seed #4
Seed #6	Seed #5
Seed #7	Seed #8
Seed #10	Seed #9
Seed #12	Seed #11

The round-robin for each pool will take five rounds. A schedule for a six-team round-robin may be found in Table 6.1.2. Given that every team has five games on the first day, games should be played to 11.

Table 12.2 Seeding for two pools of six – version 2:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #3	Seed #4
Seed #6	Seed #5
Seed #8	Seed #7
Seed #9	Seed #10
Seed #12	Seed #11

The round-robin for each pool will take five rounds. In the case of six teams advancing, the schedule for a six-team round-robin may be found in Table 6.1.2. Given that every team has five games on the first day, games should be played to 11.

For all other numbers of teams advancing, the schedule for a six-team round-robin may be found in Table 6.1.4. Each team will play four rounds of pool play on the first day and their final round of pool play on the morning of the second day. Games in pool play should be to 13.

Table 12.3 Seeding for two pools of six – version 3:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #7	Seed #8
Seed #10	Seed #9
Seed #12	Seed #11

The round-robin for each pool will take five rounds. A schedule for a six-team round-robin may be found in Table 6.1.4. Each team will play four rounds of pool play on the first day and their final round of pool play on the morning of the second day. Games in pool play should be to 13.

Table 12.4 Seeding for two pools of six – version 4:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #6	Seed #5
Seed #7	Seed #8
Seed #9	Seed #10
Seed #12	Seed #11

The round-robin for each pool will take five rounds. A schedule for a six-team round-robin may be found in Table 6.1.3. Each team will play four rounds of pool play on the first day and their final round of pool play on the morning of the second day. Games in pool play should be to 13.

Table 12.5 Seeding for two pools of six – version 5:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #6	Seed #5
Seed #7	Seed #8
Seed #10	Seed #9
Seed #11	Seed #12

The round-robin for each pool will take five rounds. A schedule for a six-team round-robin may be found in Table 6.1.3. Each team will play four rounds of pool play on the first day and their final round of pool play on the morning of the second day. Games in pool play should be to 13.

13.   **Thirteen Teams**

Thirteen teams is the only number of teams where three pools are used. Three pools normally presents a problem, since there is usually not a fair way to determine how to advance teams from the pools into an elimination bracket. For certain numbers of teams advancing, however, it is possible to do so with 13 teams. For other numbers of teams advancing, we are compelled to use two pools instead. In one case we use four pools.

13.1 One, three, five, or more than nine teams advance:

Start with three pools of five, four, and four, according to Table 13.1, and play the schedule in Table 13.2.1 or Table 13.2.2 to determine the top eight teams after the first day.

On the second day, the top eight play a double elimination bracket without the last round. For the setup, see Bracket 13.1. Note that the lower bracket feed-in placements are NOT the same as the standard eight-team double elimination. For one team advancing, the lower brackets are for placement only.

The other five teams play Table 13.4, 5-team pool play completion from three pools. Teams carry their results against the teams in their pool into the second day, and will only play teams from the other two pools. The game on the first day between the fourth place finishers in the B and C pools also counts toward the results of this pool.

13.2 Two teams advance:

Start with two unequal pools of six and seven, according to Table 13.3.2. After the conclusion of pool play on the second day, the top three teams in each pool advance and use Table 6.2, six team modified bracket – only two qualify, to determine the two teams that advance.

The lower finishing teams play out the bottom four brackets of Bracket 13.2 for placement.

13.4 Four teams advance

Start with four pools, according to Table 13.5.

After three rounds of pool play are complete, teams should use Bracket 16.4.2 to determine advancement. The games against A4, B4, and C4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

13.5 Six or eight teams advance:

Start with two unequal pools of six and seven, according to Table 13.3.1.

After the conclusion of pool play on the second day, use Bracket 13.2 to determine advancement.

13.6 Seven teams advance

Start with two unequal pools of six and seven, according to Table 13.3.3.

After the conclusion of pool play on the second day, use Bracket 13.3 to determine advancement.

13.7 Nine teams advance

Start with two unequal pools of six and seven, according to Table 13.3.4.

After the conclusion of pool play on the second day, use Bracket 13.4 to determine advancement.

Table 13.1   Seeding for three pools:

Pool A	Pool B	Pool C
Seed #1	Seed #2	Seed #3
Seed #6	Seed #5	Seed #4
Seed #7	Seed #8	Seed #9
Seed #12	Seed #11	Seed #10
Seed #13		

Table 13.2.1.   Schedule for three pools, version 1:

When six fields are available, use the following schedule:

1	2	3	4	5	6
				A4-A5	A2-A3
B1-B3	B2-B4	C1-C3	C2-C4	A1-A3	A2-A4
B1-B4	B2-B3	C1-C4	C2-C3	A1-A5	A3-A4
B1-B2	B3-B4	C1-C2	C3-C4	A1-A4	A2-A5
	3B-3C*		4B-4C**	A1-A2	A3-A5

(* this game, the "wild card" game, is the one between the third place finishers of pools B and C)
(** this game is between the fourth place finishers of pools B and C)

For fewer than 10 teams advancing, games in pool A should be played to 13, while games in pools B and C, and the 3v3 crossover game, should be played to 15. For 10 or more teams advancing, all games on the first day should be played to 13, in all pools and all crossover games.

Table 13.2.2.   Schedule for three pools, version 2:

This schedule can be used when you only have five fields available:

Fields: 1	2	3	4	5
B1-B4	B2-B3	C1-C2	A5-A5	A2-A3
B1-B3	C2-C3	C1-C4	A1-A3	A2-A5
B2-B4	C2-C4	C1-C3	A1-A5	A3-A4
B1-B2	B3-B4	C3-C4	A1-A4	A2-A5
	3B-3C*	4B-4C**	A1-A2	A3-A5

(* this game, the "wild card" game, is the one between the third place finishers of pools B and C)
(** this game is between the fourth place finishers of pools B and C)

For fewer than 10 teams advancing, games in pool A should be played to 13, while games in pools B and C, and the 3v3 crossover game, should be played to 15. For 10 or more teams advancing, all games on the first day should be played to 13, in all pools and all crossover games.

Table 13.3.1 Seeding for two unequal pools of six and seven – version 1:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7
Seed #9	Seed #10
Seed #12	Seed #11
Seed #13	

For six teams advancing, pool A, the pool of 7, plays their pool according to Table 7.1.1, and pool B, the pool of 6, plays their pool according to Table 6.1.6.

For eight teams advancing, pool A, the pool of 7, plays their pool according to Table 7.1.2, and pool B, the pool of 6, plays their pool according to Table 6.1.5.

The last two rounds of pool play on the second day in pool B should be played concurrently with the last two rounds of pool play in pool A. In order to balance points played, games in pool B should be to 13, while games in pool A should be to 11.

Table 13.3.2 Seeding for two unequal pools of six and seven– version 2:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #6	Seed #5
Seed #7	Seed #8
Seed #10	Seed #9
Seed #11	Seed #12
	Seed #13

Pool A, the pool of 6, plays their pool according to Table 6.1.3. Pool B, the pool of 7, plays their pool according to Table 7.1.4. The last round of pool play on the second day in pool A should be played concurrently with the last round of pool play in pool B. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 13.3.3 Seeding for two unequal pools of six and seven – version 3:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7
Seed #10	Seed #9
Seed #11	Seed #12
	Seed #13

Pool A, the pool of 6, plays their pool according to Table 6.1.5. Pool B, the pool of 7, plays their pool according to Table 7.1.2. The last two rounds of pool play on the second day in pool A should be played concurrently with the last two rounds of pool play in pool B. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 13.3.4 Seeding for two unequal pools of six and seven – version 4:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7
Seed #9	Seed #10
Seed #11	Seed #12
	Seed #13

Pool A, the pool of 6, plays their pool according to Table 6.1.6. Pool B, the pool of 7, plays their pool according to Table 7.1.3. The last two rounds of pool play on the second day in pool A should be played concurrently with the last two rounds of pool play in pool B. In order to balance points played, games in pool A should be to 13, while games in pool B should be to 11.

Table 13.4   Five-team pool play completion from three pools

Seed the teams in the second day pool as follows:

 D1 = loser of the "wild card" game (B3-C3)
 D2 = A4
 D3 = 4th place team from the wild card winner's pool
 D4 = 4th place team from the wild card loser's pool (i.e. D1's pool)
 D5 = A5

 D4-D5
 D2-D4   D1-D3
 D2-D3   D1-D5
 D3-D5   D1-D2

The other three games in this pool were already played on the first day.

Table 13.5   Seeding 13 teams into four pools

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #9	Seed #10	Seed #11	Seed #12
			Seed #13

The pool of four plays according to Table 4.1, and will take three rounds to play out. The pools of three play according to Table 3.1, and should play games to 17 so that points played will more closely match. Note the instructions on playing an extra point in the second game in the adjacent "The Three team tie-breaker problem" section.

Bracket 13.1 - Eight-team double elimination format from three pools

Sunday

Round 1   Round 2   Round 3   Round 4

```
A1───┐
     │ b ├───┐
WC*──┘      │
            ├ f ┐
C2───┐      │   │
     │ c ├──┘   │
B2──-┘          │
                ├ h ──────────────
C1───┐          │    (1st place)
     │ d ├───┐  │
A2──-┘      │  │
            ├ g ┘
B1───┐      │
     │ e ├──┘
A3──-┘
```

Round 2   Round 3   Round 4

```
Lb ──┐
     │ i ├───┐
Ld ──┘      │
            ├ k ┐
     Lf ────┘   │
                ├ m ──────────
Lc ──┐          │
     │ j ├──┐   │
Le ──┘     │   │
           ├ l ┘
     Lg ───┘


Lk ──┐
     │ n ├────────
Ll ──┘


Li ──┐
     │ o ├────────
Lj ──┘
```
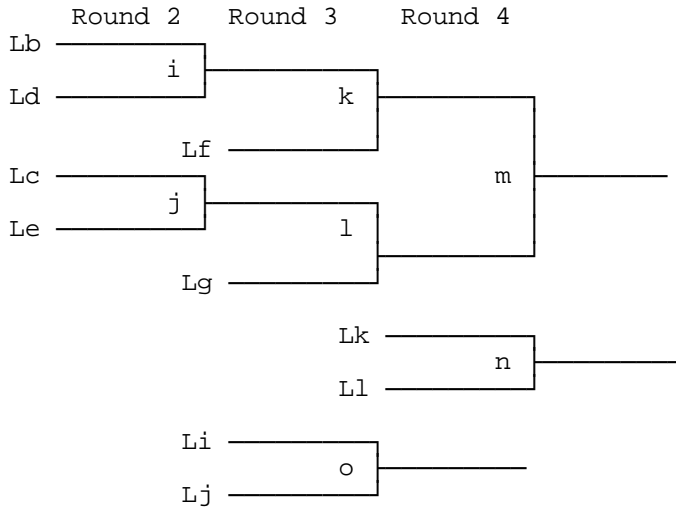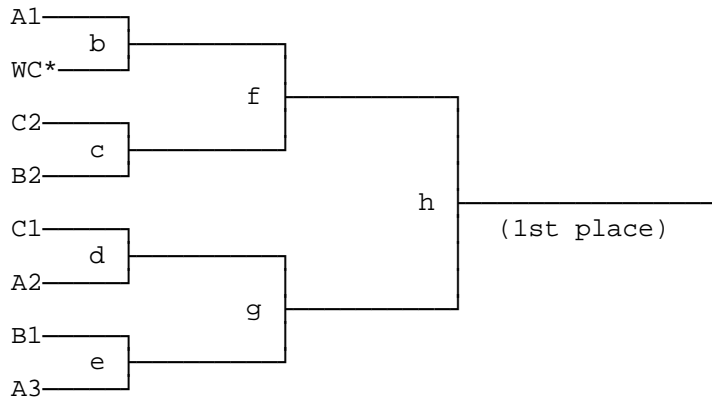
* WC – Wild Card – the winner of the playoff between B3 and C3.

Accompanying Notes to Bracket 13.1:

1st place – winner of h.
2nd place – loser of h.
3rd place – winner of m.
4th place – loser of m.
5th place – winner of n.
6th place – loser of n.
7th place – winner of o.
8th place – loser of o.

Note the comment on swapping opponents in parallel games on page 4.

Bracket 13.2 - Thirteen team bracket completion - six or eight advancing

```
A1 ─────────┐
            │  a  ├────────┐
B1 ─────────┘        1st

            La ──────┐
A2 ─────────┐        │  c  ├────────┐
            │  b  ├──┘        2nd
B2 ─────────┘

            Lb ──────┐
A3 ─────────┐        │  e  ├────────┐
            │  d  ├──┘        4th
B3 ─────────┘

            Ld ──────┐
A4 ─────────┐        │  g  ├────────┐
            │  f  ├──┘        6th
B4 ─────────┘

            Lf ──────┐
A5 ─────────┐        │  i  ├────────┐
            │  h  ├──┘        8th
B5 ─────────┘
```
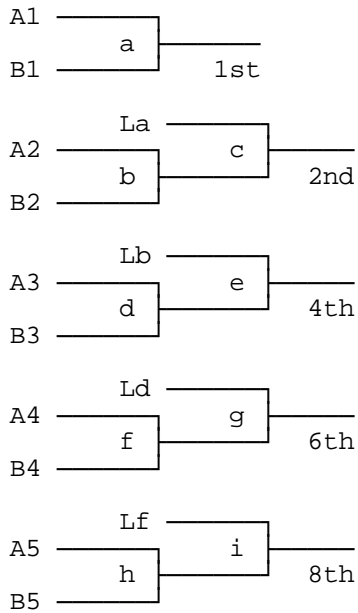
3rd: Lc
5th: Le
7th: Lg
9th: Li
10th: Lh

The bottom three teams are considered a pool of three for the purposes of placement. Play the following two games to 13 to complete the pool:

B6vA7
B6vA6

Bracket 13.3 – Thirteen team bracket completion – seven advancing

```
A1 ─────┐
        │ a ┐
B1 ─────┘   │
            └─ 1st

        La ──────┐
A2 ─────┐        │ c ┐
        │ b ┐    │   │
B2 ─────┘   │────┘   └─ 2nd

        Lb ──────┐
A3 ─────┐        │ e ┐
        │ d ┐    │   │
B3 ─────┘   │────┘   └─ 4th

A4 ─────┐
        │ f ┐
B5 ─────┘   │
            │ h ┐
A5 ─────┐   │   │
        │ g ┘   └─ 7th
B4 ─────┘

        Lf ──────┐
                 │ i ┐
        Lg ──────┘   └─ 9th
```
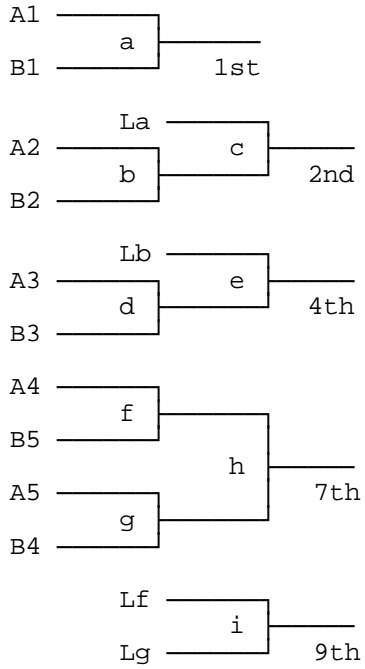
3rd: Lc
5th: Le
6th: Ld
8th: Lh
10th: Li

The bottom three teams are considered a pool of three for the purposes of placement.
Play the following two games to 13 to complete the pool:

B6vA7
B6vA6

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Bracket 13.4 – Thirteen team bracket completion – nine advancing
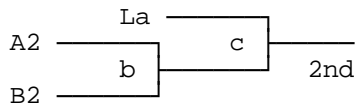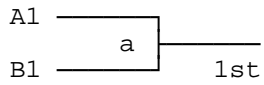
```
A1 ─────┐
        │ a ─────┐
B1 ─────┘        │ 1st
               La ─────┐
A2 ───────┐            │ c ─────┐
          │ b ─────────┘        │ 2nd
B2 ───────┘
```

3rd: Lc
4th: Lb

5th through 8th place are determined by a two-round pool play completion (games to 13):

A3vB4   A4vB3
A3vB3   A4vB4

```
A5 ─────┐
        │ d ─────┐
B6 ─────┘        │
               f ─────┐
A6 ─────┐        │    9th
        │ e ─────┘
B5 ─────┘

       Lh ─────┐
               │ g ─────┐
       Li ─────┘        │ 11th
```
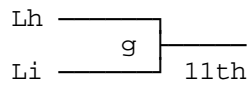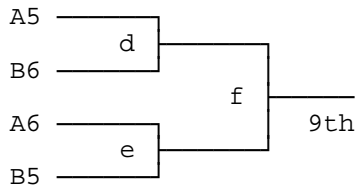
10th: Lf
12th: Lg

14.   Fourteen Teams

While two pools of five and a pool of four can be an excellent fourteen team format for an informal event, it does not allow us the required independence from seeding that we need for a UPA Series event. For this reason, all 14 team formats, except for two four-pool formats, start with two pools of seven.

14.1   One teams advances:

Start with two pools of seven, according to Table 14.1.1. Both pools play according to Table 7.1.1, with games to 13.

After the conclusion of pool play on the second day, the top two teams in each pool advance and use Bracket 4.1, four-team single elimination. The first round has A1 play B2 and B1 play A2.

14.2   Two teams advance:

Start with two pools of seven, according to Table 14.1.2.

After the conclusion of pool play on the second day, the top three teams in each pool advance and use Bracket 6.2, six-team modified bracket – only two qualify, to determine the two teams that advance.

14.3   Three teams advance:

Start with two pools of seven, according to Table 14.1.1. Both pools play according to Table 7.1.5, with games to 11.

After the conclusion of pool play on the second day, the top four teams in each pool advance and use Bracket 8.2.1 – eight-team clipped double elimination, to determine the two teams that advance. The final game for second place is left unplayed, as it would be the fifth game of the day.

14.4   Four teams advance

Start with four pools, according to Table 14.2.1.

After three rounds of pool play are complete, teams should use Bracket 16.4.2 to determine advancement. The games against A4 and B4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

14.5 Five teams advance

Divide the teams up in four pools, according to Table 14.2.2.

After pool play, use Bracket 14.1 to determine advancement.

14.6 Six or eight teams advance

Start with two pools of seven, according to Table 14.1.3. For six teams advance, both pools play according to Table 7.1.1. For eight teams advance, both teams play according to Table 7.1.2.

At the conclusion of pool play on the second day, use Bracket 14.2 to determine advancement.

14.7 Seven teams advance

Start with two pools of seven, according to Table 14.1.4. Both pools play according to Table 7.1.1.

After the conclusion of pool play on the second day, use Bracket 14.3 to determine the teams that advance.

14.8 Nine teams Advance

Start with two pools of seven, according to Table 14.1.5. Both pools play according to Table 7.1.2.

After the conclusion of pool play on the second day, use Bracket 14.4 to determine the teams that advance.

14.9 Ten teams advance

Start with two pools of seven, according to Table 14.1.3. Both pools play according to Table 7.1.3.

At the conclusion of pool play on the second day, use Bracket 14.5 to determine advancement.

14.10 Eleven, thirteen, or fourteen teams Advance

Start with two pools of seven, according to Table 14.1.4. Both pools play according to Table 7.1.2.

After the conclusion of pool play on the second day, use Bracket 14.6 to determine the teams that advance.

14.11 Twelve teams advance

Start with two pools of seven, according to Table 14.1.3. Both pools play according to Table 7.1.2.

At the conclusion of pool play on the second day, use Bracket 14.7 to determine advancement.

Table 14.1.1   Seeding for two pools of seven – version 1:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #3	Seed #4
Seed #6	Seed #5
Seed #8	Seed #7
Seed #9	Seed #10
Seed #12	Seed #11
Seed #13	Seed #14

Table 14.1.2   Seeding for two pools of seven – version 2:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #6	Seed #5
Seed #7	Seed #8
Seed #9	Seed #10
Seed #12	Seed #11
Seed #13	Seed #14

Games in pool play are to 11. Both pools play according to Table 7.1.4.

Table 14.1.3   Seeding for two pools of seven – version 3:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7
Seed #9	Seed #10
Seed #12	Seed #11
Seed #13	Seed #14

Games in pool play are to 13.

Table 14.1.4   Seeding for two pools of seven – version 4:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7
Seed #10	Seed #9
Seed #11	Seed #12
Seed #13	Seed #14

Games in pool play are to 13. Both pools play according to Table 7.1.2.

Table 14.1.5   Seeding for two pools of seven – version 5:

Pool A:	Pool B:
Seed #1	Seed #2
Seed #4	Seed #3
Seed #5	Seed #6
Seed #8	Seed #7
Seed #9	Seed #10
Seed #11	Seed #12
Seed #14	Seed #13

Games in pool play are to 13. Both pools play according to Table 7.1.3.

Table 14.2.1   Seeding 14 teams into four pools, version 1

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #9	Seed #10	Seed #11	Seed #12
		Seed #14	Seed #13

The pools of four play according to Table 4.1, and will take three rounds to play out. The pools of three play according to Table 3.1, and should play games to 17 so that points played will more closely match. Note the instructions on playing an extra point in the second game in the adjacent "The Three team tie-breaker problem" section.

Table 14.2.2   Seeding 14 teams into four pools, version 2

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #5	Seed #6
Seed #9	Seed #10	Seed #12	Seed #11
Seed #14	Seed #13		

The pools of four play according to Table 4.1, and will take three rounds to play out. The pools of three play according to Table 3.1, and should play games to 17 so that points played will more closely match. Note the instructions on playing an extra point in the second game in the adjacent "The Three team tie-breaker problem" section.

Bracket 14.1   **Fourteen team bracket- 5 teams advancing**

```
   Sat              Sun
   Rd. 4            Rd. 1        Rd. 2        Rd. 3        Rd. 4

A1 ─────────┐
            │  a  ┐
B2 ─────────┘     │  e  ┐
C2 ─────────┐     │     │
            │  b  ┘     │- - - - - - - - ┐
D1 ─────────┘           │                │
C1 ─────────┐           │                │  g  ┐
            │  c  ┐     │                │     │ 1st place
D2 ─────────┘     │  f  ┘                │
A2 ─────────┐     │- - - - - - - - - - - ┘
            │  d  ┘
B1 ─────────┘


                  Lf ─────────┐
                              │  j  ┐
          La ─────────┐       │     │
                      │  h  ──┘     │
          Lb ─────────┘             │  Lg ─────────┐
                                    │               │
                                    │               │  m  ┐  winner 2nd
          Lc ─────────┐             │  l  ─────────┘     │
                      │  i  ┐       │                    │  loser  3rd
          Ld ─────────┘     │       │
                            │  k  ──┘                       Ll: 4th
          Le ───────────────┘


   Sat              Sun
   Rd. 4            Rd. 1        Rd. 2        Rd. 3        Rd. 4

               Li ─────────┐
          B3 ─────────┐    │
                      │  r │  t  ┐
A4 ─────────┐         │    │     │
            │  o  ────┘    │     │  v  ┐
D3 ─────────┘              │     │     │
                        Lj ┘     │     │
C3 ─────────┐                    │     │  x  ┐
            │  p  ────┐       Lk ┘     │     │ 5th place
B4 ─────────┘         │              w │     │
                      │  s  ┐       ────┘     │
          A3 ─────────┘     │  u  ┐          │
                            │     │──────────┘
               Lh ──────────┘
```
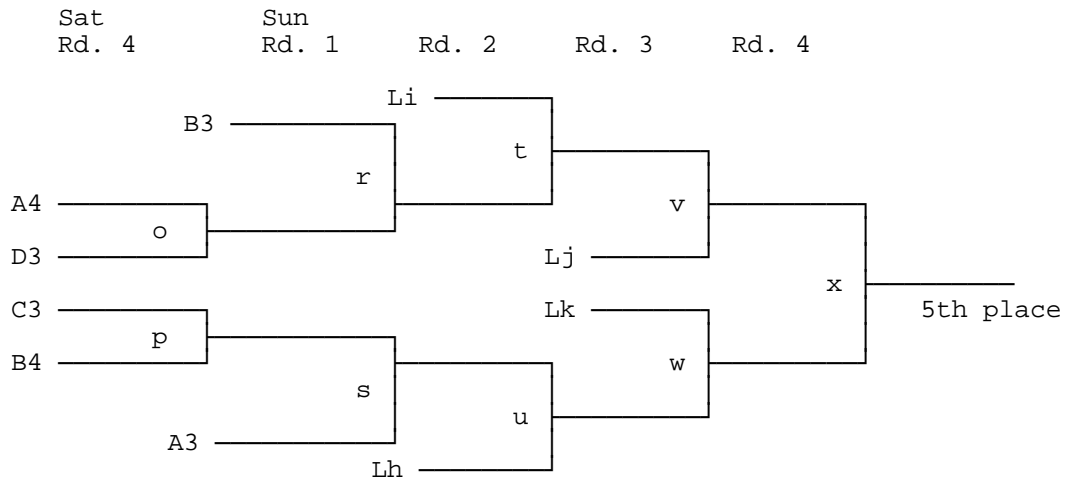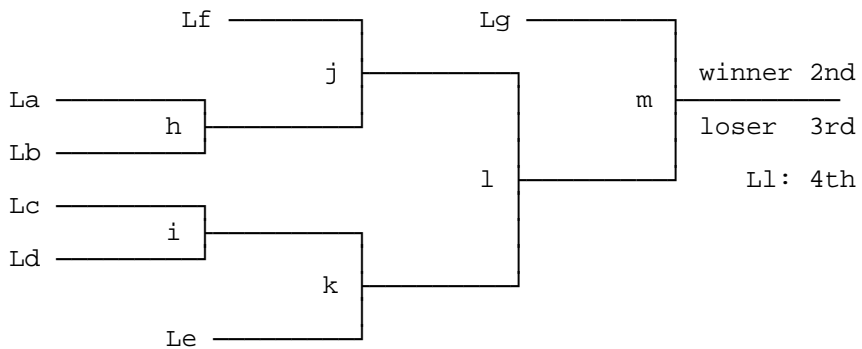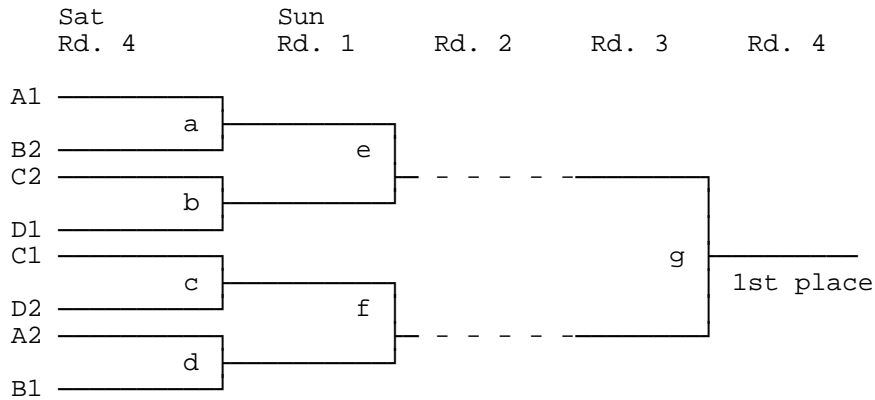
Note the comment on swapping opponents in parallel games on page 4.

Bracket 14.2 – Fourteen team bracket completion – 6 or 8 advancing

```
A1 ─────┐
        │  a  ├───────┐
B1 ─────┘      1st
        La ─────┐
A2 ─────┐       │  c  ├───────┐
        │  b  ├─┘       2nd
B2 ─────┘
        Lb ─────┐
A3 ─────┐       │  e  ├───────┐
        │  d  ├─┘       4th
B3 ─────┘
        Ld ─────┐
A4 ─────┐       │  g  ├───────┐
        │  f  ├─┘       6th
B4 ─────┘
        Lf ─────┐
A5 ─────┐       │  i  ├───────┐
        │  h  ├─┘       8th
B5 ─────┘
```
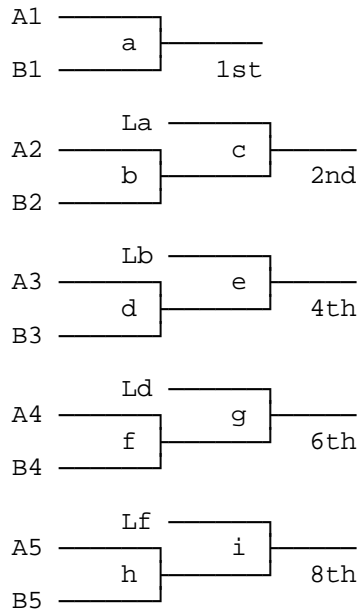
3rd: Lc
5th: Le
7th: Lg
9th: Li
10th: Lh

11th through 14th place are determined by a two-round pool play completion (games to 13):

A6vB7   A7vB6
A6vB6   A7vB7

Bracket 14.3 – Fourteen team bracket completion – seven advancing

```
A1 ─────────┐
         ┌──┤ a
B1 ─────────┘  └────────┐
                        │ 1st

         La ─────────┐
A2 ─────────┐        │ c
         ┌──┤ b      └────────┐
B2 ─────────┘                 │ 2nd

         Lb ─────────┐
A3 ─────────┐        │ e
         ┌──┤ d      └────────┐
B3 ─────────┘                 │ 4th

A4 ─────────┐
         ┌──┤ f
B5 ─────────┘  └────────┐
                        │ h
A5 ─────────┐           │
         ┌──┤ g      └────────┐
B4 ─────────┘                 │ 7th

         Lf ─────────┐
                     │ i
         Lg ─────────┘  └────────┐
                                 │ 9th
```
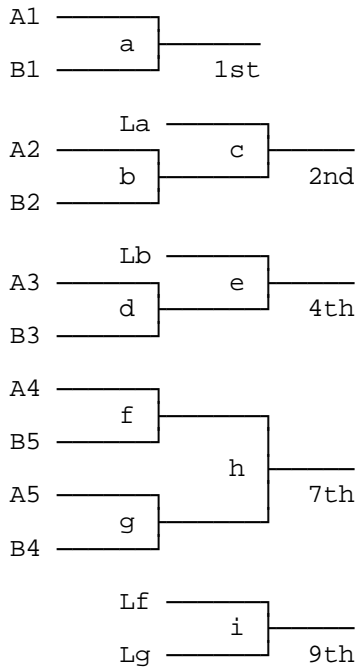
3rd: Lc
5th: Le
6th: Ld
8th: Lh
10th: Li

11th through 14th place are determined by a two-round pool play completion (games to 13):

A6vB7   A7vB6
A6vB6   A7vB7

Bracket 14.4 – Fourteen team bracket completion – nine advancing
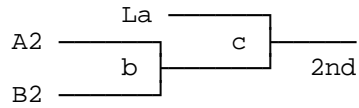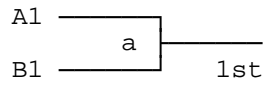
```
A1 ───────┐
          │ a ┐
B1 ───────┘   │
              ├── 1st
              │
         La ──────┐
A2 ──────┐        │ c ┐
         │ b ┐    │   │
B2 ──────┘   │────┘   ├── 2nd
```

3rd: Lc
4th: Lb

5th through 8th place are determined by a two-round pool play completion (games to 13):

A3vB4   A4vB3
A3vB3   A4vB4

```
A5 ───────┐
          │ d ┐
B6 ───────┘   │
              ├── f ┐
A6 ───────┐   │     │
          │ e ┘     ├── 9th
B5 ───────┘         │

        Lh ───────┐
                  │ g ┐
        Li ───────┘   ├── 11th

A7 ───────┐
          │ h ┐
B7 ───────┘   ├── 13th
```
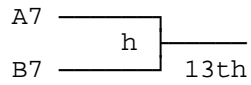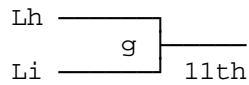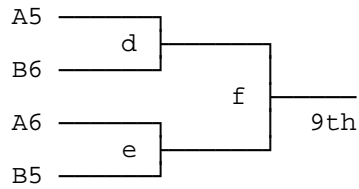
10th: Lf
12th: Lg
14th: Lh

Bracket 14.5 – Fourteen team bracket completion – ten advancing
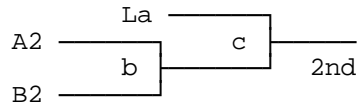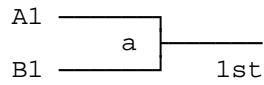
```
A1 ────────┐
           │ a ┐
B1 ────────┘   │
               │ 1st
           La ─┘
               ┌─── c ┐
A2 ────────┐   │      │
           │ b ┘      │ 2nd
B2 ────────┘
```

3rd: Lc
4th: Lb

5th through 8th place are determined by a two-round pool play completion (games to 13):

A3vB4   A4vB3
A3vB3   A4vB4

```
A5 ────────┐
           │ d ┐
B5 ────────┘   │
               8th

           Ld ─┐
A6 ────────┐   ┌── g ┐
           │ f ┘      │
B6 ────────┘          10th

           Lf ─┐
A7 ────────┐   ┌── i ┐
           │ h ┘      │
B7 ────────┘          12th
```
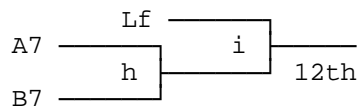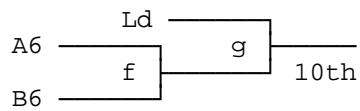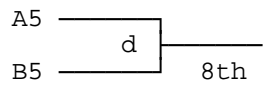
9th: Le
11th: Lg
13th: Li
14th: Lh

Bracket 14.6 – Fourteen team bracket completion – 11, 13, or 14 advancing
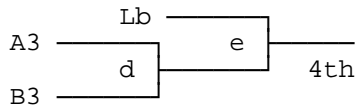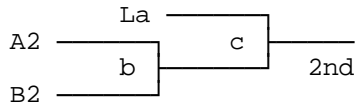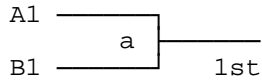
```
A1 ────────┐
           │ a ──────┐
B1 ────────┘         │
                     1st
           La ───────┐
A2 ────────┐         │ c ──────┐
           │ b ──────┘         │
B2 ────────┘                   2nd
           Lb ───────┐
A3 ────────┐         │ e ──────┐
           │ d ──────┘         │
B3 ────────┘                   4th
```

3rd: Lc
5th: Le
6th: Ld

7th through 10th place are determined by a two-round pool play completion (games to 13):

A4vB5   A5vB4
A4vB4   A5vB5

```
A6 ────────┐
           │ f ──────┐
B7 ────────┘         │
                     │ h ──────┐
A7 ────────┐         │         │
           │ g ──────┘         11th
B6 ────────┘

           Lf ───────┐
                     │ i ──────┐
           Lg ───────┘         13th
```

12th: Lh
14th: Li

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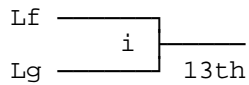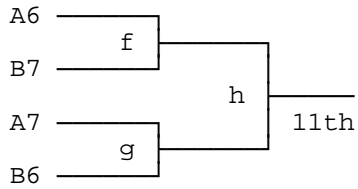
Bracket 14.7 – Fourteen team bracket completion – twelve advancing
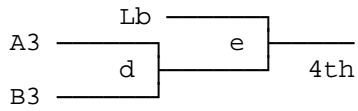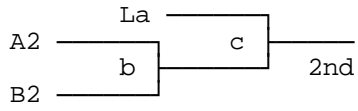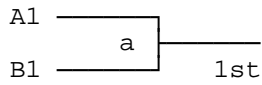
```
A1 ─────┐
        │  a  ┌──────
B1 ─────┘     │  1st

        La ──────┐
A2 ─────┐        │  c  ┌──────
        │  b  ┌──┘     │  2nd
B2 ─────┘

        Lb ──────┐
A3 ─────┐        │  e  ┌──────
        │  d  ┌──┘     │  4th
B3 ─────┘
```

3rd: Lc
5th: Le
6th: Ld

7th through 10th place are determined by a two-round pool play completion (games to 13):

A4vB5   A5vB4
A4vB4   A5vB5

```
A6 ─────┐
        │  f  ┌──────
B6 ─────┘     │  10th

        Lf ──────┐
A7 ─────┐        │  h  ┌──────
        │  g  ┌──┘     │  12th
B7 ─────┘
```
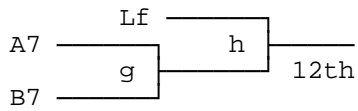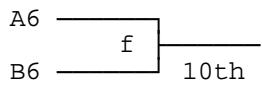
11th: Lf
13th: Lh
14th: Lg

15.   Fifteen Teams

Unlike 13 teams, there is no reasonable set of crossovers that allows the use of three pools.   And there are simply too many teams to use two pools.   Therefore, all 15 team formats use four pools, with one of the pools being a pool of three.   Ordinarily, pools of three are unacceptable, because of the three-way tie problem (see page 8), but in this case, all three teams qualify for the elimination, and, in any event, there aren't many good options for a 15-team tournament.

15.1   One team advances

Start with four pools, according to Table 15.1.2.   On the fourth round of the first day, the following crossovers should be played:

> A2-D3
> D2-A3
> B2-C3
> C2-B3

On the second day, the eight remaining teams should play an eight-team single elimination bracket.   Seeding for the single elimination can be found in Table 16.1.   This format requires four rounds on the first day, and three rounds on the second day.

15.2   Two teams advance

Start with four pools, according to Table 15.1.3.   After the three rounds of pool play are complete teams should use Bracket 16.2.2 to determine advancement.   The fourth-place finishers in each pool play a three-team round robin for placement in stead of games 21-24.   This format requires four rounds on the first day and four rounds on the second day.

15.3 Three teams advance

Start with four pools of four, according to Table 15.1.5.   On the fourth found of the first day, the following crossovers should be played:

> A1-C1
> B1-D1
> D2-B3
> C2-A3
> B2-D3
> A2-C3

The 1v1 crossovers are not elimination games, but the 2v3 crossovers are.   The top eight teams are then re-seeded in the following order:

1) Winner of A1vC1
2) Winner of B1vD1
3) Loser of A1vC1
4) Loser of B1vD1
5) Winner of C2vA3 **IF** A1 won the A1vC1 game, otherwise winner of A2vC3
6) Winner of D2vB3 **IF** B1 won the B1vD1 game, otherwise winner of B2vD3.
7) Winner of A2vC3 **IF** A1 won the A1vC1 game, otherwise winner of C2vA3.
1) Winner of B2vD3 **IF** B1 won the B1vD1 game, otherwise winner of D2vB3.

On the second day, these eight teams play Bracket 16.3.2, re-seeded eight-team elimination. Note that the loser of the finals automatically finishes second.

15.4 Four or eight teams advance

Start with four pools, according to Table 15.1.1. After three rounds of pool play are complete, teams should use Bracket 16.4.2 to determine advancement. This format requires four rounds on the first day, and four rounds on the second day. The games against A4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

15.5 Five teams advance

  Divide the teams up in four pools, according to Table 15.1.4.

After pool play, use Bracket 16.5 to determine advancement. The games against A4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

15.6 Six teams advance

Divide the teams up in four pools, according to Table 15.1.4

After pool play, use Bracket 16.6 to determine advancement. The games against A4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

15.7 Seven teams advance

Divide the teams up in four pools, according to Table 15.1.4.

After pool play, use Bracket 16.7 to determine advancement.   The games against A4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

15.8 Nine teams advance

Divide the teams up in four pools, according to Table 15.1.1.

After pool play, use Bracket 16.8 to determine advancement. The games against A4 in the last round of the first day, and in consolation play during the second day, are simply replaced with a bye round.

15.9 Ten, eleven, or twelve teams advance

Divide the teams up in four pools, according to Table 15.1.1. Instead of playing games in the pools of four to 15 and in the pool of three to 17, play games in the pools of four to 13 and in the pool of three to 15.

After the conclusion of pool play, top two teams from each pool advance and should use Bracket 8.3, eight-team clipped double elimination. Seeding for the clipped double elimination can be found in table 16.9. The first round of bracket play should be played on the last round of the first day, leaving three rounds of bracket play for the second day. Games in the bracket are played to 15, as usual.

The third and fourth place finishing teams in each pool play out the schedule in Table 15.2, 7-team pool play completion from four pools. The first two rounds of pool play completion are played Saturday, and the remaining five rounds are played on Sunday. The 3v4 games from the original pools of four also count towards this pool. All games are played to 13. Every team in the lower pool has exactly four pool play games each day.

15.10 Thirteen or more teams advance

Divide the teams up in four pools, according to Table 15.1.1.

After the conclusion of pool play, the following crossovers are played:

A1-D1
B1-C1
A2-D2
B2-C2
A3-D3
B3-C3

These games comprise the first round of Bracket 16.9 - 10 or 12 teams advancing – seeding from four pools. On the second day, the winners of the 3v3 crossovers and the top eight teams play the last three rounds of the 1st place through 8th place brackets listed there. The results of these brackets determine 1st through 10th place.

In addition, the following game is played in the last round of the first day:

B4-C4

On Sunday, all the fourth place teams, along with the losers of the 3v3 crossover games, play out the appropriate table of Tables 15.3.1 and 15.3.2, five-team pool play completion from four pools. Which of the two versions is played depends on the winner of the A3-D3 crossover game.

Table 15.1.1   **Seeding 15 teams into four pools, version 1**

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #9	Seed #10	Seed #11	Seed #12
	Seed #15	Seed #14	Seed #13

The pools of four play according to Table 4.1, and will take three rounds to play out. The pool of three plays according to Table 3.1, and should play games to 17 so that points played will more closely match. Note the instructions on playing an extra point in the second game in the adjacent "The Three team tie-breaker problem" section.

Table 15.1.2   **Seeding 15 teams into four pools, version 2**

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #12	Seed #11	Seed #10	Seed #9
Seed #13	Seed #14	Seed #15	

Table 15.1.3   **Seeding 15 teams into four pools, version 3**

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #10	Seed #9	Seed #12	Seed #11
Seed #15		Seed #13	Seed #14

Table 15.1.4   **Seeding 15 teams into four pools, version 4**

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #7	Seed #8	Seed #5	Seed #6
Seed #10	Seed #9	Seed #12	Seed #11
	Seed #15	Seed #14	Seed #13

Table 15.1.5   **Seeding 15 teams into four pools of four, version 5**

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #11	Seed #12	Seed #9	Seed #10
Seed #14	Seed #13		Seed #15

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Table 15.2   7-team pool play completion from four pools

```
     A3-C4         B3-D3         C3-D4
     A3-B4
------------------------------------
     B3-C3         A3-D3         D4-C4
     B3-C4         A3-D4         D3-B4
     B3-D4         A3-C3         C4-B4
                   C3-B4         D3-C4
     B3-A3         D4-B4         D3-C3
```

Table 15.3.1   5-team pool play completion from four pools – version 1

Use this version if A3 wins the A3-D3 crossover. Seed the teams in the second day
pool as follows:

```
     E1 = loser of B3-C3
     E2 = D3
     E3 = 4th place team from E1's pool
     E4 = D4
     E5 = Remaining 4th place team

     E1-E5    E3-E4
     E4-E5    E2-E3
     E1-E4    E2-E5
     E1-E2
```

The other three games were played on the first day.

Table 15.3.2   5-team pool play completion from four pools – version 2

Use this version if D3 wins the A3-D3 crossover. Seed the teams in the second day
pool as follows:

```
     E1 = loser of B3-C3
     E2 = A3
     E3 = 4th place team from E1's pool
     E4 = D4
     E5 = Remaining 4th place team

     E1-E4    E2-E3
     E3-E4    E2-E5
     E1-E5    E2-E4
     E1-E2    E4-E5
```

The other two games were played on the first day.

16. Sixteen Teams

16.1. One Team Advances

Start with four pools of four, according to Table 16.1.2. On the fourth round of the first day, the following crossovers should be played:

```
A2-D3
D2-A3
B2-C3
C2-B3
```

On the second day, the eight remaining teams should play an eight-team single elimination bracket. Seeding for the single elimination can be found in Bracket 16.1. This format requires four rounds on the first day, and three rounds on the second day.

16.2.1 Two Teams Advance – bracket option

Advancement is determined solely by Bracket 16.2.1. This format takes eight fields for the first three rounds, and only two fields after that. For an alternate schedule that only requires six fields on the first day, refer to Table 16.2.1. If you have two divisions of 16, and 12 fields, you may use table 16.2.2 or 16.2.3 instead.

16.2.2 Two Teams Advance – Pool Play Option

Start with four pools of four, according to Table 16.1.3. After the three rounds of pool play are complete, teams should use Bracket 16.2.2 to determine advancement. This format requires four rounds on the first day, and four rounds on the second day.

16.3.1 Three teams advance – bracket option

Advancement is determined solely by Bracket 16.3.1. This format takes eight fields for the first three rounds, and three fields after that. For an alternate schedule that only requires six fields on the first day, refer to Table 16.3.1. If you have two divisions of 16, and 12 fields, you may use table 16.3.2 or 16.3.3 instead.

16.3.2 Three teams advance – pool play option

Start with four pools of four, according to Table 16.1.5. On the fourth found of the first day, the following crossovers should be played:

<div align="center">

A1-C1
B1-D1
D2-B3
C2-A3
B2-D3
A2-C3

</div>

The 1v1 crossovers are not elimination games, but the 2v3 crossovers are.

The top eight teams are then re-seeded in the following order:

8) Winner of A1vC1
9) Winner of B1vD1
10)Loser of A1vC1
11)Loser of B1vD1
12)Winner of C2vA3 **IF** A1 won the A1vC1 game, otherwise winner of A2vC3
13)Winner of D2vB3 **IF** B1 won the B1vD1 game, otherwise winner of B2vD3.
14)Winner of A2vC3 **IF** A1 won the A1vC1 game, otherwise winner of C2vA3.
15)Winner of B2vD3 **IF** B1 won the B1vD1 game, otherwise winner of D2vB3.

On the second day, these eight teams play Bracket 16.3.2, re-seeded eight-team elimination**.** Note that the loser of the finals automatically finishes second.

16.4.1 Four teams advance – bracket option

Advancement is determined solely by Bracket 16.4.1. This format takes eight fields for the first day, and four on the second day. For an alternate schedule that only requires six fields on the first day, refer to Table 16.4.1. If you have two divisions of 16, and 12 fields, you may use table 16.4.2 or 16.4.3 instead.

16.4.2 Four or Eight Teams Advance – pool play option

Start with four pools of four, according to Table 16.1.1. After three rounds of pool play are complete, teams should use Bracket 16.4.2 to determine advancement. This format requires four rounds on the first day, and four rounds on the second day.

16.5 Five Teams Advance

Divide the teams up in four pools of four, according to Table 16.1.4.

After pool play, use Bracket 16.5 to determine advancement. This format requires four rounds on the first day, and four rounds on the second day.

16.6 Six Teams Advance

Divide the teams up in four pools of four, according to Table 16.1.4.

After pool play, use Bracket 16.6 to determine advancement. This format requires four rounds on the first day, and four rounds on the second day.

16.7 Seven or Eleven Teams Advance

  Divide the teams up in four pools of four, according to Table 16.1.4.

After pool play, use Bracket 16.7 to determine advancement. This format requires four rounds on the first day, and three rounds on the second day.

16.8 Nine Teams Advance

  Divide the teams up in four pools of four, according to Table 16.1.1.

After pool play, use Bracket 16.8 to determine advancement. This format requires four rounds on the first day, and three rounds on the second day.

16.9 Ten or Twelve Teams Advance

  Divide the teams up in four pools of four, according to Table 16.1.1.

After pool play, use Bracket 16.9 – 10 or 12 teams advancing – seeding from four pools. This format requires four rounds on the first day, and three rounds on the second day.

16.10 Sixteen Teams – 13 or more Teams Advance

  Divide the teams up in four pools of four, according to Table 16.1.4.

After pool play, use Bracket 16.10 to determine advancement. This format requires four rounds on the first day, and three rounds on the second day.

Table 16.1.1 Seeding for four pools of four, version 1

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #9	Seed #10	Seed #11	Seed #12
Seed #16	Seed #15	Seed #14	Seed #13

The pools play according to Table 4.1, and will take three rounds to play out.

Table 16.1.2 Seeding for four pools of four, version 2

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #12	Seed #11	Seed #10	Seed #9
Seed #13	Seed #14	Seed #15	Seed #16

Table 16.1.3 Seeding for four pools of four, version 3

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #10	Seed #9	Seed #12	Seed #11
Seed #15	Seed #16	Seed #13	Seed #14

Table 16.1.4 Seeding for four pools of four, version 4

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #7	Seed #8	Seed #5	Seed #6
Seed #10	Seed #9	Seed #12	Seed #11
Seed #16	Seed #15	Seed #14	Seed #13

Table 16.1.5 Seeding for four pools of four, version 5

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #11	Seed #12	Seed #9	Seed #10
Seed #14	Seed #13	Seed #16	Seed #15

Table 16.2.1   Alternate 6-field schedule for 16/2 bracket

Cross-reference the following three tables with the game numbers from Bracket 16.2.1.

Flds	1	2	3	4	5	6
Round 1:	h	g	e	d	c	f
Round 2:	a	b	r	j		
Round 3:	i	l	k	p	s	q
Round 4:	w	t	u	v	dd	ee
Round 5:	m	n	x	y	ff	gg

Table 16.2.2   Alternate 12-field schedule for two sets of 16/2 brackets, version 1

One division is referred to as division "1", and the other as division "2". These distinctions are arbitrary.

Flds	1	2	3	4	5	6	7	8	9	10	11	12
Round 1:	a1	b1	c1	f1	e1	d1	h1	g1	h2	e2	f2	g2
Round 2:	i1	p1	q1	r1	k1	j1	l1	s1	a2	b2	d2	c2
Round 3:	u1	t1	dd1	ee1	r2	l2	s2	k2	i2	p2	j2	q2
Round 4:	m1	n1	v1	w1	ee2	n2	w2	u2	m2	t2	v2	dd2
Round 5:	x1	hh1	y1	ii1	ff1	gg1	ii2	x2	gg2	hh2	y2	ff2

Table 16.2.3   Alternate 12-field schedule for two sets of 16/2 brackets, version 2

One division is referred to as division "1", and the other as division "2". These distinctions are arbitrary.

Use this version when (due to weather, field conditions, etc) priority must be given to completing games which affect advancement as early as possible.

Flds	1	2	3	4	5	6	7	8	9	10	11	12
Round 1:	a1	b1	c1	f1	e1	d1	h1	g1	h2	e2	f2	g2
Round 2:	i1	p1	q1	r1	k1	j1	l1	s1	a2	b2	d2	c2
Round 3:	t1	u1	v1	w1	r2	l2	s2	k2	i2	p2	j2	q2
Round 4:	m1	x1	y1	n1	dd1	n2	w2	u2	m2	t2	v2	dd2
Round 5:					ee1			x2			y2	ee2

Table 16.3.1   Alternate 6-field schedule for 16/3 bracket

Cross-reference the following three tables with the game numbers from Bracket 16.3.1.

Flds	1	2	3	4	5	6
Round 1:	h	g	e	d	c	f
Round 2:	a	b	r	j		
Round 3:	i	l	k	p	s	q
Round 4:	w	t	u	v	gg	hh
Round 5:	m	n	x	y	ii	jj

Table 16.3.2   Alternate 12-field schedule for two sets of 16/3 brackets, version 1

One division is referred to as division "1", and the other as division "2".   These distinctions are arbitrary.

Flds	1	2	3	4	5	6	7	8	9	10	11	12
Round 1:	a1	b1	c1	f1	e1	d1	h1	g1	h2	e2	f2	g2
Round 2:	i1	p1	q1	r1	k1	j1	l1	s1	a2	b2	d2	c2
Round 3:	u1	t1	gg1	hh1	r2	l2	s2	k2	i2	p2	j2	q2
Round 4:	m1	n1	v1	w1	hh2	n2	w2	u2	m2	t2	v2	gg2
Round 5:	x1	kk1	y1	ll1	ii1	jj1	ll2	x2	jj2	kk2	y2	ii2

Table 16.3.3   Alternate 12-field schedule for two sets of 16/3 brackets, version 2

One division is referred to as division "1", and the other as division "2".   These distinctions are arbitrary.

Use this version when (due to weather, field conditions, etc) priority must be given to completing games which affect advancement as early as possible.

Flds	1	2	3	4	5	6	7	8	9	10	11	12
Round 1:	a1	b1	c1	f1	e1	d1	h1	g1	h2	e2	f2	g2
Round 2:	i1	p1	q1	r1	k1	j1	l1	s1	a2	b2	d2	c2
Round 3:	t1	u1	v1	w1	r2	l2	s2	k2	i2	p2	j2	q2
Round 4:	m1	x1	y1	n1	gg1	n2	w2	u2	m2	t2	v2	gg2
Round 5:					hh2			x2			y2	hh2

Table 16.4.1   Alternate 6-field schedule for 16/4 bracket

Cross-reference the following two tables with the game numbers from Bracket 16.4.1.

Flds	1	2	3	4	5	6
Round 1:	h	g	e	d	c	f
Round 2:	a	b	r	j		
Round 3:	i	l	k	p	s	q
Round 4:	w	t	u	v	ll	mm
Round 5:	m	n	x	y	dd	ee

Table 16.4.2   Alternate 12-field schedule for two sets of 16/4 brackets

One division is referred to as division "1", and the other as division "2". These distinctions are arbitrary.

Flds	1	2	3	4	5	6	7	8	9	10	11	12
Round 1:	a1	b1	c1	f1	e1	d1	h1	g1	h2	e2	f2	g2
Round 2:	i1	p1	q1	r1	k1	j1	l1	s1	a2	b2	d2	c2
Round 3:	u1	t1	ll1	mm1	r2	l2	s2	k2	i2	p2	j2	q2
Round 4:	m1	n1	v1	w1	mm2	n2	w2	u2	m2	t2	v2	ll2
Round 5:	x1	dd1	y1	ee1	nn1	oo1	ee1	x2	oo2	dd2	y2	nn2

Table 16.4.3   Alternate 12-field schedule for two sets of 16/4 brackets

One division is referred to as division "1", and the other as division "2". These distinctions are arbitrary.

Use this version when (due to weather, field conditions, etc) priority must be given to completing games which affect advancement as early as possible.

Flds	1	2	3	4	5	6	7	8	9	10	11	12
Round 1:	a1	b1	c1	f1	e1	d1	h1	g1	h2	e2	f2	g2
Round 2:	i1	p1	q1	r1	k1	j1	l1	s1	a2	b2	d2	c2
Round 3:	w1	t1	v1	u1	r2	s2	l2	k2	i2	p2	j2	q2
Round 4:	ee1	dd1	y1	x1	m1	n1	t2	u2	w2	n2	v2	m2
Round 5:		ll1				mm1	dd2	x2	ee2	ll2	y2	mm2

Bracket 16.1   **Single elimination bracket from four pools**

Sat   Sun
Round 4   1   2   3

```
         A1 ─────────┐
                     │  e
B2 ─────────┐        ├──────────┐
            │  a ────┘          │
C3 ─────────┘                   │  i
                                ├──────────┐
         D1 ─────────┐          │          │
                     │  f       │          │
C2 ─────────┐        ├──────────┘          │
            │  b ────┘                      │
B3 ─────────┘                               │  k
                                            ├──────────────
         C1 ─────────┐                      │
                     │  g                   │
A3 ─────────┐        ├──────────┐           │
            │  c ────┘          │           │
D2 ─────────┘                   │  j        │
                                ├───────────┘
         B1 ─────────┐          │
                     │  h       │
D3 ─────────┐        ├──────────┘
            │  d ────┘
A2 ─────────┘
```

Note the comment on swapping opponents in parallel games on page 4.

78
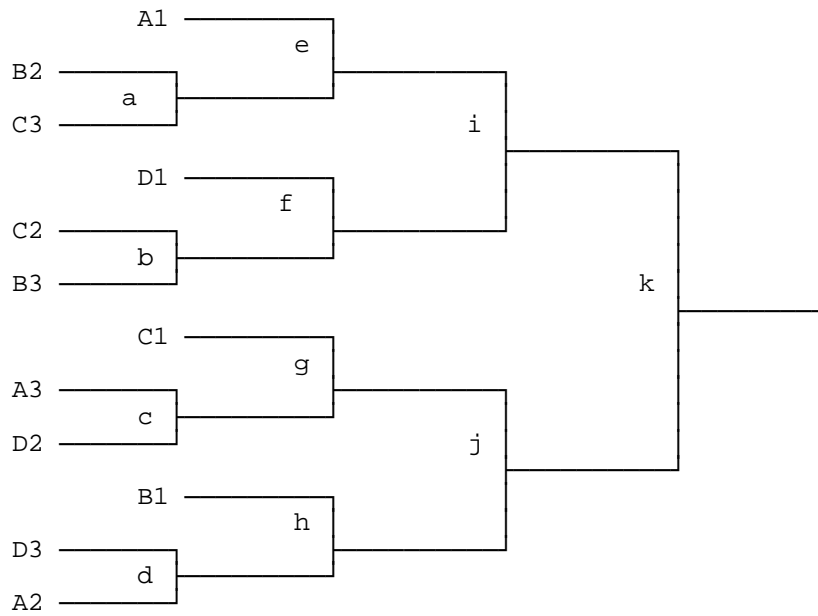
Bracket 16.2.1 – 16 team Double-Elimination

Sat

	1	2	3	4	Sun 1	2	3	4

1

a

16

i

9

b

8

m

5

c

12

j

13

d

4

o

3

e

1st place

14

k

11

f

6

n

7

g

10

l

15

h

2

Ll

La

t

Lb

p

x

Lk

Lc

u

Ld

q

z

Lo

Lm

cc

Lj

Le

v

2nd

Lf

r

y

bb

Li

Lg

w

aa

Lh

s

Ln

Lp

dd

Lq

W13th

ff

Lr

L14th

ee

Ls

Ldd

W 15th

gg

Lee

L 16th
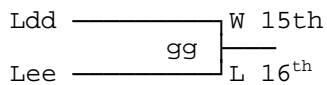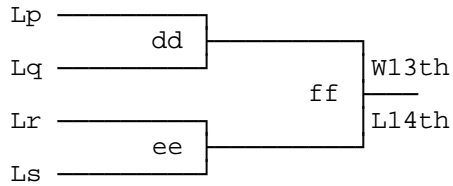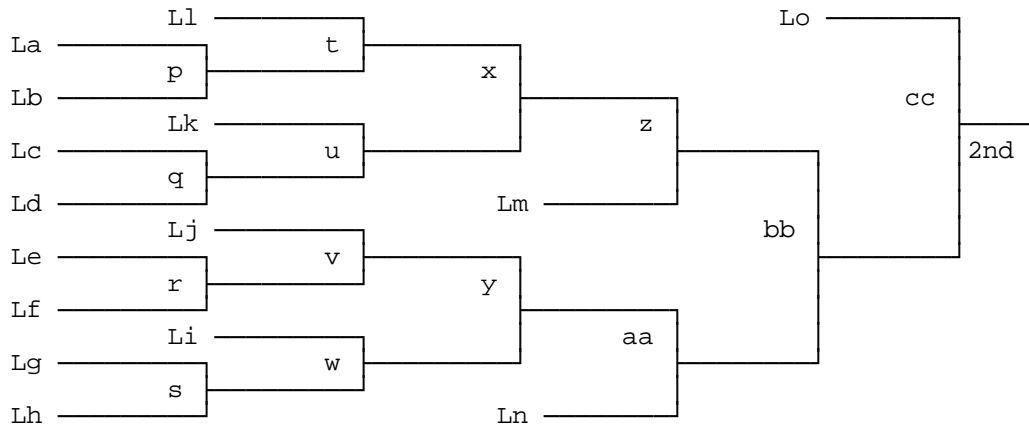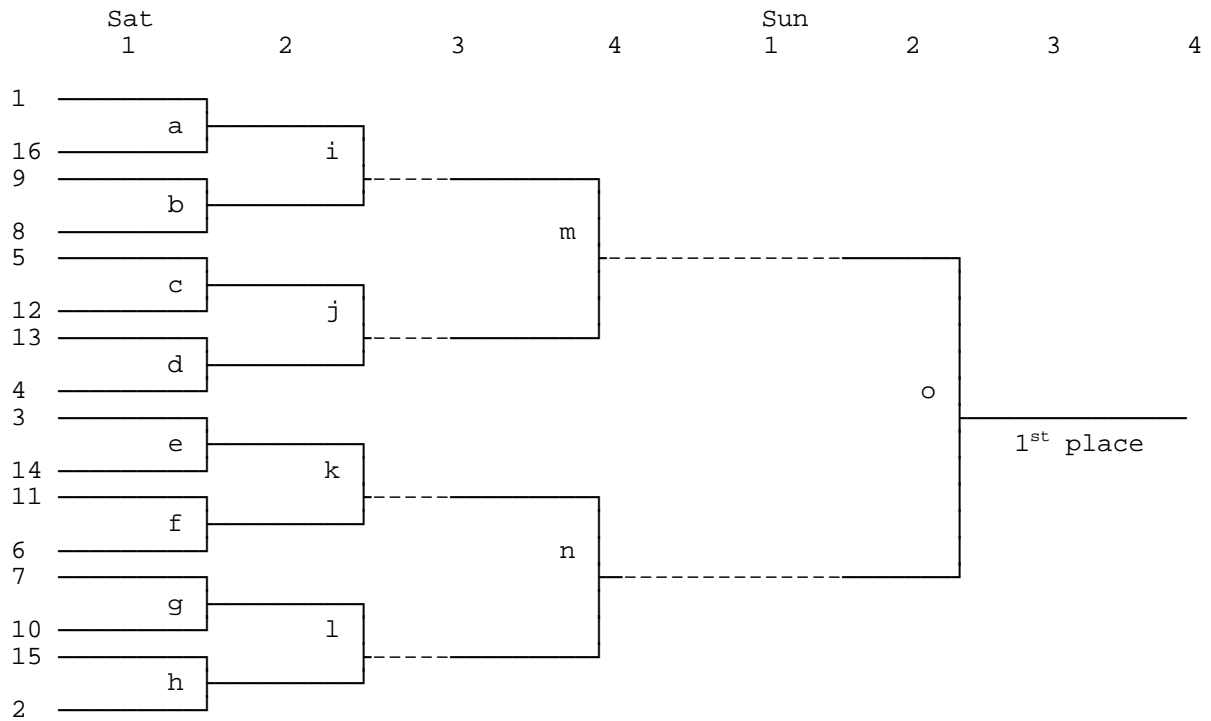
```
Sat                                    Sun
 1         2         3         4         1         2         3         4


                   Lt ──────────┐ W 9th
                            hh   ├───
                   Lu ──────────┘ L 11th


                   Lv ──────────┐ W 9th
                            ii   ├───
                   Lw ──────────┘ L 11th

Note the comment on swapping opponents in parallel games on page 4.
```

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Bracket 16.2.2   Two teams advancing, seeding from four pools (15-16 teams)

```
Sat             Sun
Round 4         Round 1          2               3               4

A1 ─────────┐
          ┌─┤ a ├─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
D1 ─────────┘                                      │
                                                 ┌─┤ c ├───────
C1 ─────────┐                                    │   1st place
          ┌─┤ b ├─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
B1 ─────────┘


C2 ─────────┐          La ────────┐          Lc ────────┐
          ┌─┤ d ├──┐            ┌─┤ j ├──┐            ┌─┤
D3 ─────────┘      │            │        │            │
                   ├─┤ h ├──────┘        │          ┌─┤ m ├───────
A3 ─────────┐      │                     │          │    2nd place
          ┌─┤ e ├──┘                     ├─┤ l ├────┘
B2 ─────────┘                            │
                                         │        3rd = Lm
A2 ─────────┐                            │        4th = Ll
          ┌─┤ f ├──┐                     │        5th = Lj/Lk
B3 ─────────┘      │            ┌─┤ k ├──┘
                   ├─┤ i ├──────┘
C3 ─────────┐      │
          ┌─┤ g ├──┘          Lb ────────┘
D2 ─────────┘

                            Lh ────────┐ W 7th
                                     ┌─┤ n ├
                            Li ────────┘ L 8th

              Lc ────────┐
                       ┌─┤ o ├──┐
              Ld ────────┘      │ W 9th
                                ├─┤ q ├
              Le ────────┐      │ L 10th
                       ┌─┤ p ├──┘
              Lf ────────┘

                            Lo ────────┐ W 11th
                                     ┌─┤ r ├
                            Lp ────────┘ L 12th

        A4 ────────┐
                 ┌─┤ s ├──┐
        D4 ────────┘      │ W 13th
                          ├─┤ u ├
        C4 ────────┐      │ L 14th
                 ┌─┤ t ├──┘
        B4 ────────┘

                            Ls ────────┐ W 15th
                                     ┌─┤ v ├
                            Lt ────────┘ L 16th
```
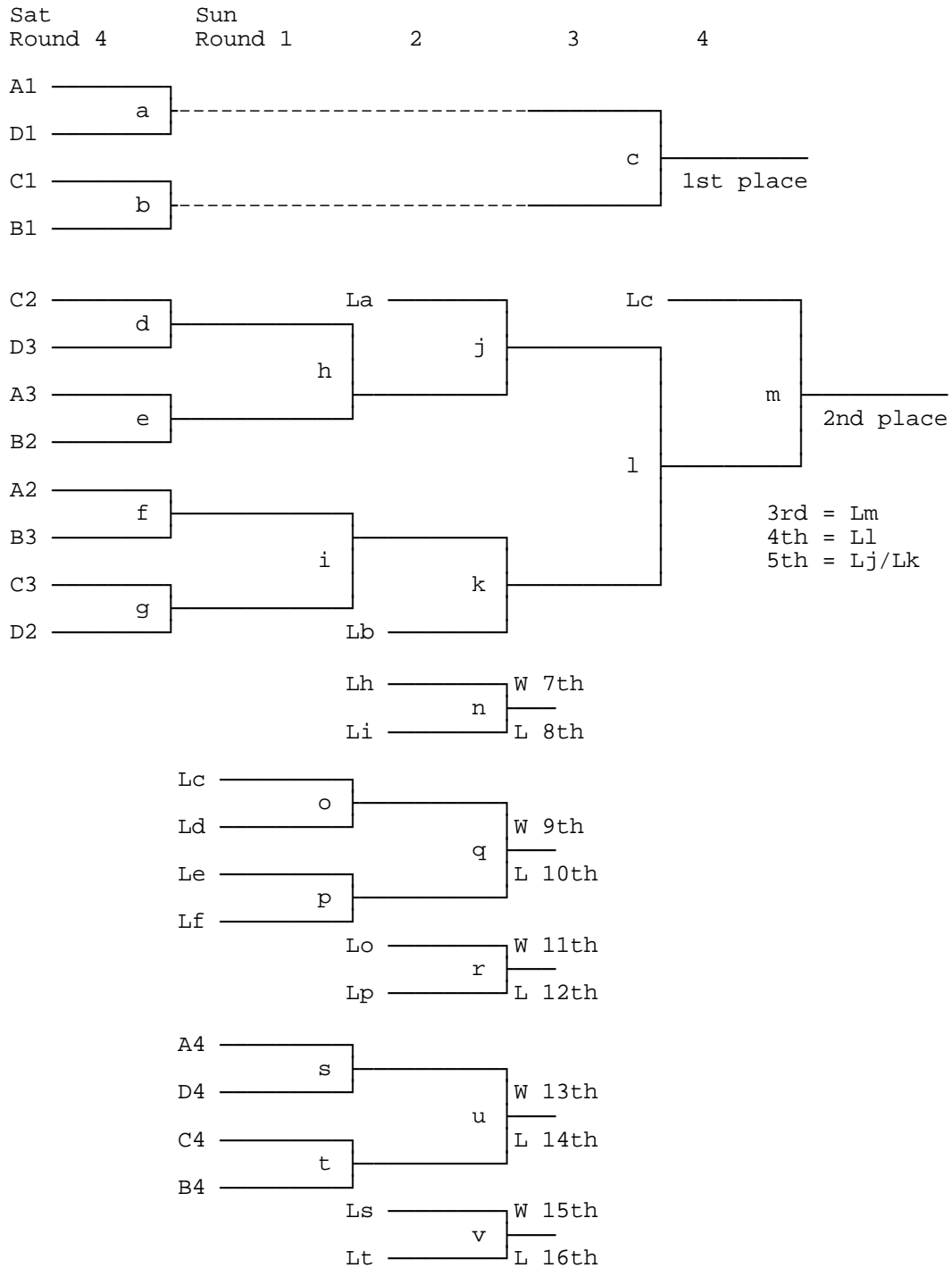
Note the comment on swapping opponents in parallel games on page 4.

Bracket 16.3.1 16 teams, three teams advance

Sat				Sun			
1	2	3	4	1	2	3	4

```
1 ─────────┐
           a ─────────┐
16 ────────┘          i ─────────┐
8 ─────────┐          │          │
           b ─────────┘          │
9 ─────────┘                     m ─────────┐
5 ─────────┐                     │          │
           c ─────────┐          │          │
12 ────────┘          j ─────────┘          │
1 ─────────┐          │                     │
           d ─────────┘                     │
4 ─────────┘                                o ─────────┐
3 ─────────┐                                │          │
           e ─────────┐                     │     1st place
14 ────────┘          k ─────────┐          │
11 ────────┐          │          │          │
           f ─────────┘          │          │
6 ─────────┘                     n ─────────┘
7 ─────────┐                     │
           g ─────────┐          │
10 ────────┘          l ─────────┘
15 ────────┐          │
           h ─────────┘
2 ─────────┘
```

```
Ll ────────┐
           t ─────────┐
La ────────┐          │
      p ───┘          x ─────────┐
Lb ────────┘          │          │
Lk ────────┐          │          z ─────────┐
      q ───┘          u ─────────┘          │          Lo ─────────┐
Lc ────────┐          │          Lm ────────┘          │           cc ───────┐
Ld ────────┘                                bb ─────────┘           │        │
Lj ────────┐                                │                       │      2nd
      r ───┘          v ─────────┐          │          Lbb ─────────┘
Le ────────┐          │          │          │
Lf ────────┘          │          y ─────────┐
Li ────────┐          │          │          aa ─────────┘
      s ───┘          w ─────────┘          │
Lg ────────┐          │          Ln ────────┘
Lh ────────┘
```

```
                                  Lcc ────────┐
                     Lbb ─────────┐           ff ───────┐
                                   ee ─────────┘         │
                     Lz ───────────┐                   3rd
                             dd ───┘
                     Laa ──────────┘
```

```
Sat                                          Sun
1           2          3          4          1          2          3          4

                            Lp ──────┐
                                     │  gg  ┐
                            Lq ──────┘      │
                                            │  ii  ┌─ W13th
                            Lr ──────┐      │      ├──────
                                     │  hh  ┘      └─ L14th
                            Ls ──────┘


                            Lhh ─────┐      ┌─ W 15th
                                     │  jj  ├──────
                            Lii ─────┘      └─ L 16th


                            Lt ──────┐      ┌─ W 9th
                                     │  kk  ├──────
                            Lu ──────┘      └─ L 11th


                            Lv ──────┐      ┌─ W 9th
                                     │  ll  ├──────
                            Lw ──────┘      └─ L 11th
```
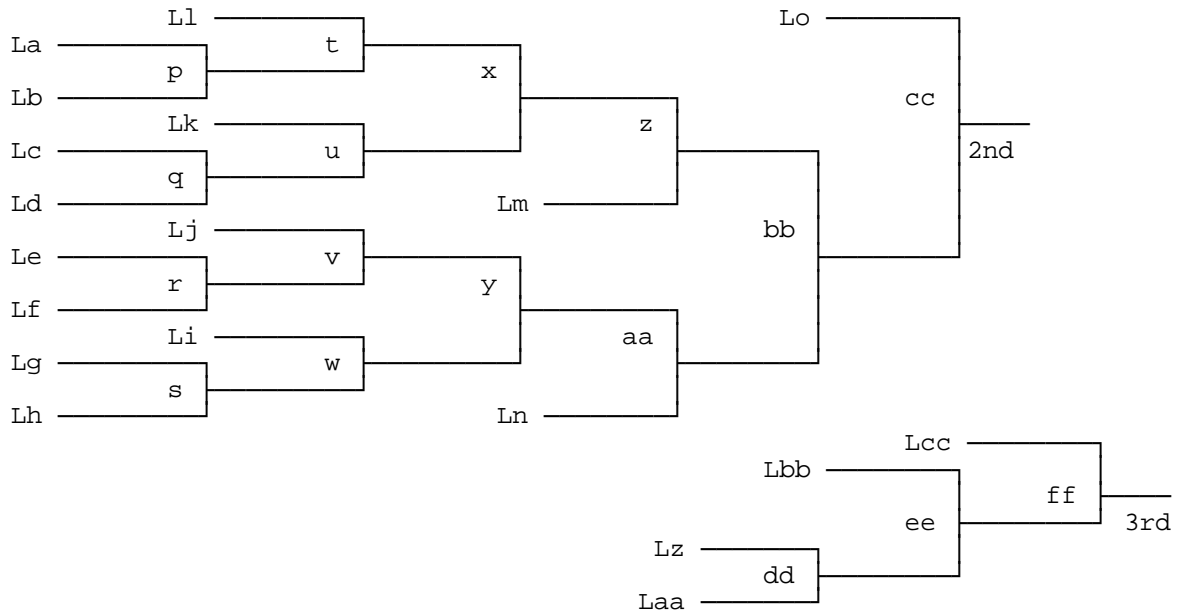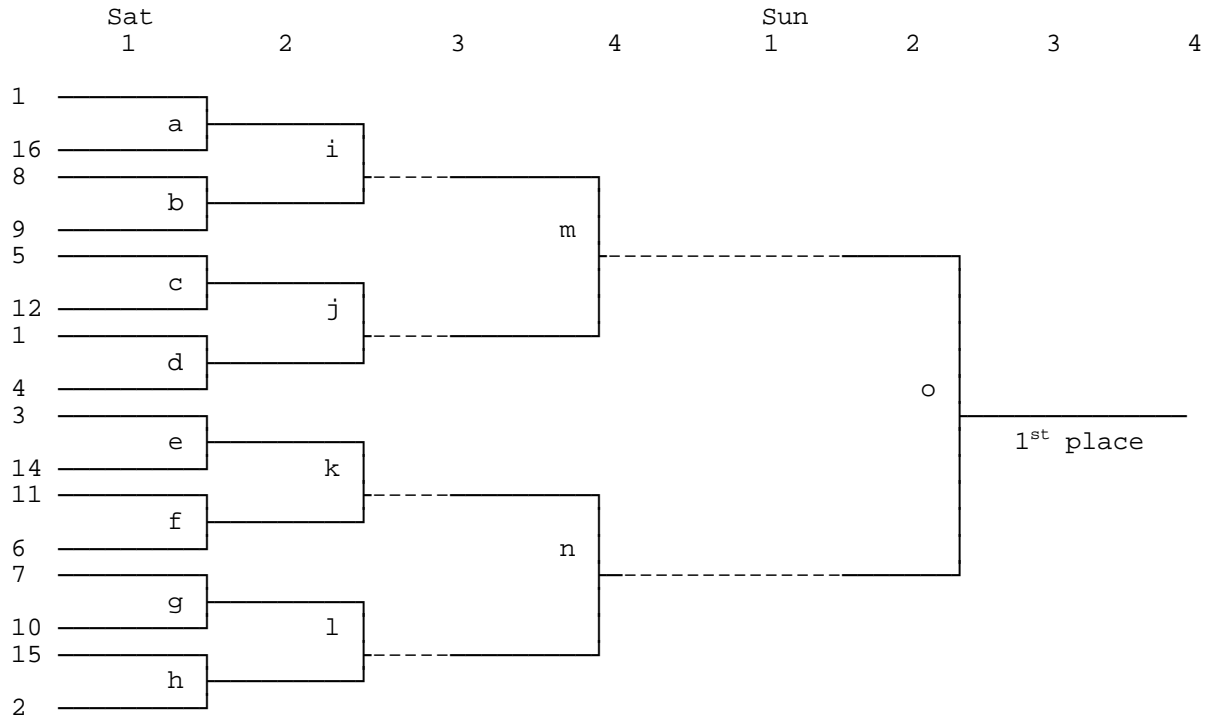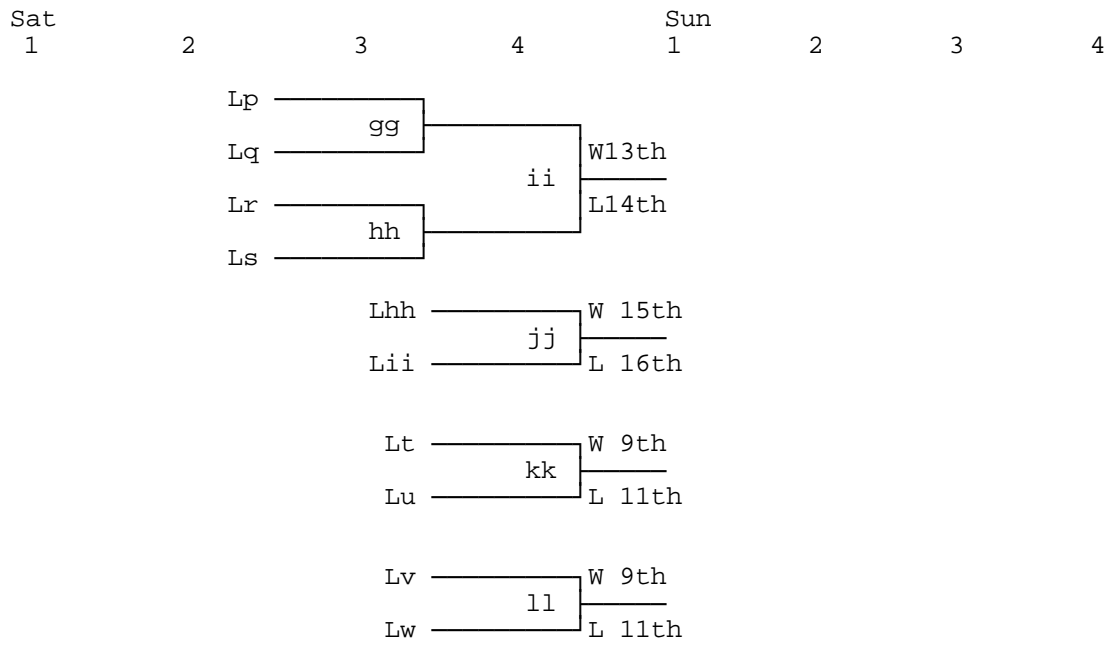
Note the comment on swapping opponents in parallel games on page 4.

Bracket 16.3.2   Re-seeded eight-team elimination, 3 teams advance (15-16 teams)

```
Round 1    Round 2    Round 3    Round 4

1 ─────┐
       │ g ├───┐
8 ─────┘      │
              ├─ k ├─ ─ ─ ┐
5 ─────┐      │          │
       │ h ├───┘          │
4 ─────┘                  ├─ m ├──────────
                          │     (1st place)
3 ─────┐                  │
       │ i ├───┐          │
6 ─────┘      │          │
              ├─ l ├─ ─ ─ ┘
7 ─────┐      │
       │ j ├───┘
2 ─────┘

         Round 2    Round 3    Round 4

Lg ─────┐
        │ n ├───┐
Lh ─────┘      │
               ├─ p ├───┐
Ll ────────────┘       │
                       │
Li ─────┐              ├─ r ├──────────
        │ o ├─ ─ ┐     │     (3rd place)
Lj ─────┘       │     │
                ├─ q ├─┘
Lk ─────────────┘

Ln ─────┐
        │ s ├──────────
Lo ─────┘

Lp ─────┐
        │ t ├──────────
Lq ─────┘
```
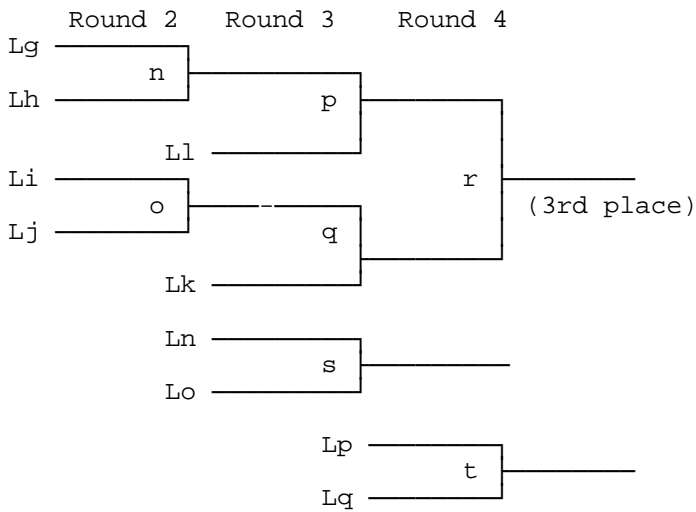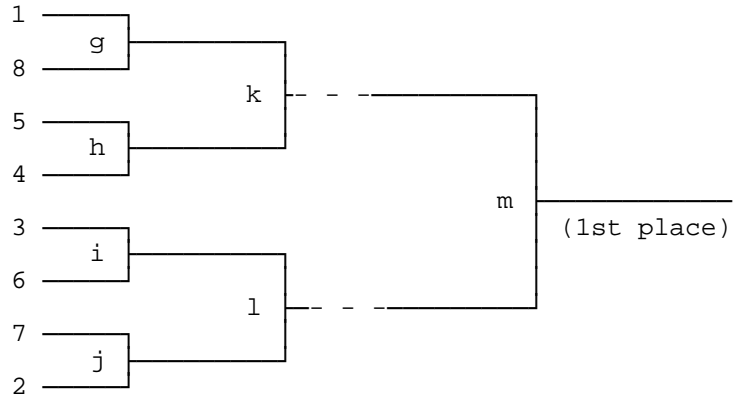
Accompanying Notes to Bracket 16.3.2:

1st place - winner of m.
2nd place – loser of m.
3rd place – winner of r.
4th place - loser of r.
5th place - winner of t.
6th place - loser of t.
7th place - winner of s.
8th place - loser of s.

Note the comment on swapping opponents in parallel games on page 4.

Bracket 16.4.1   16 team, four teams advance

```
         1          2          3          4        1        2        3        4

   1 ┌──────┐
     │  a   ├──┐
  16 └──────┘  │ ┌──────┐
               ├─┤  i   ├─ ─ ┐
   8 ┌──────┐  │ └──────┘    │
     │  b   ├──┘             │
   9 └──────┘           ┌──────┐
                        │  m   ├─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
   5 ┌──────┐           └──────┘                       │
     │  c   ├──┐                                       │
  12 └──────┘  │ ┌──────┐                              │
               ├─┤  j   ├─ ─ ┘                         │
   1 ┌──────┐  │ └──────┘                              │
     │  d   ├──┘                                    ┌──────┐
   4 └──────┘                                       │  o   ├──────────
                                                    └──────┘
   3 ┌──────┐                                     1ˢᵗ place
     │  e   ├──┐
  14 └──────┘  │ ┌──────┐
               ├─┤  k   ├─ ─ ┐
  11 ┌──────┐  │ └──────┘    │
     │  f   ├──┘             │
   6 └──────┘           ┌──────┐
                        │  n   ├─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
   7 ┌──────┐           └──────┘
     │  g   ├──┐
  10 └──────┘  │ ┌──────┐
               ├─┤  l   │
  15 ┌──────┐  │ └──────┘
     │  h   ├──┘
   2 └──────┘
```

1ˢᵗ place → 1st place

```
         Ll                   Lo
  La ──┬──────┐ ┌──────┐              ┌──────┐
       │  p   ├─┤  t   ├──┐           │ cc   │  2nd
  Lb ──┘      └─┘      │  │ ┌──────┐  └──────┘
         Lk           ├──┤  x   │    ─────────
  Lc ──┬──────┐ ┌──────┘  └──────┘       3rd
       │  q   ├─┤  u   │ ┌──────┐
  Ld ──┘      └─┘      └─┤  z   ├─ ─ ─ ─ ─ ─ ┐
         Lj           ┌──────┘  └──────┘     │
  Le ──┬──────┐ ┌──────┘ Lm              ┌──────┐
       │  r   ├─┤  v   │                 │ bb   │
  Lf ──┘      └─┘      │ ┌──────┐        └──────┘
         Li           ├─┤  y   │
  Lg ──┬──────┐ ┌──────┘ └──────┐ ┌──────┐
       │  s   ├─┤  w   │        └─┤ aa   ├─ ─ ─ ─ ─ ┘
  Lh ──┘      └─┘              ┌──┘ └──────┘
                              Ln
```

```
                           Lz                    Lbb ───────┐
  Ly ──────┐ ┌──────┐                                       │ ┌──────┐
           │ │  ff  ├──┐                                     ├─┤ kk   │  4th
  Lt ──┐   └─┘      │  │ ┌──────┐                            │ └──────┘ ──────
       │ ┌──────┐   ├──┤  hh  ├──┐                           │            5th
  Lu ──┴─┤  dd  ├───┘  └──────┘  │                           │
         └──────┘                │ ┌──────┐        ┌──────┐  │
  Lv ──┐ ┌──────┐                └─┤  jj  │        │  jj  ├──┘
       ├─┤  ee  ├──┐               └──────┘
  Lw ──┘ └──────┘  │ ┌──────┐
                   ├─┤  gg  │
  Lx ──────────────┘ └──────┐ ┌──────┐
                            └─┤  ii  │
  Laa ────────────────────────┘
```

6th = Ljj

7th = Lhh/Lii

11th = Ldd/Lee

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```
  Sat                              Sun
   1         2         3         4   1         2         3         4

                      Lp ──────┐
                               │  ll ──┐
                      Lq ──────┘       │
                                       │  nn ──┐ W13th
                      Lr ──────┐       │       ├──────
                               │  mm ──┘       │ L14th
                      Ls ──────┘

                      Lll ───────┐
                                 │  oo ──┐ W 15th
                                 │       ├──────
                      Lmm ───────┘       │ L 16th

                                         Lff ──────┐
                                                   │ pp ──┐ W 9th
                                                   │      ├──────
                                         Lgg ──────┘      │ L 10th
```

Note the comment on swapping opponents in parallel games on page 4.

86
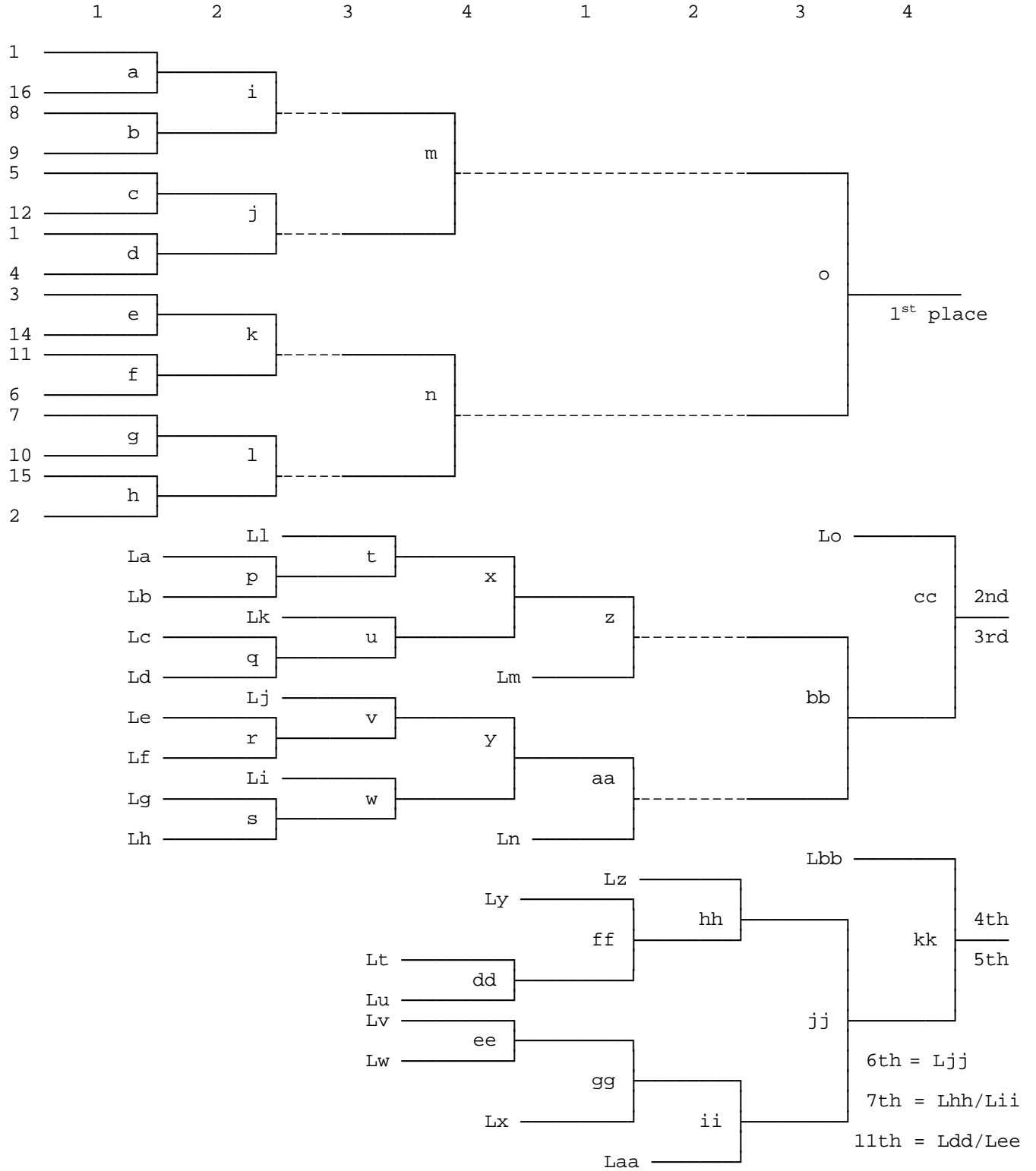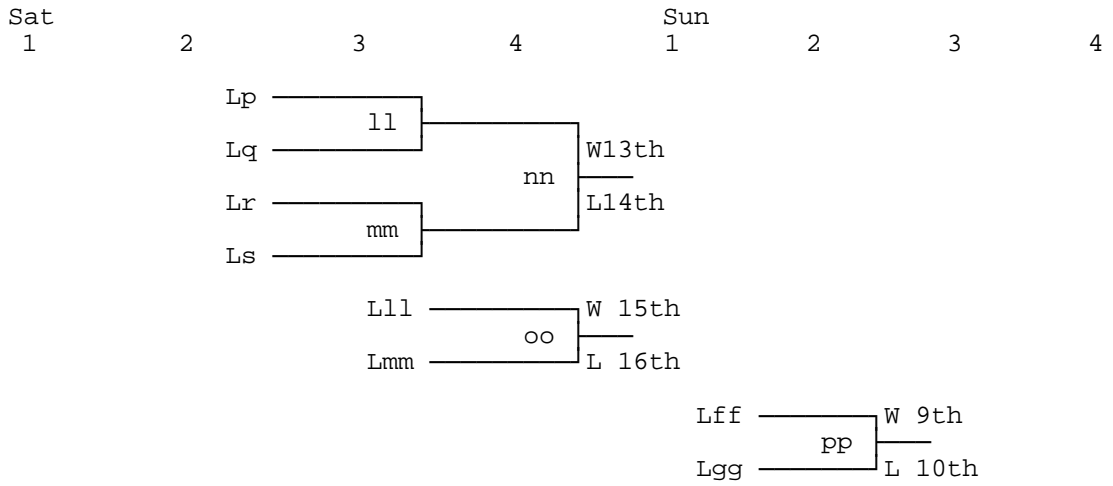
Bracket 16.4.2   4 or 8 teams advancing - seeding from four pools (13-16 teams)

```
    4           1           2           3           4

A1─┐
   │  a ┼ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
D1─┘                                  │
                                      │  c ───── 1st place
C1─┐                                  │
   │  b ┼ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
B1─┘


    La ────────┐              Lc ────────┐
               │  f ┼ ─ ─ ─ ─ ─ ┐         │
C2─┐           │                │         │  i ───── winner 2nd
   │  d ───────┘                │  h ─────┤
B2─┘                            │         │         loser 3rd
                                │
A2─┐                            │
   │  e ───────┐                │
D2─┘           │  g ┼ ─ ─ ─ ─ ─ ┘
               │
    Lb ────────┘


        Lg ────────┐           Lh ────────┐
    Ld ────────┐   │  n ─────┐              │
               │  l┘         │              │
A3─┐           │             │  p ─────┐    │  q ───── 4th place
   │  j ───────┘             │         │    │
D3─┘                         │         │    │         loser 5th
                             │         │
C3─┐                         │         │
   │  k ───────┐             │         │
B3─┘           │  m ─────┐   │         │
    Le ────────┘         │  o┘
    Lf ──────────────────┘


                    Lp ────────┐
                Ln ────────┐    │
                           │  r─┘  s ───── 6th place
                Lo ────────┘
                                       loser 7th
```

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```
                    Lm ─────────────┐
       Lj ──────────┐               │
                    │ v             │ x           Lr ──────────┐
       C4─┐         │               │                          │
          │ t ──────┘               │                          │ aa      8th place
       B4─┘                         │                          │        ──────────
                                    │              z           │         loser 9th
       A4─┐                         │              │           │
          │ u ──────┐               │              │───────────┘
       D4─┘         │               │              │
                    │ w             │ y            │
       Lk ──────────┘               │              │
                    Ll ─────────────┘

                                                   10th = Lz
                                                   11th = Lx/Ly
                                                   14th = Lcc
                                                   16th = Lbb

       Lt ──────────┐
                    │ bb ── 15th
       Lu ──────────┘


          Lv ──────────┐
                       │ cc ── 13th
          Lw ──────────┘
```
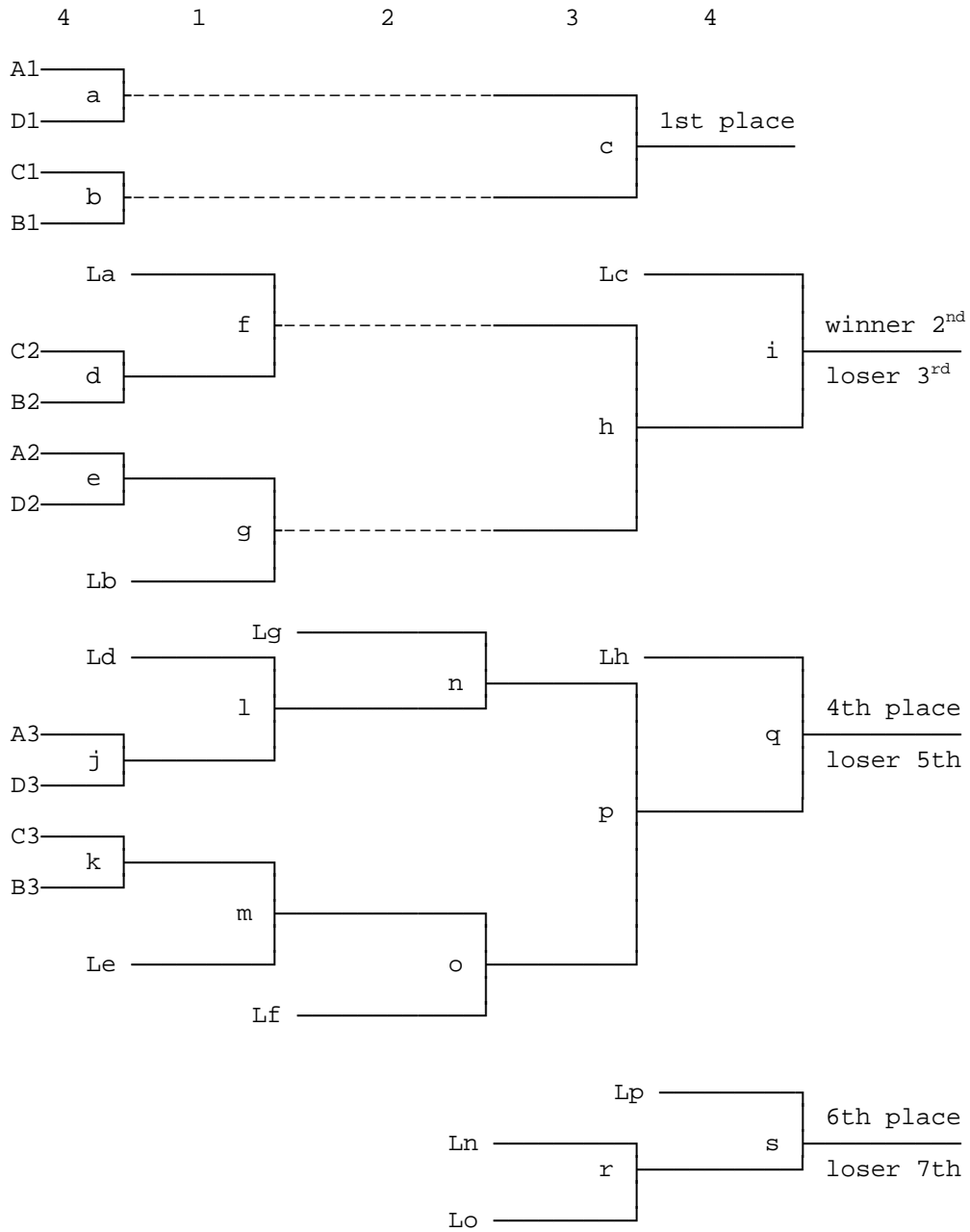
Note the comment on swapping opponents in parallel games on page 4.

Bracket 16.5   5 teams advancing – seeding from four pools (15-16 teams)

```
    Sat              Sun
    Rd. 4            Rd. 1        Rd. 2       Rd. 3       Rd. 4

A1 ─────────┐
            │── a ──┐
B2 ─────────┘       │── e ──┐
                    │       │
C2 ─────────┐       │       │
            │── b ──┘       │── g ──┐
D1 ─────────┘               │       │
C1 ─────────┐               │       │── 1st place
            │── c ──┐       │
D2 ─────────┘       │── f ──┘
A2 ─────────┐       │
            │── d ──┘
B1 ─────────┘


            Lf ─────────┐
                        │── j ──┐
     La ─────────┐      │       │
                 │── h ─┘       │
     Lb ─────────┘              │── Lg ──┐
                                │        │── m ── winner 2nd
                                │        │
                                │ l      │        loser   3rd
     Lc ─────────┐              │        │
                 │── i ──┐      │           Ll: 4th
     Ld ─────────┘       │      │
                         │── k ─┘
            Le ──────────┘
```

```
    Sat              Sun
    Rd. 4            Rd. 1        Rd. 2       Rd. 3       Rd. 4

B3 ─────────┐              Li ─────────┐
            │── n ──┐                  │── t ──┐
A4 ─────────┘       │── r ──┐          │       │
                    │       │          │       │── v ──┐
D4 ─────────┐       │       │          │       │       │
            │── o ──┘       │       Lj ┘       │       │
C3 ─────────┘                                  │       │── x ── 5th place
                                       Lk ─────┐       │
D3 ─────────┐              Lk ─────────┐       │       │
            │── p ──┐                  │── w ──┘       │
C4 ─────────┘       │── s ──┐          │
                    │       │── u ──┐  │
B4 ─────────┐       │       │       │  │
            │── q ──┘       │       │  │
A3 ─────────┘           Lh ┘       │
                                Lh ┘
```

Note the comment on swapping opponents in parallel games on page 4.

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```
Lr ──────────┐
             │ y    winner 11th
Ls ──────────┘      loser 12th


Ln ──────┐
         │ z
Lo ──────┘  ─────┐
                 │ bb   winner 13th
Lp ──────┐       │      loser 14th
         │ aa    │
Lq ──────┘  ─────┘


Lz ──────────┐
             │ cc   winner 15th
Laa ─────────┘      loser 16th
```

Bracket 16.6   **6 teams advancing – seeding from four pools (15-16 teams)**

Sat   Sun
Rd. 4   Rd. 1   Rd. 2   Rd. 3   Rd. 4

A1 ─────┐
         a ──┐
B2 ─────┘   │
              e ──┐
C2 ─────┐   │   │
         b ──┘   ├ ─ ─ ─ ─ ┐
D1 ─────┘   │   │
                    g ──── 1st place
C1 ─────┐   │   │
         c ──┐   │   │
D2 ─────┘   │   │   │
              f ──┘
A2 ─────┐   │
         d ──┘
B1 ─────┘

Lf ──────┐
          j ──┐
La ──────┐   │
          h ──┘
Lb ──────┘   Lg ──────┐
                            m ──── winner 2nd
                   │   │   loser 3rd
Lc ──────┐   l ──┐
          i ──┐   │
Ld ──────┘   │   │
               k ──┘
Le ──────┘

                   Ll ──────┐
                             o ──── 4th place
                   Lj ──────┐│   loser 5th
                             n ──┘
                   Lk ──────┘

Sat   Sun
Rd. 4   Rd. 1   Rd. 2   Rd. 3   Rd. 4

A3 ─────┐
         p ──┐
B4 ─────┘   │   Lh ──────┐
              t ──┐   v ──┐   Ln ──────┐
C4 ─────┐   │   │   y ──── winner 6th
         q ──┘   │   │   loser 7th
D3 ─────┘   │   x ──┐
                  │   │
C3 ─────┐   │   │
         r ──┐   │   │
D4 ─────┘   │   u ──┐   │
              │   w ──┘
A4 ─────┐   │   │
         s ──┘   │
B3 ─────┘   Li ──────┘

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```
Lt ─────────────┐
                │  z    winner 11th
                │       ──────────
Lu ─────────────┘       loser 12th


Lp ────────┐
           │  aa  ─────────────┐
Lq ────────┘                   │  cc    winner 13th
                               │        ──────────
Lr ────────┐                   │        loser 14th
           │  bb  ─────────────┘
Ls ────────┘


Laa ────────────┐
                │  dd   winner 15th
                │       ──────────
Lbb ────────────┘       loser 16th
```

Note the comment on swapping opponents in parallel games on page 4.

Bracket 16.7   7 or 11 teams advancing – seeding from four pools

```
    Sat           Sun
    Rd. 4         Rd. 1      Rd. 2      Rd. 3

A1 ─────────┐
           ┌─ a ─┐
B2 ─────────┘     ┌─ e ─┐
C2 ─────────┐     │      │
           └─ b ─┘      │
D1 ─────────┘           ┌─ g ─┐
C1 ─────────┐           │      1st place
           ┌─ c ─┐     │
D2 ─────────┘     ┌─ f ─┘
A2 ─────────┐     │
           └─ d ─┘
B1 ─────────┘


                       Lg ───────┐
                                 ┌─ i ─  2nd place
                  Le ──────┐     │       loser 3rd
                          ┌─ h ─┘
                  Lf ──────┘


         La ───────┐
                   ┌─ j ─┐
         Lb ───────┘     │      Lh ──────┐
                         ┌─ l ─┐        ┌─ m ─  winner 4th place
                         │      └───────┘       loser 5th place
         Lc ───────┐     │
                   ┌─ k ─┘                      6th = Ll
         Ld ───────┘
```

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```
 Sat           Sun
 Rd. 4         Rd. 1      Rd. 2      Rd. 3


B3 ─────────┐         Lk ────────┐
          ┌─┴─┐                ┌─┴─┐
A4 ───────┤ n │                │ t │
          └─┬─┘     ┌──────────┘   │
D4 ───────┐ │     ┌─┴─┐            │
          ┌─┴─┐   │ r │            └─────────┐
C3 ───────┤ o ├───┘   │                    ┌─┴─┐
          └─┬─┘       │                    │ v │          7th place
D3 ─────────┘       ┌─┴─┐                  │   ├────────
          ┌───┐     │ s │                  │   │          loser 8th
C4 ───────┤ p │     │   │   ┌──────────────┘   │
          └─┬─┘     └─┬──┘  │                  │
          ┌─┴─┐       │   ┌─┴─┐                │
B4 ───────┤ q │       └───┤ u ├────────────────┘
          └─┬─┘           │   │
A3 ─────────┘           Lj┴───┘


                    Lt ────────┐        winner 9th
                             ┌─┴─┐
                    Lu ──────┤ w ├──────
                             └───┘        loser 10th




                 Ls ─────────┐
                           ┌─┴─┐
        Ln ──────┐         │ z │
                ┌┴─┐       │   │
        Lo ─────┤ x ├──────┘   └────────┐
                └──┘                   ┌─┴─┐
        Lp ──────┐                     │ bb│          11th place
                ┌┴─┐                   │   ├────────
        Lq ─────┤ y ├─────┐            │   │          loser 12th
                └──┘    ┌─┴─┐          │   │
                        │ aa├──────────┘   │
                        │   │              │
        Lr ─────────────┴───┘


                    Lz ────────┐        winner 13th
                             ┌─┴─┐
                    Laa ─────┤ cc├──────
                             └───┘        loser 14th


                 Lx ────────┐        winner 15th
                          ┌─┴─┐
                 Ly ──────┤ dd├──────
                          └───┘        loser 16th
```

Note the comment on swapping opponents in parallel games on page 4.

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Bracket 16.8   9 teams advancing – seeding from four pools

```
   Sat              Sun
   Rd. 4            Rd. 1       Rd. 2       Rd. 3

A1 ─────────────┐
                │
             a  ├ ─ ─ ─ ─ ┐
                │         │
D1 ─────────────┘         │
                          ├───────┐
C1 ─────────────┐         │       │
                │         │    c  │  1st place
             b  ├ ─ ─ ─ ─ ┘       │
                │                 └────────
B1 ─────────────┘


            Lb ─────────┐          Lc ─────────┐
                        │                      │
                     f  ├───────┐              │
            A2 ─────┐   │        │           i ├  winner 2nd
                    │   │        │             │
                 d  ├───┘        │             │  loser   3rd
            D2 ─────┘            │             │
                                h ├───────────┘    Lh: 4th
            C2 ─────┐            │
                    │            │
                 e  ├───────┐    │
            B2 ─────┘        │   │
                            g ├──┘
                             │
            La ─────────────┘
```

```
   Sat              Sun
   Rd. 4            Rd. 1       Rd. 2       Rd. 3

            Le ─────────┐
A3 ─────────┐           │
            │        l  ├───────┐
         j  ├───┐       │       │
A3 ─────────┘   │       │    n  ├───────┐
D3 ─────────┘   │       │       │       │
                   Lf ──┘       │       │  winner 5th
                                │    p  │
                   Lg ──────┐   │       │  loser  6th
C3 ─────────┐               │   │       │
            │            o  ├───┘       │
         k  ├───┐           │   ────────┘
B3 ─────────┘   │        m  ├───┘
                   Ld ──┘


                   Ln ─────────┐  winner 7th
                               │
                            q  ├
                   Lo ─────────┘  loser  8th
```

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```
   Sat         Sun
   Rd. 4       Rd. 1      Rd. 2       Rd. 3

                Lk ─────────┐
A4 ────────┐                │
           │     t ─────────┐
     r ────┤                │
           │                │     v ─────┐
D4 ────────┘                │            │
                Ll ─────────┘            │
                                         │     x ──────── 9th place
                Lm ─────────┐            │
C4 ────────┐                │            │
           │                │     w ─────┘
     s ────┤     u ─────────┘
           │
B4 ────────┘
                Lj ─────────┘
```
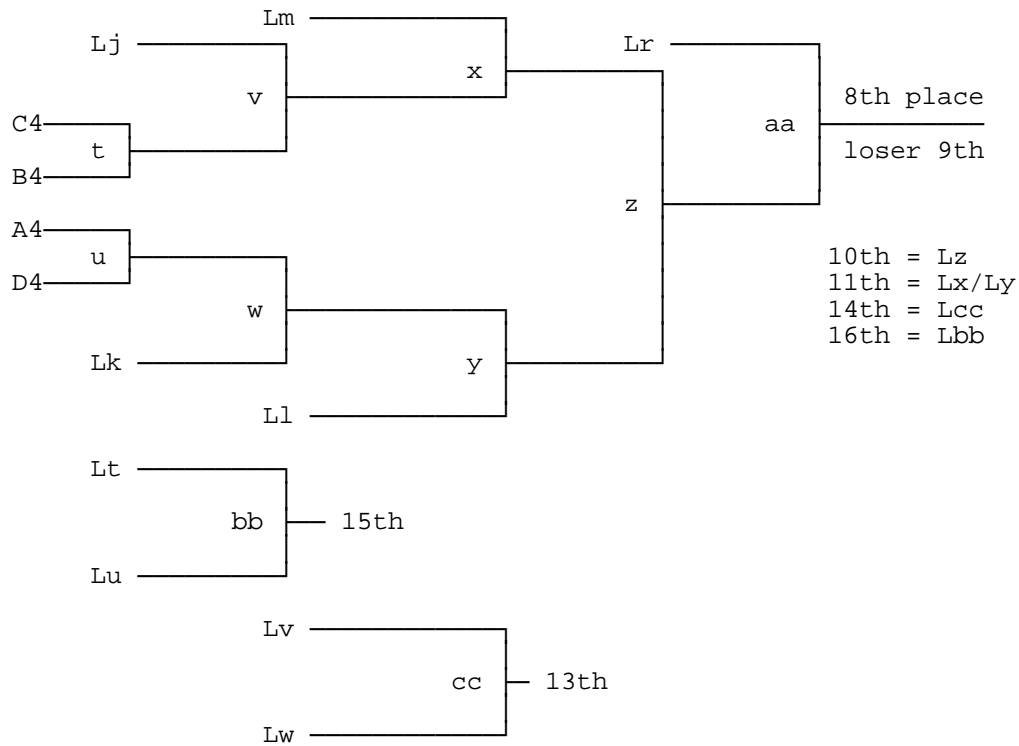
Note the comment on swapping opponents in parallel games on page 4.

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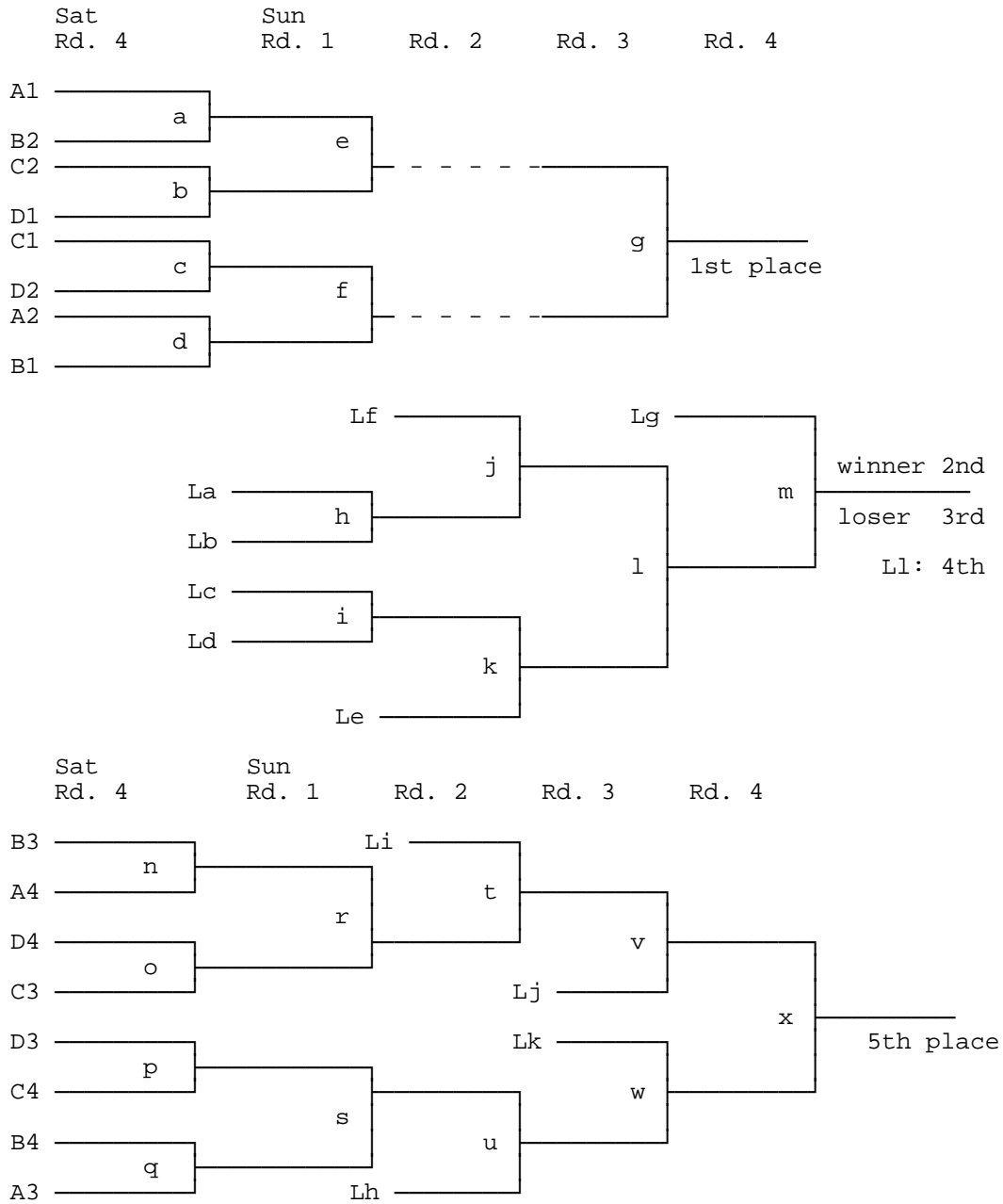**Bracket 16.9   10 or 12 teams advancing – seeding from four pools**

```
        Sat           Sun
        Rd. 4         Rd. 1      Rd. 2       Rd. 3

A1 ─────────────┐
                │ a ┐ - - - - ┐
D1 ─────────────┘   │         │
                    │         ┤ c ──────
C1 ─────────────┐   │         │   1st place
                │ b ┘ - - - - ┘
B1 ─────────────┘


           Lb ──────┐           Lc ──────┐
                    │ f ┐                │
A2 ────────┐        │   │                ┤ i ── winner 2nd
           │ d ─────┘   │                │     loser  3rd
D2 ────────┘            │                │
                        │ h ─────────────┘
C2 ────────┐            │
           │ e ┐        │
B2 ────────┘   │        │
               │ g ─────┘
           La ─┘


                            Lh ──────┐
                                     │ 4th place
                    Lf ──────┐       ┤ k
                             │ j ────┘ loser 5th
                    Lg ──────┘


           Le ──────┐           Lj ──────┐
                    │ n ┐                │
A3 ────────┐        │   │                ┤ q ── winner 6th
           │ l ─────┘   │                │     loser  7th
D3 ────────┘            │                │
                        │ p ─────────────┘
C3 ────────┐            │
           │ m ┐        │
B3 ────────┘   │        │
               │ o ─────┘
           Ld ─┘
```
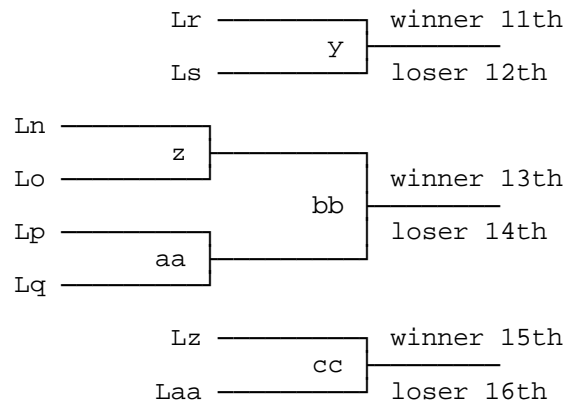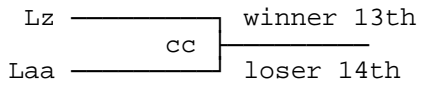
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```
              Lp ───────┐
                         │
                         ├── s      8th place
              Ln ────┐   │
                      ├── r       loser 9th
              Lo ────┘


       Lm ──────┐              Lr ───────┐
                 │                         │
                 ├── v                     ├── y    winner 10th
   A4 ────┐      │                         │
          ├── t  │                         │        loser  11th
   D4 ────┘      │              ┌──────────┘
                 ├──────────── x
   C4 ────┐      │              │
          ├── u  │              │
   B4 ────┘      │              │
                 ├── w ─────────┘
       Ll ──────┘


              Lx ───────┐
                         │
                         ├── aa     12th place
              Lv ────┐   │
                      ├── z       loser 13th
              Lw ────┘
```

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Bracket 16.10   13 or more teams advancing – seeding from four pools

```
     Sat            Sun
     Rd. 4          Rd. 1        Rd. 2        Rd. 3

A1 ─────────┐
            │ a ┐
B2 ─────────┘   │ e ┐
C2 ─────────┐   │   │
            │ b ┘   │
D1 ─────────┘       │ g ┐
C1 ─────────┐       │   │  1st place
            │ c ┐   │   │
D2 ─────────┘   │ f ┘   │
A2 ─────────┐   │       │
            │ d ┘       │
B1 ─────────┘


                    Lg ─────────┐
                                │ i ┐  2nd place
              Le ─────────┐     │   │
                          │ h ┘ │      loser 3rd
              Lf ─────────┘



      La ─────────┐           Lh ─────────┐
                  │ j ┐                    │ m ┐  winner 4th place
      Lb ─────────┘   │                    │   │
                      │ l ┐                │      loser 5th place
                      │   │
      Lc ─────────┐   │   │
                  │ k ┘   │              6th = L19
      Ld ─────────┘
```

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```
Sat              Sun
Rd. 4            Rd. 1       Rd. 2       Rd. 3


B3 ─────────┐             Lk ──────────┐
          ┌─ n ─┐                      │
A4 ─────────┘   │                    ┌─ t ─┐
              ┌─ r ─┐                 │     │
D4 ─────────┐   │                     │     │
          ┌─ o ─┘                     │     │      7th place
C3 ─────────┘                         │     │
                                    ┌─ v ─────────
D3 ─────────┐                         │     │      loser 8th
          ┌─ p ─┐                     │     │
C4 ─────────┘   │                     │     │
              ┌─ s ─┐                 │     │
B4 ─────────┐   │                   ┌─ u ─┘
          ┌─ q ─┘                     │
A3 ─────────┘             Lj ─────────┘



                         Lt ──────────┐    winner 9th
                                     ─ w ──
                         Lu ──────────┘    loser 10th



                         Lr ──────────┐    winner 11th
                                     ─ x ──
                         Ls ──────────┘    loser 12th


Ln ─────────┐
          ┌─ y ─┐
Lo ─────────┘   │
              ┌─ aa ─┐    winner 13th
              │      ──────
Lp ─────────┐ │           loser 14th
          ┌─ z ─┘
Lq ─────────┘


                         Ly ──────────┐    winner 15th
                                     ─ bb ─
                         Lz ──────────┘    loser 16th
```
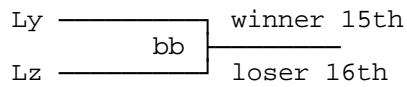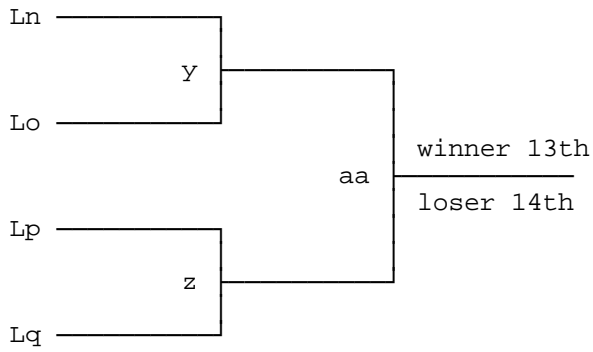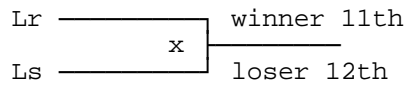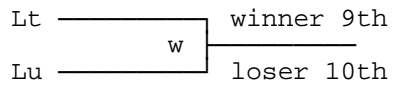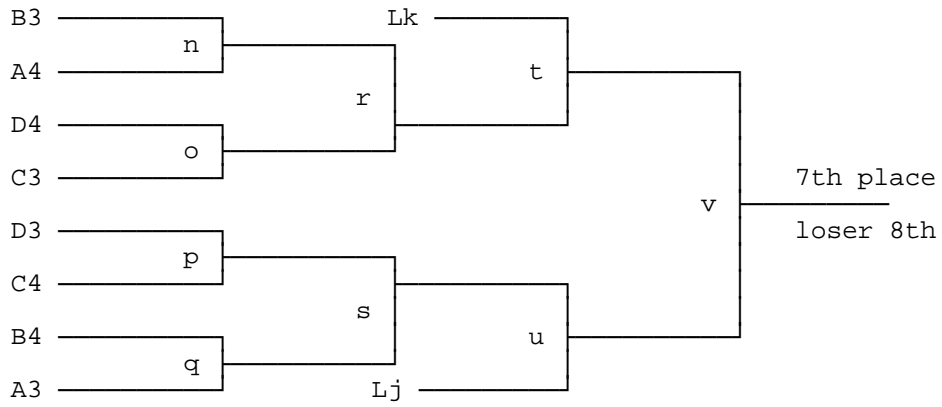
Note the comment on swapping opponents in parallel games on page 4.

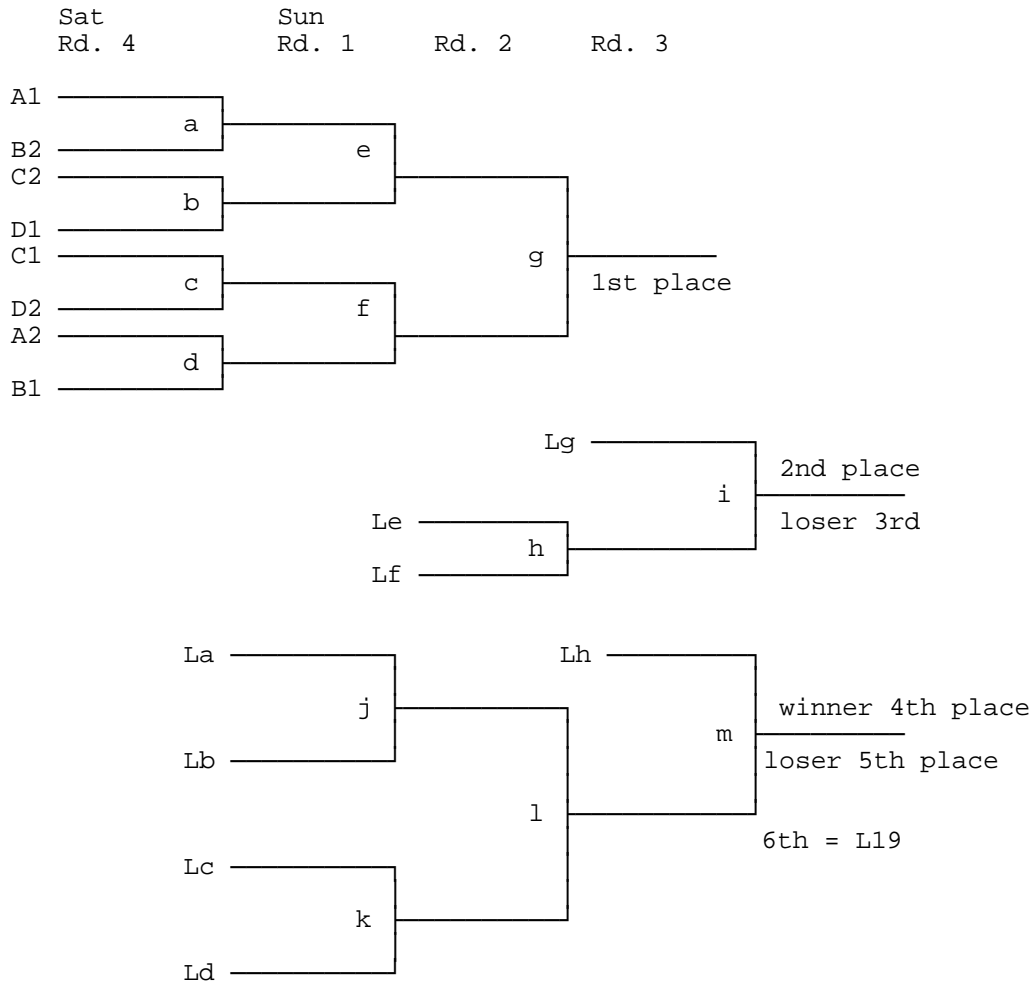**17.   Seventeen through Twenty-Four Teams**

All formats for 17 through 24 teams have four pools, with between four and six teams, depending on the number of teams in the event. Pool play comprises the first day of play, while a bracket is used on the second day of play.

17.1   One Team Advances

Divide the teams up in four pools according to Table 17.1.3. At the conclusion of pool play, play, use Bracket 16.1 - Single elimination bracket from four pools - to determine advancement. Note that rather than having one round of bracket play on the first day and three on the second day, all four rounds of bracket play will be on the second day.

17.2   Two or Four Teams Advance

For 17, 18, 19, or 20 teams advancing, play the appropriate bracket of 17.1, 17.2, 17.3, or 17.4 to determine advancement.

For twenty-one or more teams, divide the teams up in four pools according to Table 17.1.1. At the conclusion of pool play, play, use Bracket 16.9 - 10 or 12 teams advancing – seeding from four pools. (Do not use brackets 16.2.2, 16.4.2, or 16.6 – those brackets are for fewer than 17 teams.) Note that rather than having one round of bracket play on the first day and three on the second day, all four rounds of bracket play will be on the second day.

17.3   Three Teams Advance

Divide the teams up in four pools according to Table 17.1.2. At the conclusion of pool play, play, use Bracket 17.5 to determine advancement.

17.4 Five or Nine Teams Advance

Divide the teams up in four pools according to Table 17.1.1. At the conclusion of pool play, play, use Bracket 16.8 - 9 teams advancing – seeding from four pools - to determine advancement. (Five teams advance does NOT use bracket 16.5 – that bracket is for fewer than 17 teams.) Note that rather than having one round of bracket play on the first day and three on the second day, all four rounds of bracket play will be on the second day.

17.5 Six, Eight, Ten, or Twelve Teams Advance

Divide the teams up in four pools according to Table 17.1.1. At the conclusion of pool play, play, use Bracket 16.9 – 10 or 12 teams advancing – seeding from four pools. (Do not use brackets 16.2.2, 16.4.2, or 16.6 – those brackets are for fewer than 17 teams.) Note that rather than having one round of bracket play on the first day and three on the second day, all four rounds of bracket play will be on the second day.

17.6   Seven or Eleven Teams Advance

Divide the teams up in four pools according to Table 17.1.4. At the conclusion of pool play, play, use Bracket 16.7 - 7 or 11 teams advancing – seeding from four pools - to determine advancement. Note that rather than having one round of bracket play on the first day and three on the second day, all four rounds of bracket play will be on the second day.

Notes for all large section pool seeding sets:
For less than 24 teams, not all of these positions will be filled. Pools will
have four, five, or six teams, depending on the size of your event. Pools of
four play to 15, pools of five play to 13, and pools of six play to 11. Pools
of four begin with a pool-wide bye

Table 17.1.1   Seeding for four pools for large sections, version 1

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #9	Seed #10	Seed #11	Seed #12
Seed #16	Seed #15	Seed #14	Seed #13
Seed #17	Seed #18	Seed #19	Seed #20
Seed #24	Seed #23	Seed #22	Seed #21

Use Table 4.1 for pools of 4. For 5, 6, or 8 teams advancing, use tables
5.1.2 and 6.1.1 for pools of five and six, respectively. For 2, 4, 9, 10,
or 12 teams advancing, use tables 5.1.3 and 6.1.2 for pools of five and six,
respectively.

Table 17.1.2 Seeding for four pools for large sections, version 2

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #10	Seed #9	Seed #12	Seed #11
Seed #15	Seed #16	Seed #13	Seed #14
Seed #17	Seed #18	Seed #19	Seed #20
Seed #24	Seed #23	Seed #22	Seed #21

Use Tables 4.1, 5.1.2 and 6.1.1 for pools of 4, 5, and 6, respectively.

Table 17.1.3 Seeding for four pools for large sections, version 3

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #8	Seed #7	Seed #6	Seed #5
Seed #12	Seed #11	Seed #10	Seed #9
Seed #13	Seed #14	Seed #15	Seed #16
Seed #17	Seed #18	Seed #19	Seed #20
Seed #24	Seed #23	Seed #22	Seed #21

Use Tables 4.1, 5.1.2 and 6.1.1 for pools of 4, 5, and 6, respectively.

Table 17.1.4 Seeding for four pools for large sections, version 4

Pool A	Pool B	Pool C	Pool D
Seed #1	Seed #2	Seed #3	Seed #4
Seed #7	Seed #8	Seed #5	Seed #6
Seed #10	Seed #9	Seed #12	Seed #11
Seed #16	Seed #15	Seed #14	Seed #13
Seed #17	Seed #18	Seed #19	Seed #20
Seed #24	Seed #23	Seed #22	Seed #21

Use Tables 4.1, 5.1.1 and 6.1.2 for pools of 4, 5, and 6, respectively.

Bracket 17.1 17 teams, two or four teams advance

1st place

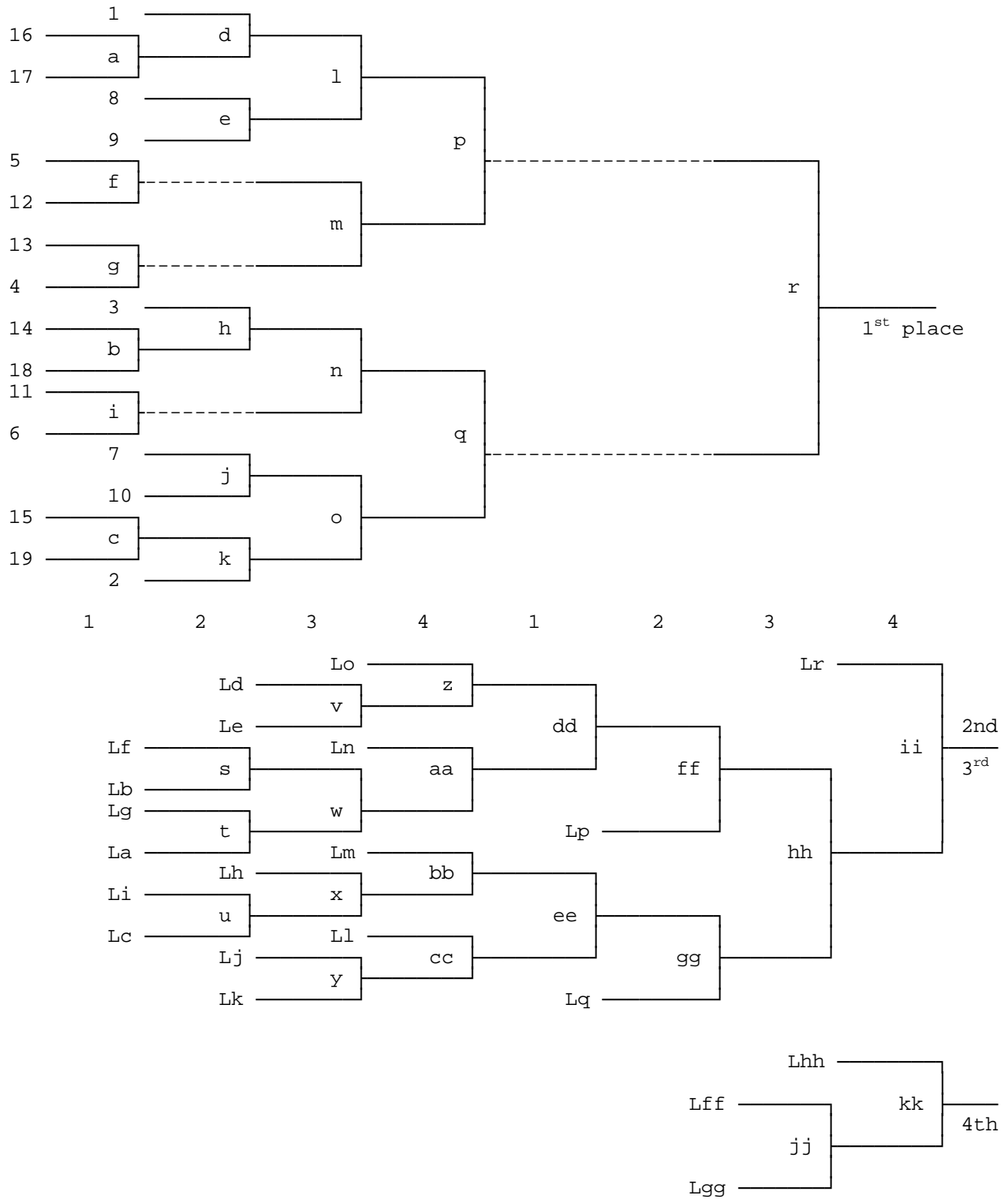1 2 3 4   1 2 3 4

2nd

3rd

4th
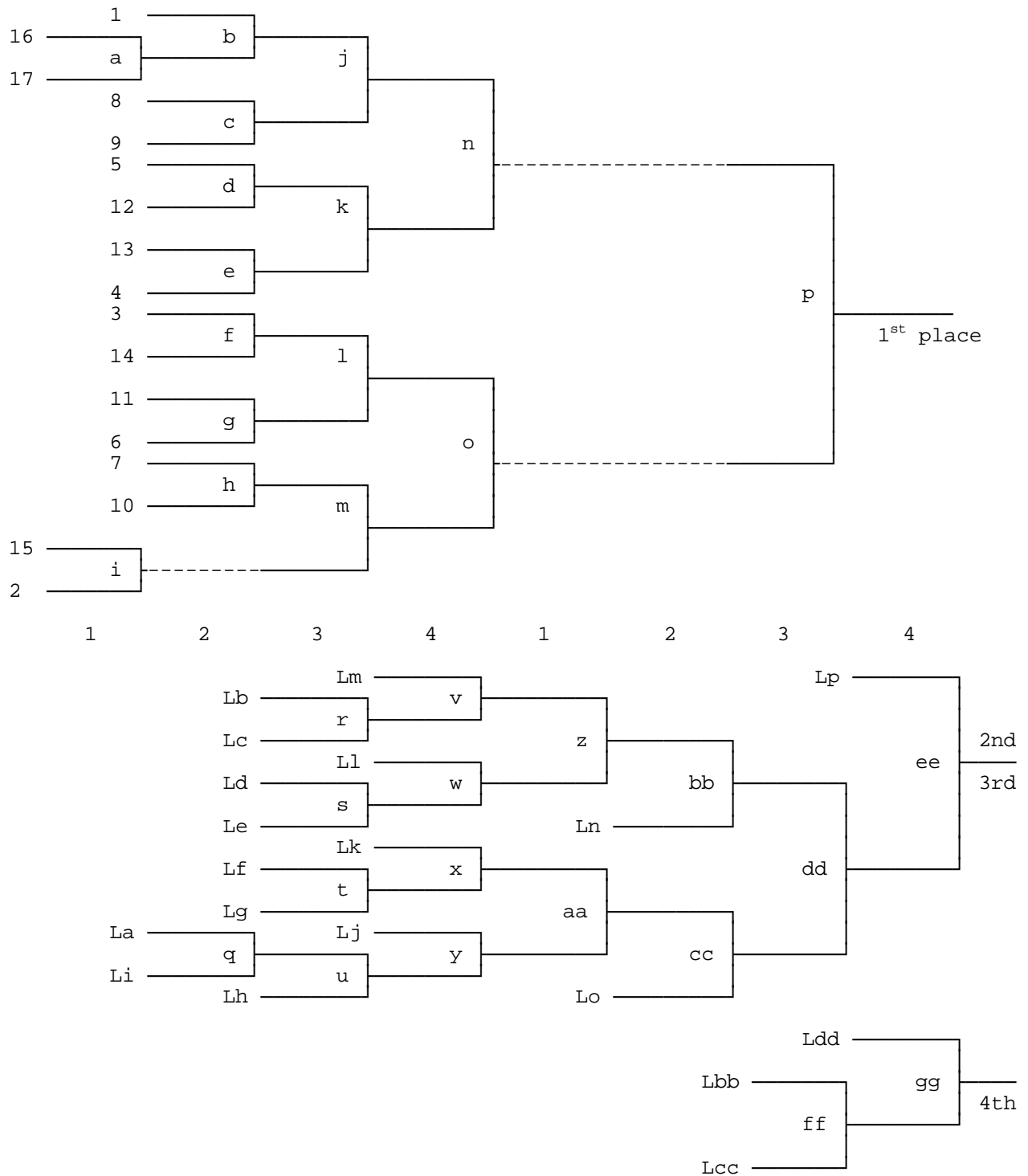
Bracket 17.2 18 teams, two or four teams advance
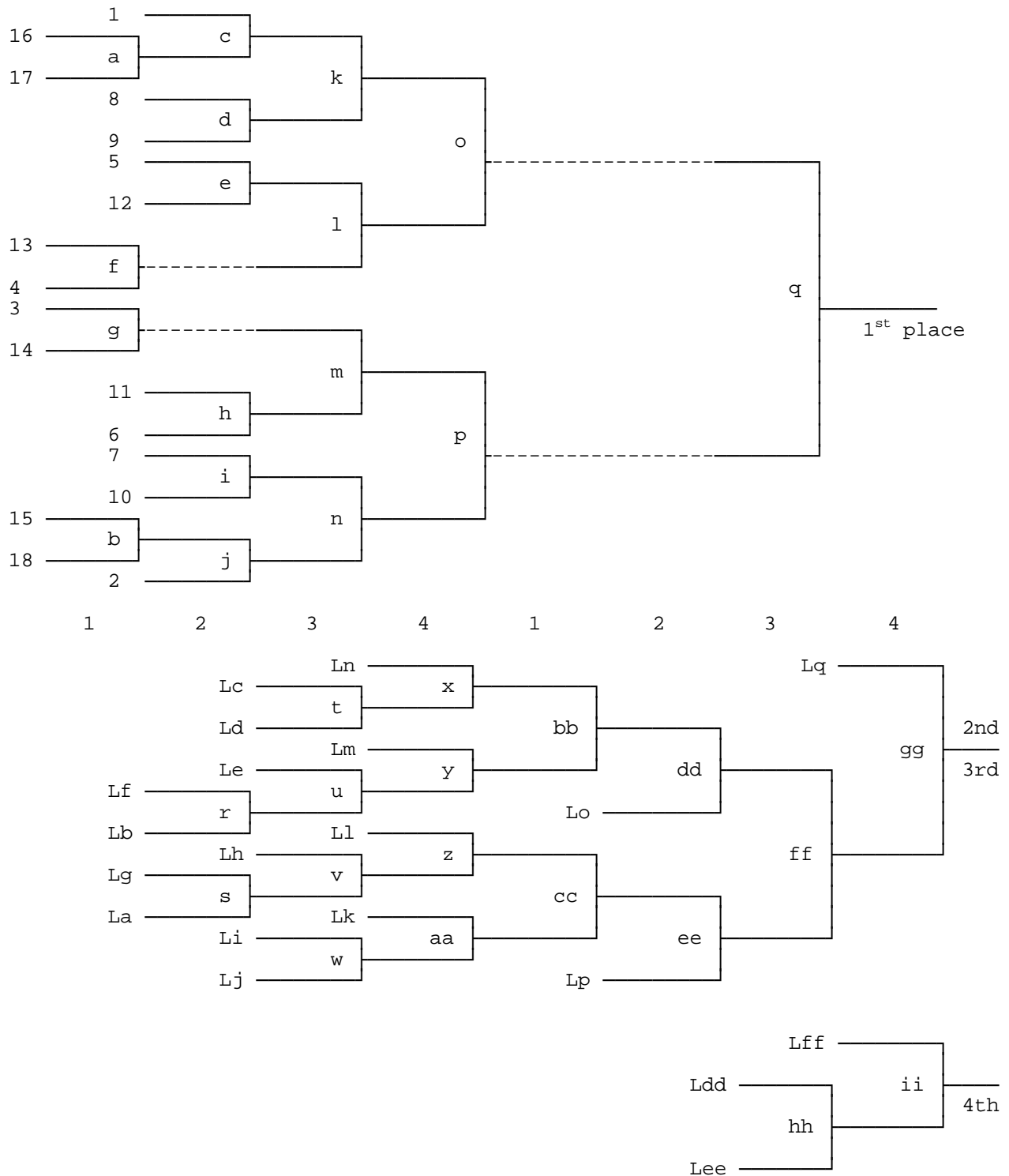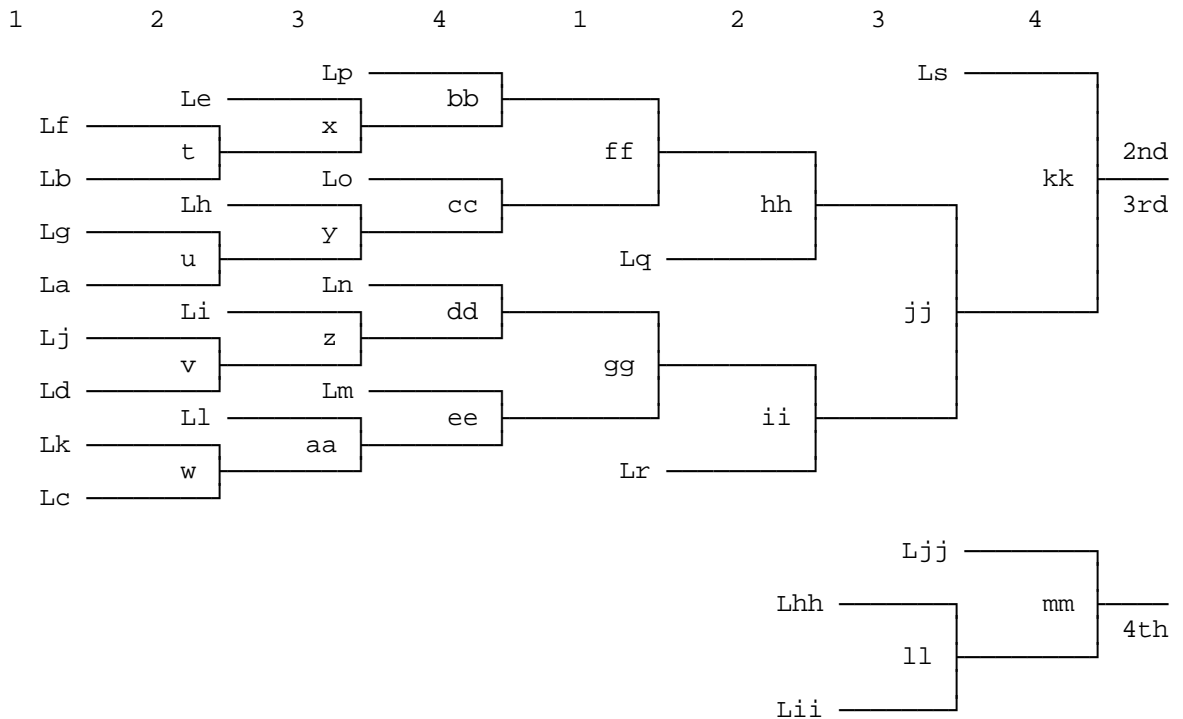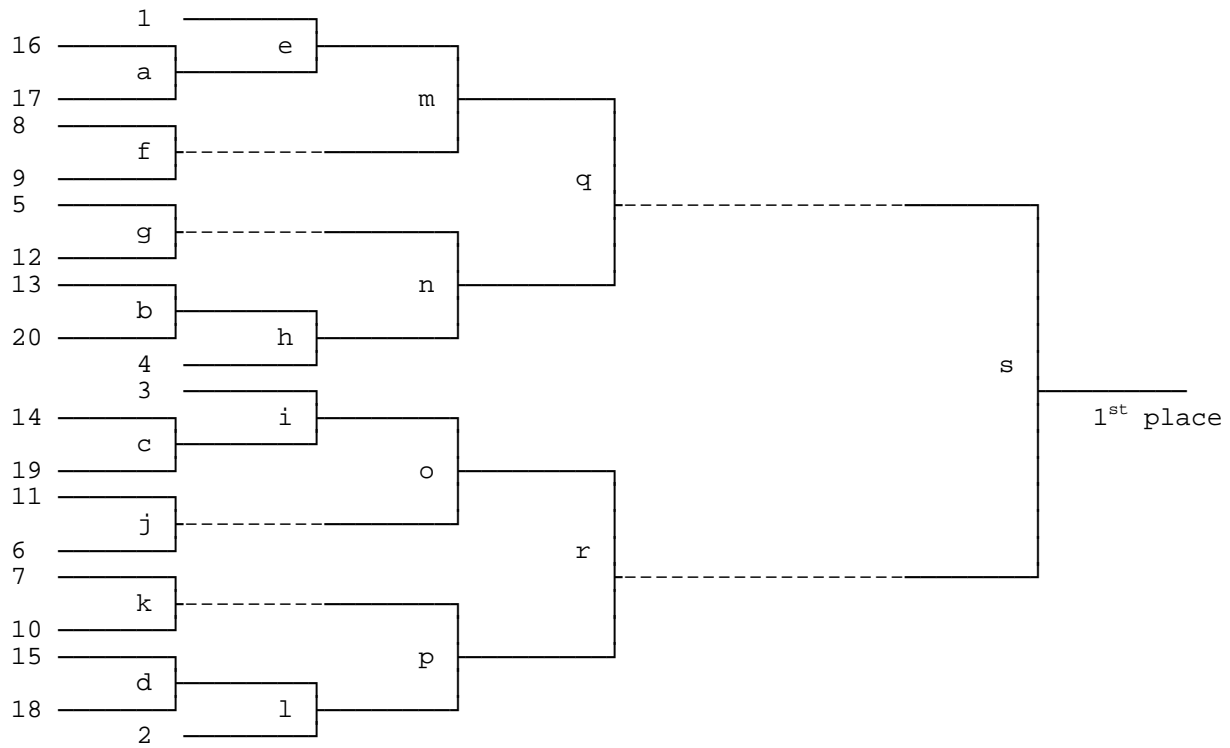
Bracket 17.3 19 teams, two or four teams advance

Note the placement of the 18th and 19th seeds.

Bracket 17.4 20 teams, two or four teams advance

```
   1
16          e
17    a              m
 8
      f                       q
 9
 5
      g
12                   n
13
      b
20          h                         s
 4                                           1st place
   3
14    i
19    c              o
11
      j                       r
 6
 7
      k
10
15          p
      d
18    l
   2

   1       2       3       4       1       2       3       4
```

```
              Lp                              Ls
      Le            bb
Lf          x                        ff                      Ls
Lb    t                                             kk
              Lo                           hh              2nd
      Lh            cc                                     3rd
Lg          y                                      jj
La    u                        Lq
              Ln            dd
      Li            z
Lj          v                        gg
Ld    v                                    ii
              Lm            ee
      Ll            aa
Lk          w                        Lr
Lc
```

```
                                   Ljj
                            Lhh                  mm
                                         ll            4th
                            Lii
```
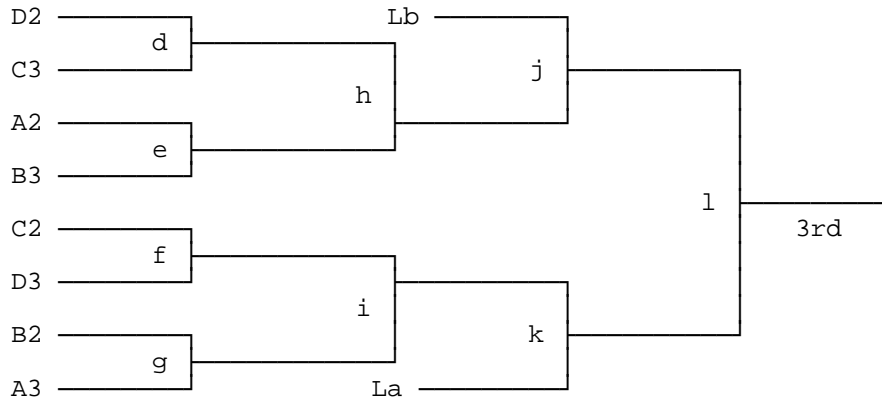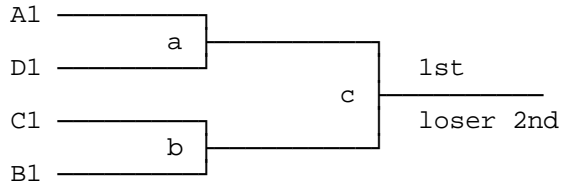
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Bracket 17.5   17-24 team elimination - 3 teams advancing

Rd. 1   Rd. 2   Rd. 3   Rd. 4

```
A1 ─────────┐
            a ──┐
D1 ─────────┘   │
                c ──── 1st
C1 ─────────┐   │
            b ──┘      loser 2nd
B1 ─────────┘


D2 ───────┐           Lb ──────┐
          d ──────┐            j ──────┐
C3 ───────┘       │            │       │
                  h ──────┐    │       │
A2 ───────┐       │       │    │       │
          e ──────┘       │    │       l ──────── 3rd
B3 ───────┘               │    │       │
                          │    │       │
C2 ───────┐               │    │       │
          f ──────┐       │    │       │
D3 ───────┘       │       │    │       │
                  i ──────┘    │       │
B2 ───────┐       │            k ──────┘
          g ──────┘            │
A3 ───────┘           La ──────┘
```

Note the comment on swapping opponents in parallel games on page 4.