



NORTH AMERICAN HARDCOURT BIKE POLO ASSOCIATION

APPENDIX A:
TOURNAMENT FORMAT
• for the 2014 season •

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SECTION 1: TOURNAMENT FORMAT

§1.1 – Overall Format

§1.1.1 – All tournaments must have a Swiss Rounds and Elimination stage, or consist of a Round Robin, with no Elimination stage.

§1.1.1.1 – Depending on the number of teams and courts, the Swiss Rounds will take one or two days to complete.

§1.1.1.2 – Round Robin will take 2 days to complete.

§1.1.2 – All Swiss Rounds tournaments must have an Elimination stage.

§1.1.2.1 – This will take one day to complete.

§1.1.2.2 – Teams play a knockout format.

§1.1.2.3 – This must either be Double Elimination, Single Elimination, or Set Format.

§1.1.3 – The teams will be selected based on the rankings of the Swiss Rounds.

§1.1.3.1 – If one Swiss group was used, the teams from that group will be seeded in order.

§1.1.3.2 – If two Swiss groups are used, the teams will be seeded from each group in turn, with first seed being the team with the best overall results.

§1.1.3 – If the tournament consists of 11 or less teams on 1 court, 16 or less teams on 2 courts then Round Robin should be used. Otherwise Swiss and Elimination should be used.

§1.2 – Swiss Rounds

§1.2.1 – All teams will play in Swiss rounds.

§1.2.2 – Teams will either play in one or two groups.

§1.2.3 – A split should happen if there are more than 8 teams per court (there should be a maximum of 4 games per court, per round, per group). The teams should be seeded equally between the groups.

§1.2.4 – When played over two full days, the first day can feature equally seeded groups, whereas the second day would feature two groups split on merit, based on the first days results.

§1.2.4.1 – The top group group should be roughly $\frac{2}{3}$ of the size of the final day elimination.

§1.2.5 – The number of teams in each group, so be divisible by the maximum number of teams able to play at the same time (for example, with 3 courts, 6 teams can play at the same time, so ideal group sizes are 18 and 24).

§1.2.6 – The number of rounds should be a minimum of the binary logarithm of the number of teams in a group, rounded up, with the option of one extra round if the time allows it (for example 9-16 teams should be four or five rounds, 17 - 32 teams should be five or six rounds).

§1.2.7 – Swiss Rounds games can end in a tie, and will not feature overtime.

§1.3 – Round Robin

§1.3.1 – All teams will play in Round Robin, in one group.

§1.3.2 – Every team will play each other team.

§1.3.2.1 – With less than 8 teams on 1 court, or 11 teams on 2 courts, Double Round Robin should be played, where every team will play each other twice.

§1.3.3 – Round Robin games can end in a tie, and will not feature overtime.

§1.3.4 – A win will be worth 3 points, and a tie 1 point.

§1.3.5 – At the end rankings will be decided by points, then goal difference, then goals scored, then the direct results between teams in the same position. If all of those are equal, and teams must be separated, then a playoff between those teams must happen

§1.4 – Double Elimination

§1.4.1 – Teams are out of the elimination when they lose twice.

§1.4.2 – The Winners Bracket, Tournament Final Playin, and Final(s) will be played on one court, with 10 minute breaks between each game.

§1.4.3 – The Winners Semi Finals, Losers Bracket Semi Finals, and Losers Bracket Final will be played on two courts (where possible), with 10 minute breaks after the Winners Semi Finals & Losers Bracket Semi Finals, or on one court, with a 10 minute break after the Losers Bracket Semi Finals.

§1.4.4 – The Winners Bracket Quarter Finals, Losers Bracket Quarter Finals, and Losers Bracket Semi Final Playin, will be played on 2 courts (where possible), with a 10 minute break after the Losers Bracket Quarter Finals, or on one court, with no breaks.

§1.4.5 – All other games will be played on as many courts as possible, as long as teams do not need to have consecutive games, or have at least 10 minute breaks between games.

§1.5 – Single Elimination

§1.5.1 – Teams are out of the elimination when they lose once.

§1.5.2 – The Final and 3rd place game will be played on one court.

§1.5.3 – The Semis will be played on two courts (where possible), followed by a 10 minute break.

§1.5.4 – The Quarter Finals will be played on four courts (where possible), followed by a 10 minute break, or on two courts (where possible), followed by a 10 minute break, or on one court, with no break.

§1.5.5 – All other games will be played on as many courts as possible, as long as teams do not need to have consecutive games, or have at least 10 minute breaks between games.

§1.6 – Series Elimination Format

§1.6.1 – A match consists of 3 or 5 games, with the winner being the team who wins the majority of games.

§1.6.2 – If a majority of wins has been reached, before all games have been played, the match is over.

§1.6.3 – Each game must to be played to 5 goals, or to time, with overtime rules as per the other elimination stages.

§1.6.4 – Teams are out of the elimination when they lose a match.

§1.6.5 – The Semi Finals, 3rd Place and Final are played as best of 5 games, all other matches are played as best of 3 games.

§1.6.6 – Game times remain consistent throughout the tournament, rather than increasing

towards the end of the elimination bracket.

§1.6.7 – Each match will have a 3 minute break between games.

§1.7 – NAH Qualifier Playoffs.

§1.7.2 – Where a qualifier will produce more than 4 qualifying teams, it may be required to play playoffs between teams in the same finishing position, where not all those teams can qualify.

§1.7.3 – For 5th place, the two teams finishing in 5th will have to playoff

§1.7.4 – For 9th, 10th & 11th place, the four teams finishing in 9th will have to playoff. The two losing teams will then playoff for 11th place.

§1.7.4 – Games will be played in the first available break in the schedule, for example, between the Winners Bracket Final, and Tournament Final Playin, or between the Tournament Final Playin, and the Final, or on a spare court, once it is not required for the main tournament.

SECTION 2: TOURNAMENT EXAMPLES

§2.1 – Assumptions

§2.1.1 – Daylights hours means 9 hours of play, per day.

§2.1.2 – Lights allow an extra 3 hours of play, making a total of 12 hours play per day.

§2.1.2 – Including stoppages, timeouts and getting on and off court, organisers should allow at least 5 minutes on top of the game time. All the following examples use 5 minutes as a minimum.

§2.2 – 1 Court, 2 Days, Daylight Hours (NAH Qualifier Swiss Option 1)

§2.2.1 – Day 1: 12 teams, 1 group, 5 Swiss Rounds

§2.2.2 – Day 2: 12 teams in Double Elimination.

§2.2.3 – This option should not be used for qualifiers, unless there is no good option for a 2 or 3 court setup, and the region has shown it has attempted to meet this requirement, or if 12 or less teams sign up.

§2.3 – 1 Court, 2 Days, with Lights (NAH Qualifier Swiss Option 2)

§2.3.1 – Day 1: 16 teams, 1 group, 5 Swiss Rounds, or 20 teams, 2 groups of 10, 4 Swiss Rounds.

§2.3.2 – Day 2: 16 teams in Double Elimination.

§2.3.3 – This option should not be used for qualifiers, unless there is no good option for a 2 or 3 court setup, and the region has shown it has attempted to meet this requirement, or if 16 or less teams sign up.

§2.4 – 1 Court, 2.5 Days, Daylight Hours (NAH Qualifier Swiss Option 3)

§2.4.1 – Day 1 & 2: 24 teams, 2 groups of 12, 4 Swiss Rounds.

§2.3.1.1 – Day 1 must start by midday.

§2.4.2 – Day 3: 12 teams in Double Elimination

§2.4.3 – This option should not be used for qualifiers, unless there is no good option for a 2 or 3 court setup, and the region has shown it has attempted to meet this requirement.

§2.5 – 2 Courts, 2 Days, Daylight Hours (NAH Qualifier Swiss Option 4)

§2.5.1 – Day 1: 24 teams, 2 groups of 12, 5 Swiss Rounds.

§2.5.2 – Day 2: 16 teams in Double Elimination

§2.6 – 2 Courts, 2 Days, with Lights (NAH Qualifier Swiss Option 5)

§2.6.1 – Day 1: 32 teams, 2 groups of 16, 5 Swiss Rounds.

§2.6.2 – Day 2: 24 teams in Double Elimination

§2.7 – 3 Courts, 2 Days, Daylight Hours (NAH Qualifier Swiss Option 6)

§2.7.1 – Day 1: 36 teams, 2 groups of 18, 5 Swiss Rounds.

§2.7.2 – Day 2: 24 teams in Double Elimination

§2.8 – 3 Courts, 2 Days, with Lights (NAH Qualifier Swiss Option 7)

§2.8.1 – Day 1: 48 teams, 2 groups of 24, 5 Swiss Rounds.

§2.8.2 – Day 2: 24 teams in Double Elimination

§2.9 – 1 Courts, 2 Days (NAH Qualifier Round Robin Option 1)

§2.9.1 – Day 1 & 2: 11 teams, 1 group

§2.10 – 2 Courts, 2 Days (NAH Qualifier Round Robin Option 2)

§2.10.1 – Day 1 & 2: 16 teams, 1 group

§2.11 – 3 Courts, 3 Days, with Lights (NAHBPC)

§2.11.1 – Day 1: 48 teams, 2 groups of 24, 5 Swiss Rounds.

§2.11.2 – Day 2: AM (top 18), 4 Swiss Rounds & PM (bottom 30) 5 Swiss Rounds.

§2.11.3 – Day 2: 24 teams in Double Elimination, or 24 teams in Series Format.

SECTION 3: GAME TIMINGS

§3.1 – Swiss Rounds

§3.1.1 – In the Swiss Rounds and Round Robin stage, all games will be 12 minutes long.

§3.2 – Double Elimination

§3.2.1 – The Final(s) will be 30 minutes long, split into two 15 minute halves

§3.2.1.1 There will be a 3 minute break between halves.

§3.2.2 – The Winners Bracket Final & Tournament Final Playin, will be 20 minutes long.

§3.2.3 – The Winners Semi Finals, Losers Bracket Semi Finals, and Losers Bracket Final will be 15 minutes long.

§3.2.4 – All other games will be 12 minutes long.

§3.3 – Single Elimination

§3.3.1 – The Final will be 30 minutes long, split into two 15 minute halves

§3.3.1.1 There will be a 3 minute break between halves

§3.3.2 – The Semi Finals will be 20 minutes long.

§3.3.3 – The Quarter Finals will be 15 minutes long.

§3.3.4 – All other games will be 12 minutes long.

§3.4 – Series Format

§3.4.1 – All games will be 12 minutes long.

SECTION 4: REFEREES & OFFICIALS

§4.1 – Referees and Officials

§4.1.1 – Tournament Requirements:

§4.1.1.1 – For the entirety of the tournament, there will be a minimum of 2 Certified Referees per court available to be scheduled for shifts individually or in pairs, but not necessarily active at all times. For example: 2 courts would require 4 certified referees. 3 courts would require 6 certified referees.

§4.1.1.2 – Tournament Organizers can choose to supplement the certified referees with non-certified referees but only during Swiss Rounds. Elimination games must be refereed by a certified referee.

§4.1.2 – Swiss Rounds:

§4.1.2.1 – There will be a minimum of 1 Referee, 1 Official, and 2 Goal Judges per court.

§4.1.2.2 – Referees and goal judges should be schedule for a maximum of a 3 hour shift.

§4.1.3 – Elimination Brackets:

§4.1.3.1 – There will be a minimum of 1 Referee, 1 Official, and 2 Goal Judges per court up until the Winner's Bracket Semi-final games or as referees become available.

§4.1.3.2 – For every game from the Winner's Bracket Semi-final on, there will be 2 referees per court. The head referee will have a whistle and will be supplemented by a second referee who will track off-ball play. Referees should be schedule in pairs that work well together, and should alternate as head referee every few games or at their own discretion.