

LBAA Tournament Format – 2009 Edition

The following shall be used for all 3 matches per day LBAA tournaments.

The LBAA Singles Indoor Qualifier Tournament shall use a different format as described in a separate document.

(1) When a tournament is held mid-week, substitute all references to Friday, Saturday and Sunday with First Day, Second Day and Third Day.

(2) A round robin format will be used.

(3) The entries will be divided into separate sections where the total number of entries exceeds eight.

(4) A maximum 3 matches per day tournament will be held.
3 rounds could be held on the first day, 3 rounds on the second day and up to 3 **full** rounds on the third day – total of 9 rounds.

(5) The following full number of ends shall apply:

Singles : **21 shots**

Pairs or Fours : **18 ends**

Triples : **16 ends**

(6) If a playoff game or tiebreaker game ends in a tie, then an extra end shall be played. If a round robin game ends in a tie, it shall be recorded as a tie.

(7) Two ends of full trial bowls shall be held prior to each match for all tournaments.

(8) There will be unlimited dead ends for all matches.

(9) Round robin matches will be given points as follows:

Win: 2 points

Tie : 1 point

Loss : 0 points

Bye : 2 points

(10) Breaking Ties at completion of Round Robin Play

- a.** If two or more entries are tied for a position that **could lead to a gold medal** after completion of round robin play, and the **tie needs to be broken**, then the entries, for the **purpose of tiebreaker matches**, will be ranked per section 11.
- b.** If two or more entries are tied for a position that **could lead to a gold medal** after completion of round robin play, and the **tie does not need to be broken**, then the entries will be ranked per section 11 and there will be **no tiebreaker match**.
- c.** If two or more entries are tied for a position that **does not lead to a gold medal** after completion of round robin play, then the entries will be ranked per section 11 and there will be **no tiebreaker match**.

(11) Ranking System

The ranking of entries in the case of tied points after round robin play for each section shall be determined by the following:

- a.** **Points amongst the head to head games of the tied entries.**
- b.** **If still tied, then the “aggregate” method will be used (“shots for” divided by “shots against”) but only for the head to head matches amongst the tied entries.**
- c.** **If still tied, then the “aggregate” method will be used (“shots for” divided by “shots against”) but for all matches played in their section.**
- d.** **If still tied, then a draw by lot will be used if only two entries are involved in the tie and both advance. For all other situations then the tie will be broken by a ‘Bowl-Off’, the details of which are set out in Appendix A.**

(12) The ranking system will generally determine ranking in preparation for tie-breaker games. However in tournaments of 13, 14, 15, 16 and 25 or more entries, the ranking system alone will determine the entries that advance to the playoffs.

(13) Tie-Breaker System

a. if only **one entry** amongst the tied entries in their **section** advances to the playoffs

i. Two entries tied

Full length tie breaker. The winner of this match advances.

ii. Three entries tied

Top ranked entry has a bye to the final tie breaker.

The other two entries play a mini-tiebreaker.

The winner of this first mini-tiebreaker then plays the top ranked entry in another mini-tie breaker. The winner of this match advances.

iii. Four entries tied

Top ranked entry plays entry ranked #4 in a mini-tiebreaker.

Entry ranked #2 plays entry ranked #3 in a mini-tiebreaker.

The winners of these mini-tiebreakers then play each other in another mini tie breaker.

The winner of this match advances.

iv. Five or more entries tied

The top four ranked entries will advance as per section iii) above.

All other entries will be eliminated from further competition.

b. if two entries amongst the tied entries in their **section** advance to the semi finals. In all cases when two entries advance, the higher ranked of the two advancing entries in their section, receives the top ranked position for its section for the semi final round. If one entry is the clear winner in the section, the tiebreak system to decide the second place entry will be as defined in Paragraph 13 a.

i. Two entries tied

No tie breaker. Both entries advance with the higher ranking entry in first place.

ii. Three entries tied

Bottom ranked entry has a bye to the final tie breaker.

The other two entries play a mini-tiebreaker.

The winner of this mini-tiebreaker advances.

The loser of that mini-tiebreaker then plays the bottom ranked entry in another mini tie breaker. The winner of this match advances.

iii. Four entries tied

Top ranked entry plays entry ranked #4 in a full length tiebreaker.

Entry ranked #2 plays entry ranked #3 in a full length tiebreaker.

The winners of the tiebreakers advance.

iv. Five entries tied

Entry ranked #4 plays entry ranked #5 in a mini-tiebreaker

Winner of this mini-tiebreaker then plays the top ranked entry in another mini length tiebreaker - the winner advances.

Entry ranked #2 plays entry ranked #3 in a full length tiebreaker, the winner advances.

v. Six entries tied

Entry ranked #3 plays entry ranked #6 in a mini-tiebreaker.

Entry ranked #4 plays entry ranked #5 in a mini-tiebreaker.

The winners of these mini-tiebreakers then play the two top ranked entries in mini tiebreakers – the lowest remaining ranked entry playing the top ranked entry and the second lowest remaining ranked entry playing the second highest ranked entry - the winners of these two matches advance.

vi. Seven entries tied

Entry ranked #2 plays entry ranked #7 in a mini tie breaker.

Entry ranked #3 plays entry ranked #6 in a mini tie breaker.

Entry ranked #4 plays entry ranked #5 in a mini tie breaker.

Entry ranked #1 plays the lowest ranked entry emerging from the above mini tie breakers in another mini tie breaker

The other two mini tie breaker winners play each other in another mini tie breaker.

The winners of these two tie breaker games advance

vii. Eight entries tied

Entry ranked #1 plays entry ranked #8 in a mini tie breaker.

Entry ranked #2 plays entry ranked #7 in a mini tie breaker.

Entry ranked #3 plays entry ranked #6 in a mini tie breaker

Entry ranked #4 plays entry ranked #5 in a mini tie breaker

The winners of the mini tie breakers play mini tie breakers with the highest ranked surviving entry playing the lowest rank surviving entry.

The winners of these two tie breaker games advance.

(14) Tie-breaker number of ends to be played

a. The number of ends to be played in tie-breaker matches will be based on the number of ends played in the round robin portion of the tournament.

b. Two ends of full trial bowls shall be held prior to each match.

c. Either a full length tie breaker or a mini tie breaker will be used as noted in section 13 above.

d.

	Full length tiebreaker	Mini tie breaker
Pairs or Fours	18 ends	9 ends
Triples	16 ends	8 ends
Singles	21 shots	11 shots

e. In all cases if a match ends in a tie, then an extra end is to be played. A coin flip is to be used to determine “choice of mat” for the extra end.

(15) The draw format for our Provincial Tournaments will be published along with the General Rules of Play and distributed to all clubs and published on the Lawn Bowls Association of Alberta website.

(16) The tournament start time and date may be changed to a later time or date at the discretion of the LBAA. Any changes to the tournament start time and date will be communicated to the designated skip of all teams, or if a singles tournament, to all participants, at least two days prior to the scheduled start date.

(17) Daily Time Schedules

	<u>Trial Bowls</u>	<u>Game Time</u>	<u>Game #</u>
Friday	9:45 am	10:00 am to 1:00 pm	1
		1:00pm to 1:45 pm	lunch
	1:45 pm	2:00 pm to 5:00 pm	2
		5:00 pm to 5:45 pm	supper
Saturday	5:45 pm	6:00 pm to 9:00 pm	3
	8:45 am	9:00 am to 12:00 pm	4
		12:00 pm to 12:45 pm	lunch
	12:45 pm	1:00 pm to 4:00 pm	5
Sunday		4:00 pm to 5:15 pm	supper
	5:15 pm	5:30 pm to 8:30 pm	6
	8:45 am	9:00 am to 12:00 pm	7
		12:00 pm to 12:45 pm	lunch
	12:45 pm	1:00 pm to 4:00 pm	8
		4:00 pm to 5:15 pm	supper
	5:15 pm	5:30 pm to 8:30 pm	9

Note: times may be adjusted as local conditions necessitate.

(18) Tournament Format Structure – 3 matches per day tournaments

Four entries

- Double Round robin.
- Six rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- Top entry wins gold, second place wins silver, third place wins bronze.
- No playoff round.

Five entries

- Each entry gets a bye.
- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If top entry wins all its games then it wins gold, second place entry plays third place entry for silver and bronze, 4th place determined from the round robin standings.
- Otherwise top two entries playoff for gold and silver and third place entry plays 4th place entry for bronze and 4th place.

Six entries

- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If top entry wins all its games then it wins gold, second place entry plays third place entry for silver and bronze, 4th place determined from the round robin standings.
- Otherwise top two entries playoff for gold and silver and third place entry plays 4th place entry for bronze and 4th place.

Seven entries

- Each entry gets a bye.
- Seven rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If top entry wins all its games then it wins gold, second place entry plays third place entry for silver and bronze, 4th place determined from the round robin standings.
- Otherwise top two entries playoff for gold and silver and third place entry plays 4th place entry for bronze and 4th place.

Eight entries

- Seven rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If top entry wins all its games then it wins gold, second place entry plays third place entry for silver and bronze, 4th place determined from the round robin standings.
- Otherwise top two entries playoff for gold and silver and third place entry plays 4th place entry for bronze and 4th place.

Nine entries

- Two sections, one of five entries, one of four entries.
- Each entry in the five entry section gets a bye.
- The five entry section plays a single round robin – five rounds plus a tie breaker round if required.
- The four entry section plays a double round robin – six rounds plus a tie breaker round if required.
- Top two entries in each section qualify for semi-finals.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Ten entries

- Two sections of five entries each.
- All entries get a bye.
- Five rounds plus a tie breaker round if required.
- Top two entries in each section qualify for semi-finals.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Eleven entries

- Two sections, one of six entries, one of five entries.
- Each entry in the five entry section gets a bye.
- Five rounds plus a tie breaker round if required.
- Top two entries in each section qualify for semi-finals.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twelve entries

- Two sections of six entries each.
- Five rounds plus a tie breaker round if required.
- Top two entries in each section qualify for semi-finals.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Thirteen entries

- Two sections, one of seven entries, one of six entries.
- Each entry in the seven entry section gets a bye.
- Each entry in the six entry section gets two byes.
- Seven rounds required.
- Top two entries in each section qualify for semi-finals.
- **Ranking system for ties to be followed when necessary.**
- **Note: NO tie-break games to be played.**
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Fourteen entries

- Two sections of seven entries each.
- All entries get a bye.
- Seven rounds required.
- Top two entries in each section qualify for semi-finals.
- **Ranking system for ties to be followed when necessary.**
- **Note: NO tie-break games to be played.**
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Fifteen entries

- Two sections, one of eight entries, one of seven entries.
- Each entry in the seven entry section gets a bye.
- Seven rounds required.
- Top two entries in each section qualify for semi-finals.
- **Ranking system for ties to be followed when necessary.**
- **Note: NO tie-break games to be played.**
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Sixteen entries

- Two sections of eight entries each.
- Seven rounds required.
- Top two entries in each section qualify for semi-finals.
- **Ranking system for ties to be followed when necessary.**
- **Note: NO tie-break games to be played.**
- First place in each section plays second place in the other section as semi-finals.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Seventeen entries

- Four sections – 1 section of 5 entries (A) and 3 sections of 4 entries each (B, C and D)
- Each entry in section A gets a bye.
- Section A plays a single round robin - five rounds plus a tie breaker round if required.
- Top two entries in Section A playoff with the winner advancing to the semi final round. Loser of this playoff does not continue to play. Note: If two entries are tied for first place in this section, then obviously that tie does not need to be broken prior to the sectional playoff game.
- Sections B, C and D play a double round robin within their respective section – six rounds required plus a tie breaker round if required. Winners of each section advance to the semi-final round.
- Ranking and Tie Breaker systems to be followed when necessary.
- Winner of Section A plays winner of Section C and winner of Section B plays winner of Section D in the semi final games.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Eighteen entries

- Four sections – 2 sections of 5 entries (A and B) and 2 sections of 4 entries (C and D).
- Each entry in section A and B gets a bye.
- Sections A and B play a single round robin within their respective sections - five rounds plus a tie breaker round if required.
- Top entry in Section A plays second place in Section B, top entry in Section B plays second place in Section A, with the winners advancing to the semi final round. Losers of these playoffs do not continue to play. Note: If two entries are tied for first place in either section, then the tie will be broken by the Ranking system, not a tie break game.
- Sections C and D play a double round robin within their respective section – six rounds required plus a tie breaker round if required. Winners of each section advance to the semi-final round.
- Ranking and Tie Breaker systems to be followed when necessary.
- Winner of A1/B2 plays winner of Section C and winner of Section B1/A2 plays winner of Section D in the semi final games.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Nineteen entries

- Four sections – 3 sections of 5 entries (A, B and C) and 1 section of 4 entries (D).
- Each entry in sections A, B and C gets a bye.
- Sections A, B and C play a single round robin within their respective sections - five rounds plus a tie breaker round if required.
- Top entry in Section A plays second place in Section B, top entry in Section B plays second place in Section C, and top entry in Section C plays second place in Section A with the winners advancing to the semi final round. Losers of these playoffs do not continue to play. Note: If two entries are tied for first place in a section, then the tie will be broken by the Ranking system, not a tie break game.
- Section D plays a double round robin – six rounds required plus a tie breaker round if required. Winner advances to the semi-final round.
- Ranking and Tie Breaker systems to be followed when necessary.
- The semi-final pairings will be by random draw. However if two entries originally in the same section are involved they will be placed in separate semi-finals and their opponents determined by random draw.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twenty entries

- Four sections – 4 sections of 5 entries each (A, B, C and D).
- Each entry gets a bye.
- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in Section A plays second place in Section B - quarter final.
- First place in Section B plays second place in Section A - quarter final.
- First place in Section C plays second place in Section D - quarter final.
- First place in Section D plays second place in Section C - quarter final.
- Winner of the A1/B2 quarter final plays the winner of the C1/D2 quarter final in a semi final game.
- Winner of the B1/A2 quarter final plays the winner of the D1/C2 quarter final in a semi final game.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twenty one entries

- Four sections – 3 sections of 5 entries each (A, B and C) and 1 section of 6 entries (D).
- Each entry in sections A, B and C gets a bye.
- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in Section A plays second place in Section B - quarter final.
- First place in Section B plays second place in Section A - quarter final.
- First place in Section C plays second place in Section D - quarter final.
- First place in Section D plays second place in Section C - quarter final.
- Winner of the A1/B2 quarter final plays the winner of the C1/D2 quarter final in a semi final game.
- Winner of the B1/A2 quarter final plays the winner of the D1/C2 quarter final in a semi final game.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twenty two entries

- Four sections – 2 sections of 5 entries (A and B) and 2 sections of 6 entries (C and D).
- Each entry in sections A and B gets a bye.
- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in Section A plays second place in Section B - quarter final.
- First place in Section B plays second place in Section A - quarter final.
- First place in Section C plays second place in Section D - quarter final.
- First place in Section D plays second place in Section C - quarter final.
- Winner of the A1/B2 quarter final plays the winner of the C1/D2 quarter final in a semi final game.
- Winner of the B1/A2 quarter final plays the winner of the D1/C2 quarter final in a semi final game.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twenty three entries

- Four sections – 1 section of 5 entries (A) and 3 sections of 6 entries (B, C and D).
- Each entry in section A gets a bye.
- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in Section A plays second place in Section B - quarter final.
- First place in Section B plays second place in Section A - quarter final.
- First place in Section C plays second place in Section D - quarter final.
- First place in Section D plays second place in Section C - quarter final.
- Winner of the A1/B2 quarter final plays the winner of the C1/D2 quarter final in a semi final game.
- Winner of the B1/A2 quarter final plays the winner of the D1/C2 quarter final in a semi final game.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twenty four entries

- Four sections of 6 entries each (A, B, C and D).
- Five rounds plus a tie breaker round if required.
- Ranking and Tie Breaker systems to be followed when necessary.
- If two entries are tied for first place in a section, then that tie does not need to be broken and those two entries will be ranked in accordance with the Ranking System.
- First place in Section A plays second place in Section B - quarter final.
- First place in Section B plays second place in Section A - quarter final.
- First place in Section C plays second place in Section D - quarter final.
- First place in Section D plays second place in Section C - quarter final.
- Winner of the A1/B2 quarter final plays the winner of the C1/D2 quarter final in a semi final game.
- Winner of the B1/A2 quarter final plays the winner of the D1/C2 quarter final in a semi final game.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Twenty five through thirty two entries

- Four sections of six, seven or eight entries (A, B, C and D).
- Entries get byes as required, seven rounds required.
- Winners of each section advance to the semi-finals.
- **Ranking system for ties to be followed when necessary.**
- **Note: NO tie-break games to be played.**
- Winner of Section A plays winner of Section C and winner of Section B plays winner of Section D in the semi final games.
- Winners of the semi-final games play in the gold/silver final.
- Losers of the semi-final games play for bronze and 4th place.

Appendix A

A “Bowl-off” will be used to rank tied entries where:

1. Criteria a), b) and c) of Section (11) “Ranking System” do not break the tie and,
2. In any situation except if only two entries are involved in the tie and both advance, then the tie will be broken by a “Bowl-off”, the details of which are set out below.
 - a) The Emergency Committee will select a rink that none of the tied teams have played on that day.
 - b) The umpire will set the mat at the 2 metre mark, centre a jack at a distance of approximately 27 metres from the mat line, but no closer than 4 metres from the front ditch and mark the jack's position with chalk or a nail.
 - c) The skips or singles players will toss a coin to determine playing order. The winner of the toss will have choice of playing first or second. (If three or more entries are involved the skips/singles players will draw lots to determine the order of play, the lower number shall be first to bowl and so on).
 - d) There shall be no trial ends. However teams may practice on another rink until the umpire calls them to play.
 - e) The lead on the first team to bowl will deliver one bowl to the jack. The umpire will measure and record the distance from bowl to jack and record that distance.
 - f) The umpire will then remove that bowl from the green.
 - g) Should the jack be dislodged by any delivered bowl, the umpire will return the jack to its original mark before measuring.
 - h) Each member of each team will alternate with delivery of their single bowl to the jack. A displaced jack will be moved back to its mark and the distance recorded.
 - i) Should any delivered bowl come to rest outside the boundaries of the rink or in the ditch, even if it is a toucher, the distance will not be measured but recorded as 5 metres.
 - j) After all members of all teams involved in the tie have delivered their bowls, the umpire will compute the aggregate measurements for each team.
 - k) The teams will then be ranked with the lowest aggregate measurement ranking highest and so on.