

LBAA Tournament Format – 16 May 2011 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 Playdowns: 21 shots

Pairs or Fours Playdowns : 18 ends

Triples Playdowns : 16 ends

Provincial mixed triples: 14 ends

Senior mixed triples: 12 ends

Novice pairs: 12 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 Loss: 0 points

Tie : 1 point 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 remaining 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, 19 and 25 or more entries, the ranking system alone will determine the entries that advance to the playoffs. In a 9 entry tournament the ranking system alone will determine the medal winners amongst tied entries.

(13) Tie-Breaker System

All references to the word “section” in this clause 13 apply both to multi section formats whereby the tie break winner(s) advance to a playoff round and to single section formats whereby the tie break winner(s) advance to a gold medal game.

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 playoffs.

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 playoff round. If one entry is the clear winner in the section, the tiebreak system to decide the second place entry will be as determined as per 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 Playdowns	18 ends	9 ends
Fours Playdowns	18 ends	9 ends
Triples Playdowns	16 ends	8 ends
Singles Playdowns	21 shots	11 shots
Prov. Mixed triples	14 ends	7 ends
Senior mixed triples	12 ends	6 ends
Novice pairs	12 ends	6 ends

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.

- In round robin play, a minimum of one half hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round.**
- Before the start of a quarter final, semi final or final round, a minimum of three quarters of an hour shall be allowed between the finish of the last match of a round and the start of trial bowls for the next round.**
- This minimum time allowance may be waived if all participants so agree.**

(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 wins silver, third place wins bronze - no playoff round.
- Otherwise top two entries playoff for gold and silver and third place entry wins bronze.

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 wins silver, third place wins bronze - no playoff round.
- Otherwise top two entries playoff for gold and silver and third place entry wins bronze.

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 wins silver, third place wins bronze - no playoff round.
- Otherwise top two entries playoff for gold and silver and third place entry wins bronze.

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 wins silver, third place wins bronze - no playoff round.
- Otherwise top two entries playoff for gold and silver and third place entry wins bronze.

Nine entries

- One section of nine entries. Full round-robin to be played.
- Each entry gets a bye.
- Nine rounds required.
- **Ranking system for ties to be followed when necessary.**
- **Note: NO tie-break games to be played.**
- First place after the round robin wins gold, second place wins silver, third place wins bronze.
- **Note: No playoff games are to be played.**

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

- Three sections – 1 section of 5 entries (A) and 2 sections of 6 entries each (B and C)
- Each entry in section A gets a bye.
- Five rounds plus a “special tie breaker round” if required (see Appendix B Part 1, for details of this “special tie break round”).
- Ranking system to be followed when necessary.
- Top entry in each section advances to the semi final round.
- Second place in each section advances to a “second place playoff round” (see Appendix B Part 2 for details of the “second place playoff round”)
- Winner of the “second place playoff round” advances to the semi final round.
- If “second place playoff round” winner is originally from section A or B, then winner of section A plays winner of section B and winner of section C plays “second place playoff round” winner in the semi final games.
- If “second place playoff round” winner is originally from section C, then winner of section A plays winner of section C and winner of section B plays “second place playoff round” winner 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

- Three sections – 3 sections of 6 entries each (A, B and C)
- Five rounds plus a “special tie breaker round” if required (see Appendix B Part 1, for details of this “special tie break round”).
- Ranking system to be followed when necessary.
- Top entry in each section advances to the semi final round.
- Second place in each section advances to a “second place playoff round” (see Appendix B Part 2 for details of the “second place playoff round”)
- Winner of the “second place playoff round” advances to the semi final round.
- If “second place playoff round” winner is originally from section A or B, then winner of section A plays winner of section B and winner of section C plays “second place playoff round” winner in the semi final games.
- If “second place playoff round” winner is originally from section C, then winner of section A plays winner of section C and winner of section B plays “second place playoff round” winner 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

- One section of 19 entries.
- Six preliminary rounds to be played. Each entry plays matches against randomly determined opponents.
- Thirteen entries play 6 matches, six entries play 5 matches plus a bye.
- Entries with a bye receive 2 points for the bye, with zero shots for and zero shots against.
- After completion of these six rounds, all entries are ranked as per the Ranking System
- **Note: If two or more entries are tied for any position, then the tie will be broken by the Ranking system, not a tie break game.**
- Top eight entries advance to the quarter finals.
- The top ranked advancing entry plays the lowest ranked advancing entry that he/she/they did not play in the preliminary round, as a quarter final match.
- The next highest ranked remaining advancing entry plays the lowest ranked remaining advancing entry that he/she/they did not play in the preliminary round, as a quarter final match, or if none available, then the lowest ranked remaining advancing entry.
- The next highest ranked remaining advancing entry plays the lowest ranked remaining advancing entry that he/she/they did not play in the preliminary round, as a quarter final match, or if none available, then the lowest ranked remaining advancing entry.
- The remaining two advancing entries play in a quarter final.
- The winners of the quarter finals advance to the semi finals.
- The highest ranked advancing entry plays the lowest ranked advancing entry that he/she/they did not play in the preliminary round, as a semi final match, or if none available, then the lowest ranked advancing entry.
- The remaining two advancing entries play in a semi final match
- 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.

Appendix B
Applicable only for seventeen and eighteen entries

Part 1 – Special Tie Break Round

This section replaces Section 13 (Tie Breaker System) of the LBAA Tournament Format.

i. Two entries tied for first place

Full length tie breaker. The winner of this match advances to the semi final round, the loser advances to the “second place playoff round”.

ii. Three entries tied for first place

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 to the semi final round, the loser advances to the “second place playoff round”.

iii. Four entries tied for first place

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 to the semi final round, the loser advances to the “second place playoff round”.

iv. Five or six entries tied for first place

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

All other entries will be eliminated from further competition.

v. Two entries tied for second place

Full length tie breaker. The winner of this match advances to the “second place playoff round”.

vi. Three entries tied for second place

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 to the “second place playoff round”.

vii. Four entries tied for second place

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 to the “second place playoff round”.

viii. Five entries tied for second place

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

The other entry is eliminated from further competition.

Part 2 – Second Place Playoff Round

The winner of this round advances to the semi final round.

i) The following replaces Section 11 (Ranking System) of the LBAA Tournament Format for the “second place playoff round” only:

The second place finisher in each of the three sections advances to the “second place playoff round”.

The ranking of entries for the “second place playoff round” shall be determined by the following:

- a.** Points in their respective sections, byes will be given 2 points for this calculation.
- b.** If still tied, the “aggregate” method will be used (“shots for” divided by “shots against”) for all matches played in their respective sections, byes will be given zero “shots for” and zero “shots against” for this calculation.
- c.** If still tied, and the tie needs to be broken, then the tie will be broken by a ‘Bowl-Off’, the details of which are set out in Appendix A.

ii) The following is the format for the “second place playoff round”.

- 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 to the semi final round.