

USA Boccia National Championship Competition Procedures

Welcome to the 2022 competition, below are listed the procedures we will be using. I have highlighted below the important information everyone should be aware of. We will be following the current BISFed Competition Manual for this tournament, and the entire competition manual can be found [HERE](#).

Pool Stage

Boccia competitions are organized using a Pool(s) Stage. If the number of sides is great enough, the Pool(s) Stage is followed by Elimination Stage(s) until the winner is found. In the Pool Stage(s), a pool is formed of a minimum of two sides and a maximum of seven sides. The sides are allocated to a pool based on their seeding position. The results of the pool are used to determine each side's final position within the pool.

Constructing a Pool Stage

The number of pools in the Pool Stage(s) is determined by:

- (a) the number of sides in the competition
- (b) the difference between the largest and smallest pools being no greater than one side
- (c) the number of matches per side being equal for events in the same tier, if possible
- (d) the number of competition days included in the event schedule
- (e) the number of competition courts available at the event
- (f) the highest number of playoff matches required to complete an elimination round

Seeding a Side – NEW PROCEDURE

To allocate sides to a pool, each side is given a seeding position. Each side's seeding is determined by their position on the current USA Boccia Ranking list ([found here](#)). When a side does not have a national ranking, they will not receive a seeding position.

Allocating Sides to a Seeding Pot All sides will be allocated to a seeding pot based on their seeding in descending chronological order. Each seeding pot will be the same size as the total number of pools. For example, the table below demonstrates that there would be two (2) sides in each seeding pot for a competition with eight (8) sides and two (2) pools. The only exception to this is for sides without a ranking position who cannot be seeded, they will form a separate pot that will be drawn last in a random order to complete the pool structure.

Once the sides have been split into seeding pots, they will be allocated to a pool based on two allocation methods. The first seeding pot containing the highest seeds will be drawn by the advantage seeding method. All remaining sides will be drawn by a random draw where any side within the pot can be drawn in any slot. In the table below will show the seeding pot used by BISFed; in this example, the World Ranking would be the athlete's USA Boccia Nationals Ranking ([found here](#)).

Side	World Ranking	Seeding Position	Seeding Pot
A	1	1	1
B	3	2	
C	4	3	2
D	8	4	
E	11	5	3
F	15	6	
G	29	7	4
H	47	8	

Advantage Seeding Method The advantage seeding method is used to distribute the highest seeded sides who are in the first seeding pot. The principle of this method is that when comparing two seeds, the higher of the two seeds should receive an advantage when they progress into the elimination round based on what position in the elimination round bracket they are placed in (i.e., they should play the side that progresses in what would be the lower seeded opposition in the elimination bracket).

The following steps should be followed to start the process of allocating sides:

- (a) the side seeded 1st is placed into slot one of Pool A.
- (b) the side seeded 2nd is placed into slot one of Pool B.
- (c) if there are 3 pools then the side seeded 3rd is placed in Pool C.

The table below demonstrates how the sides allocated to seeding pot one (1) in the above table would be drawn according to the advantage seeding method.

Pool	A	B
Slot 1	1 st seed →	2 nd seed

Random Seeding Method

Once the top seed have been placed in the first slot of each pool the remaining players will be seeded in a random seeding method **PLEASE NOTE THIS IS A NEW PROCESS!**

The random seeding method is used for remaining sides that are allocated to the second seeding pot onwards. This method is also used for any side without a seeding who will be placed in a separate pot together that will be drawn randomly to complete the pool structure The following steps should be followed to randomly draw these sides:

- (a) the empty slots in each row of are numbered sequentially from left to right.
- (b) the sides in seeding pot two (2) are drawn randomly.
- (c) the order they are drawn is the number slot they should be placed into (i.e., side drawn 1st is placed into slot 1, and so on).
- (d) this is repeated until all sides in that seeding pot are placed in a pool
- (e) this process is repeated for seeding pots that contain sides with a world ranking
- (f) at this stage, if there are slots remaining and the only remaining sides do not have

a world ranking position, they will be placed in a pot together
 (g) all remaining slots are numbered from (1) until all slots are numbered
 (h) the unranked sides are then drawn randomly and placed sequentially into the numbered slots

Pool	A	B
Slot 1	1 st seed	2 nd seed
Slot 2	(1) 4 th seed	(2) 3 rd seed
Slot 3	(1) 6 th seed	(2) 5 th seed
Slot 4	(1) 7 th seed	(2) 8 th seed

The above table demonstrates how the random draw method would be completed for the eight (8) side competition with two (2) pools. The slots are numbered either (1) or (2) and the side drawn first is placed in slot (1) of each row (i.e., 7th seed was drawn first from seeding pot 4). The example provided here is one possible seeding order created using a random draw and the order may vary depending on the results of the random draw (i.e., the next time the seeds in slots 2, 3 and 4 may be different).

Order of Pool Matches

Once sides have been allocated to a pool, the order of matches to be played must be determined. The pool stages are played as a round-robin. In a competition with two sides, it will be a double round-robin, where each side plays each other twice. In competitions with three or more sides, it will be played as a single round-robin, where each side plays each other once. To determine the order of matches each side in a pool is assigned a number, with the highest seed in the pool listed as number one. In the table below, it displays how an even number of sides (i.e., four) are awarded a number and then paired for the first round. The highest seed should always play the lowest seed in the first match of the pool.

	Match 1	Match 2
Round 1	1 v 4	2 v 3

To determine the next round of matches, the highest seed is fixed in the same slot and all other sides rotate so that the highest seed plays the remaining sides in descending order. This process is repeated to produce the third round of matches. Depending on the number of sides, this process is repeated until all side have played each other. In the table below, the second and third round of matches for the pool of four sides is described.

	Match 3	Match 4
Round 2	1 v 3	2 v 4
	Match 5	Match 6
Round 3	1 v 2	3 v 4

Final Positioning Criteria for Pool Stages

The final position of a side within a pool is determined by the criteria described in the table below.

Criteria	Method	Description
1	Number of Wins	<i>The total number of wins in descending order</i>
2	Head-to-Head Record	<i>The total number of wins in descending order against the other side(s) in the tie.</i>
3	Points Difference	<i>The total number of points scored, minus the total number of points conceded in descending order</i>
4	Points For	<i>The total number of points scored in descending order</i>
5	Ends Won	<i>The total number ends won in descending order</i>
6	Positive Points Difference in a Single Match	<i>The highest positive points difference (points scored; minus points conceded) in a single match in descending order</i>
7	Positive Points Difference in a Single End	<i>The highest positive points difference (points scored; minus points conceded) in a single end in descending order</i>
8	Seeding Position	<i>The lowest ranked side is the winner (ascending order)</i>

The process for applying these criteria is:

- (a) all sides within the pool are compared against the criteria starting with the number of wins. The side with the greatest number of wins is given the higher finishing position.
- (b) if there is a tie, then criteria two should be applied. The number of tied sides will determine how this criterion is applied. Where two sides are tied, the match between these sides is the tie breaker. Where three or more sides are tied, only the matches between the tied sides should be used. This will mean removing any results of a side not included in the tie. Once these matches have been removed, the side with the greatest number of wins is given the higher finishing position.
- (c) if criteria two cannot split the tie, then criteria three is applied. Where the tie at criteria two involved three or more sides, then criteria three should be applied only to the matches involving the tied sides. This process is repeated with each criterion applied in sequential order until the tie is split.

Advancement to Elimination Stage

Two sides per pool will advance to the elimination round in all events. When the total number of sides matches the number of entries required for an elimination round format then all sides will be direct qualifiers. Where the number of sides exceeds an elimination round format and there are not enough sides to complete the next full elimination round format, playoffs and byes will be used to refine the total number of sides so that a full elimination round can then take place. For further details on the playoff and bye procedure and elimination round procedures please refer to the [BISFed Competition Manual](#)

Seeding of an Elimination Stage

The advantage seeding method (see 2.1.3.1) is used to seed an elimination round and determine which sides play each other during the elimination stage. The key principle of this method is that the 1st and 2nd seeds (excluding any upsets) should play each other in the final. Therefore, in an elimination stage, they should be placed so that the first time they could meet is in the final. The following steps should be followed to seed sides for the elimination round:

- (a) the slots in the elimination round should be allocated a number, starting from one
- (b) the 1st seed (i.e., winner of Pool A) should be allocated to slot 1
- (c) the remaining slots should be allocated following the advantage seeding method used to construct the pool stage (i.e., slot 2 is allocated to winner of Pool B)
- (d) using an elimination bracket, each numbered slot should be allocated according to the advantage seeding method to create a “snake arrangement.”
- (e) the “snake arrangement” should place direct qualifiers from the same pool on different sides of the bracket, so they cannot meet before the final.

For the complete competition structure please refer to the [BISFed Competition Manual](#) and **do not forget to check out the rules to ensure you are aware of the call room procedures.** That document can be found [HERE](#).