



RUGBY 7^s

PRE-MATCH

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RUGBY 7s

COMPETITION HOSTING DOCUMENT



The purpose of this document is to outline the requirements of a club/school/union proposing to run a 7 aside Rugby Union tournament. 7's tournaments can vary in terms of size i.e. team numbers, venues and time allocated. This document will provide a framework for running a successful 7's tournament.

7's tournament organisers should provide a Tournament Management Manual to the manager of each participating team prior to the tournament. This should contain the following information:

1. Welcome Letter
2. General Tournament Information
3. Contact List
4. Tournament Rules
5. Rugby 7s Laws and Referees
6. Tournament Draw – Created on Rugby Xplorer



1. Welcome Letter

Addressed to all team managers in the Tournament Management Manual, this letter should;

- Welcome all teams to the tournament
- Outline key points of the tournament
- Introduce the following information that will be supplied in the tournament manual
- Wish teams well for the upcoming tournament

2. General Tournament Information

- Can explain objectives of the tournament
- Can include information on the tournament history
- Can include list of past winners and players of the tournament

2.1 Location of Tournament

- Address of tournament venue/s to be supplied
- Google map reference of tournament venue/supplied
- Include directions to nearby medical facilities (Doctor, Emergency Department and Dentist)

2.2 Managers Briefing Meeting

- Suggested to be held at least 60/90 mins prior to first game/s kicking off (pending on start time)
- It is very beneficial to have the Tournament Referee Manager present for this
- Location and time of meeting to be supplied e.g. Clubhouse
- Discuss matters relevant to the tournament (such as draw, timings, teams areas etc)
- Opportunity for Q&A relating to the tournament

2.3 Team Change Rooms

If team rooms are available for use a roster needs to be organised and distributed to teams prior to the tournament or at the managers meeting



2.4 Ground Entry and Parking

Information provided to teams on parking arrangements and access to the ground for players

2.5 Team Areas

A specific area should be set up / roped off for participating teams to use during the tournament.

2.6 Warm Up Area

- Warm Up areas should be made accessible if available.
- Location needs to be supplied to teams

2.7 Medical

- Medical support is supplied by the tournament hosts
- Specific medical area should be set up in a location that is easily accessible to teams and the field for quick access
- Medical area location should be supplied to team management and well sign posted

2.8 Insurance

Is the responsibility of the Tournament Organisers, it is important you check this off before commencing the tournament.

2.9 Meals/Water/Ice

Provisions should be made for food, water and ice so they're available to teams for purchase for the duration of the tournament

3. Contact List

A contact list of tournament officials, including mobile phone numbers, should be distributed to tournament and team management that may need to contact them throughout the tournament. Tournament Officials should include;

- Tournament Director
- Team Liaison Manager
- Facilities Manager
- Ball Kid Manager
- Referee Manager
- Medical Manager

4. Tournament Rules

4.1 The tournament is organised under the auspices of the host club or union and played in accordance to the World Rugby Laws, Regulations and Laws of the game of Rugby Union and standard set of variations appropriate to Seven a Side game.

4.2 Each squad will consist of a maximum of 12 players. The names of the players for the tournament should be registered via Rugby Xplorer before the tournament.

4.3 A draw should be made available prior to the tournament commencing. Where practicable teams will be seeded and placed into pools for the tournament.

4.4 Points for all pool matches will be awarded as follows:

- 4 points for a win
- 2 point for a draw
- 1 point for a loss of 7 points or less or win by three tries or more

4.5 If at the end of the pool games, two teams have an equal number of points, then progression in the tournament will be decided by taking into account:

- The team that won their corresponding match. If match drawn;
- The team with the higher positive margin of points scored for and against will be placed higher in the pool. If still tied;
- The team with the higher margin of tries scored will be placed higher in the pool. If still tied;
- The team that has scored the highest number of points will be placed higher in the pool. If still tied;
- The team with more tries scored will be placed higher in the pool. If still tied;
- After considering the above, the team that will finish higher in the pool will be decided by the toss of a coin.



4.6 On the completion of the pool games there will be four (4) knockout competitions:

- i) Division 1 Competition (Cup)
- ii) Division 2 Competition (Plate)
- iii) Division 3 Competition (Bowl)
- iv) Division 4 Competition (Shield)

4.7 At the completion of the pool matches, teams will be ranked by the records

as per Rule 4.5 and 4.6 and will go forward as the highest ranked sixteen (16) teams qualifying for the first round of the Cup Competition.

4.8 The first-round losers from the Cup Competition will progress to the knockout Plate Competition, with the winners progressing through to the knockout Quarter Finals of the Cup Competition.

4.9 At the completion of the pool matches, the eight (8) lowest qualifying teams will go through to the first round of the Bowl competition. The first round losers from the Bowl Competition will go through to the knockout semi-finals of the Shield Competition, with the winners progressing to the knockout semi-finals of the Bowl Competition

4.10 Throughout the tournament match results and subsequent division qualifications will be posted outside the tournament official's room. All team managers will be given an updated copy of the full draw at the briefing meeting prior to the tournament starting to cover any late minute changes that may have occurred.

4.11 All playing jerseys must be numbered. When players and substitutes are registered for each game, their names must correspond with the number of their jersey.

4.12 During the tournament, the names of the seven (7) players in each team who initially take the field, along with the five (5) reserves must be submitted to the tournament officials in charge at the registration desk thirty (30) minutes prior to the kick-off of each game.

4.13 Temporary replacement for a blood injury to a player is permitted. A player who has been replaced through injury may not resume play in the same match. A player who has been replaced through injury may not resume playing in the same match, but may play in subsequent matches provided appropriate medical clearance is provided. A player who has been substituted may return to the field of play as a temporary replacement for a player with a bleeding wound. No replacement or substitution may be made except with the permission of a Referee, and only during a stoppage in play.



4.14 In the event that, due to injuries, a team is unable to field a full complement of players from its own squad of (up to 12) registered players, the team may approach other teams that have been playing in the same or lower knockout competition for assistance in providing up to two (2) substitutes, provided that such team has been eliminated from the tournament. A team may not seek assistance from another, which is either still playing in the same competition or which has been eliminated from a higher knockout competition.

4.15 Such substitute players must be first registered with the tournament officials at the match office and thereafter they shall not be permitted to represent any other team during the remaining rounds, at any other level of the tournament.

4.16 The first games will commence at: **TBA**

4.17 A timekeeper will be appointed for all matches and will time all games. However, the referee's whistle will signal the end of the game. Each game will consist of two halves that will be of (7) minutes duration each, with not more than a one (1) minute interval between halves. All finals of the tournament, including the Cup competition, will be seven (7) minutes each half with not more than a two (2) minute interval between halves.

4.18 Team managers shall be responsible for getting their teams to the field of play prior to the scheduled kick-off time. A five (5) minute grace period for late arrivals will be permitted at the discretion of tournament officials. If, after this time has elapsed, the opposition still has not reached the field of play, then the team on the field ready for play will receive a walkover score line for that round. (A walkover in the pool stages will carry a 35-0 score line against the offending team). Team officials are asked to continually check the kick off time of their next game, **as tournaments can run ahead of schedule.**

4.19 If a player is injured during play, the referee shall signal the timekeeper to indicate the game has stopped. The clock will then be stopped until play is resumed. The timekeeper will act only on advice from the referee. This is to ensure that the appropriate full length of time shall be played in all games.

4.20 During the knockout stages of the tournament, in the event of a tie, and before extra time starts, the referee will organise a coin toss. The winner of this coin toss decides whether to kick-off or to choose which direction to run towards. If the winner of the toss decides to choose a direction to run towards, the opponents must kick-off and vice versa. Play will then continue for further periods of five (5) minutes, with the teams alternating ends until the first team scores. There will be no intervals between the additional periods and no team officials will be allowed on the field of play.

4.21 If a player is sent off (red carded) during a game, he cannot be replaced and will not be permitted to play again in the tournament if judiciary decides so. In the event there is no judiciary, the player will sit out until they can face their local judiciary. The team's squad shall be reduced in number accordingly for the remainder of the tournament. The captain of the offending player's team or manager may make an appeal to the disciplinary committee after the match against suspension from the tournament.

4.22 If a player is temporarily suspended (yellow carded/sin binned) by the referee he must proceed immediately to the seat provided at the half way line in front of the official's desk. They must remain there for two (2) minutes of playing time. The two (2) minute period will not commence until the offending

player has reached the sin-bin seat provided. The sin bin time will be managed by the official's desk where a timekeeper has been appointed. Only the referee may authorise a return to play after a "sin-bin" period at the next stoppage of play.



4.23 Any player who receives three (3) temporary suspensions (yellow cards) during the tournament will be suspended for one (1) match.

4.24 The disciplinary committee will consist of the tournament manager and two (2) qualified judiciary members as determined by the organising committee. A decision can be made by any two (2) members of the disciplinary committee, but must include the tournament manager. A report of the disciplinary committee findings will be sent to the offending player's home union for further action.

4.25 All disputes, queries or objections must be brought to the attention of tournament officials within fifteen (15) minutes of the completion of the game in dispute. The subsequent ruling shall be final.

4.26 The coin toss shall be at the official's desk in front of the main grandstand and will be made at half time two matches prior to your game.

4.27 The rules of the tournament, including their interpretation, are at the sole discretion of the tournament officials.

4.28 Only medically trained persons, other than the players, referee and tournament officials may enter the playing area. Coaches may brief their teams at half time from the touchline.



4.29 Water runners will be allowed to enter the playing area provided they are wearing the appropriate yellow vest supplied at the official's desk. Each team may have a total of two (2) water runners for their match.

4.30 Players may not leave the field of play and team officials (except for the one (1) person above dispensing drinks to players) must not enter the playing area without obtaining the referee's permission.

4.31 The organising committee reserves the right to alter the format of the tournament in the event of unusual weather or any other unexpected circumstances.

5. Laws of the Game – World Rugby Laws of the Game: Seven-A-Side Variations

For the most up to date and laws and any changes, please [SEE HERE](#). If you have any questions about these laws, please contact your State Union Referee Manager.

6. Tournament Draw

The tournament draw should be constructed via Rugby Xplorer (Rugby Australia's registration and competition management online platform). If you need any help with logging in or constructing this draw, please contact the Community Rugby team at your State Union who can get you started.





Task	Responsible	Due Date	Status
Confirm Sevens Venue & Dates -			
1 - Finalise Hirers Agreement for current year; Including Rates for field hire.			
2 - Arrange site visit of Sevens venue to review			
Correspondence to Participating Teams			
1 - Confirm invite to teams for Tournament			
2 - Confirm dates, venue, draw and seedings			
Arrange Medical Coverage for Tournament			
1 - Contact local doctor, hospital, Radiologist, Pharmacy, Physio and Dentist; to the venue			
2 - Create document of all providers with address, contact number, and after hours practice			
3 - Confirm all teams are aware of these medical providers			
Update Tournament Manual (& Draw)			
1 - Finalise Tournament Manual & Draw and Rules/regs			
2 - Send Tournament Manual to Team Managers/ Coaches			
Match Officials			
1 - Confirm Referee Appointments			
2 - Compile a list of Referee names with phone & e-mail details			
3 - Send Tournament Manual & draw			
4 - Organise Referee gear i.e. Jersey, shorts, socks, flag &, sub cards.			
Merchandise/Equipment (Internal)			
1 - Refer to equipment list and use as check list			
Trophies			
1 - Order trophies and medals for winning and runner up teams			
2 - Organise engraving with correct wording			
3 - Confirm pick up of trophies and medals			
Catering			
1 - Organise lunch and drinks for volunteers and referees			
Champs / Match Day Operations SIC			
1 - Confirm availability and match appointments for Ball Boys			
2 - Confirm Field setup: field ropes, Table, chairs & shelters for ground managers and teams bench			
3 - Confirm Canteen operating hours for match day(s)			
Finals Presentation			
1 - Setup Tables and arrangement of trophies and medals			
2 - Running Order of presentation & Presenters			
3 - Send presentation invitations to special guests			
Media/Promotion			
1 - Distribute fliers and posters promoting event to schools/clubs/media outlets			
2 - Appoint Media liason on match day			
3 - Media Release including concept (1) and post-Tournament (2 - the results)			
Administration			
1 - Confirm STAFF roles for Match Day			
2 - Advise Gow-Gates on insurance requirements			
3 - Submit event sanctioning document to state union or Rugby Australia Community Rugby team (atleast 30 days prior to event date)			
4 - Print off extra copies of match reports and match management documents			
5 - Refer to administration/stationary checklist			



Quantity	Equipment	Who/Location	Who / Supplier
	Footballs (training and match)		
	Marker cones		
	Quickshades (3x3m)		
	Pegs/sandbags		
	Bibs		
	Set Spare Jerseys (Check all #'s)		
	Eskies		
	Water Drums		
	Cases Water & Powerade		
	Tackle suits		
	Hit shields		
	Electric Pump		
	Chairs (8 each for teams, 2 for Ground Managers, 3 First aid tent)		
	Tables (for Ground Managers)		



Medical

Quantity	Equipment	Who/Location	Who / Supplier
	Medical tent setup		
	Physio tables		
	Scoop Stretchers		
	Bags of Ice		
	Sharps Bin		
	First Aid/Medical Kit		
	Bandages		
	Tape		
	Nail clippers		
	Latex gloves		
	Hand sanitiser		
	Band-aids		
	Sling		
	Tissues/gauze		
	Dettol/alco wipes		
	Eye pads		

All Tournaments will have different numbers of entries.
Please note that whatever structure you adopt must consist of pools which guarantee each team at least 3 matches.

Considerations

When constructing a draw for 7's or other tournaments please take into account the following factors:

- Number of Teams
- Number of Divisions
- Number of Fields available to use

The number of fields available to use will affect the number of matches you can play in a day.
More than one field may be needed for tournaments with a large number of teams.

Number of Games for each Team

Ideally, teams need to play a minimum of 3 games in a 7's Tournament, and no more than 6 games in one day.

Length of Games/Changeover time between Games

- As a general rule for 7's games should have 7 minute halves with 1 minute at half time.
- Adequate time needs to be left between games to enable you to stay on time. If you have enough fields, you may allow 4 minutes however this can be reduced to 2 minutes if needed.
- If possible, a rest period or "lunch" can be included in the draw which allows you to catch up if games are running over time.



Draw Examples

4 TEAMS - 1 POOL

Round 1	1 v 2	3 v 4
Round 2	1 v 3	2 v 4
Round 3	1 v 4	2 v 3
Final	Game 1: Game 2:	3rd v 4th (Consolation Final) 1st v 2nd (Championship Final)

5 TEAMS - 1 POOL

Round 1	1 v 2	3 v 4	(5 bye)
Round 2	2 v 3	1 v 5	(4 bye)
Round 3	2 v 5	1 v 4	(3 bye)
Round 4	1 v 3	4 v 5	(2 bye)
Round 5	2 v 4	3 v 5	(1 bye)
Final (Option 1)	No Final - Team on top at completion of pool games will win.		
Final (Option 2)	1st in Pool v 2nd in Pool (Championship Final).		

6 TEAMS - 2 POOLS OF 3

	Pool A	Pool B
Round 1	1 v 2 (3 bye)	4 v 5 (6 bye)
Round 2	2 v 3 (1 bye)	5 v 6 (4 bye)
Round 3	1 v 3 (2 bye)	4 v 6 (5 bye)
Final Game 1	1st Pool A v 2nd Pool B	
Final Game 2	2nd Pool A v 1st Pool B	
Final Game 3	3rd Pool A v 3rd Pool B	
Final Game 4	Winner Game 1 v Winner Game 2 (Championship Final)	

7 TEAMS - 2 POOLS

- Pool A - 3 teams
- Pool B - 4 teams

	Pool A	Pool B
Round 1	1 v 2 (3 bye)	4 v 5, 6 v 7
Round 2	2 v 3 (1 bye)	4 v 7, 5 v 6
Round 3	1 v 3 (2 bye)	5 v 7, 4 v 6
Final	As per the 6 team option with the 4th place team in Pool B being eliminated from this competition	

8 TEAMS - 2 POOLS OF 4

	Pool A	Pool B
Round 1	1 v 2, 3 v 4	5 v 6, 7 v 8
Round 2	1 v 3, 2 v 4	5 v 7, 6 v 8
Round 3	2 v 3, 1 v 4	6 v 7, 5 v 8
Final (Option 1)	Game 1: Game 2: Game 3:	1st Pool A v 2nd Pool B 2nd Pool A v 1st Pool B Winner Game 1 v Winner Game 2 (Championship Final)
Final (Option 2)	Game 1: Game 2: Game 3: Game 4: Game 5: Game 6:	3rd Pool A v 4th Pool B 4th Pool A v 3rd Pool B 1st Pool A v 2nd Pool B 2nd Pool A v 1st Pool B Winner Game 1 v Winner Game 2 (Consolation Final) Winner Game 3 v Winner Game 4 (Championship Final)

9 TEAMS - OPTION A - 3 POOLS OF 3

	Pool A	Pool B	Pool C
Round 1	1 v 2 (3 bye)	4 v 5 (6 bye)	7 v 8 (9 bye)
Round 2	2 v 3 (1 bye)	5 v 6 (4 bye)	8 v 9 (7 bye)
Round 3	1 v 3 (2 bye)	4 v 6 (5 bye)	7 v 9 (8 bye)
Final	Game 1: Game 2: Game 3: Game 4: Game 5: Game 6:	1st Pool A v 1st Pool B 1st Pool C v Best Second Place 3rd Pool A v 3rd Pool B 2nd Pool A v 2nd Pool B (Assuming 2nd Pool C was best 2nd) 3rd Pool C v Winner Game 2 Winner Game 1 v Winner Game 2 (Championship Final)	

9 TEAMS - OPTION B - 2 POOLS

- Pool A - 4 teams
- Pool B - 5 teams

	Pool A	Pool B
Round 1	1 v 2, 3 v 4	5 v 6, 7 v 8 (9 bye)
Round 2	1 v 3, 2 v 4	5 v 7, 6 v 9 (8 bye)
Round 3	1 v 4, 2 v 5	5 v 9, 6 v 8 (7 bye)
Round 4		8 v 9, 7 v TBA

NB: Game for Pool B in Round 4 may have to be re-jigged depending on pool results. The team with no chance of winning their pool should be given the TBA game with their opponent being a team also out of contention.

Final As per 8 teams with the 5th place team in Pool B being eliminated.

10 TEAMS - OPTION A - 2 POOLS OF 5

	Pool A	Pool B
Round 1	1 v 2, 3 v 4 (5 bye)	6 v 7, 8 v 9 (10 bye)
Round 2	1 v 3, 2 v 5 (4 bye)	6 v 8, 7 v 10 (9 bye)
Round 3	1 v 5, 4 v 2 (3 bye)	6 v 10, 9 v 7 (8 bye)
Round 4	5 v 4, 3 v 8 *	9 v 10, 3 v 8*

* = Cross Pool match so that all teams have 3 matches.

Final (Option 1)	Game 1:	1st Pool A v 2nd Pool B
	Game 2:	1st Pool B v 2nd Pool A
	Game 3:	Winner Game 1 v Winner Game 2
Final (Option 2)	Game 1:	3rd Pool A v 4th Pool B
	Game 2:	4th Pool A v 3rd Pool B
	Game 3:	1st Pool A v 2nd Pool B
	Game 4:	1st Pool B v 2nd Pool A
	Game 5:	5th Pool A v 5th Pool B
	Game 6:	Winner Game 1 v Winner Game 2
	Game 7:	Winner Game 3 v Winner Game 4 (Championship Final)

10 TEAMS - OPTION B - 3 POOLS

- Pool A/B - 3 teams
- Pool C - 4 teams

	Pool A	Pool B	Pool C
Round 1	1 v 2 (3 bye)	4 v 5 (6 bye)	7 v 8, 9 v 10
Round 2	2 v 3 (1 bye)	5 v 6 (4 bye)	7 v 9, 8 v 10
Round 3	1 v 3 (2 bye)	4 v 6 (5 bye)	8 v 9, 7 v 10

Final As per 9 teams Option A with the 4th placed team in Pool C being eliminated.

11 TEAMS - OPTION A - 3 POOLS

- Pool A - 4 teams
- Pool B - 4 teams
- Pool C - 3 teams

	Pool A	Pool B	Pool C
Round 1	1 v 2, 3 v 4	5 v 6, 7 v 8	9 v 10 (11 bye)
Round 2	1 v 3, 2 v 4	5 v 7, 6 v 8	10 v 11 (9 bye)
Round 3	1 v 4, 2 v 3	5 v 8, 6 v 7	9 v 11 (10 bye)
Final	Game 1:	2nd Pool A v 2nd Pool C (assuming 2nd Pool B was best 2nd)	
	Game 2:	1st Pool A v 1st Pool B	
	Game 3:	1st Pool C v Best 2nd Place	
	Game 4:	3rd Pool C v Best 4th Place	
	Game 5:	3rd Pool A v 3rd Pool B	
	Game 6:	Winner Game 2 v Winner Game 3 (Championship Final)	

NB: Best 2nd Place calculated by dividing number of place points by games played.
If this is equal divide the for and against differential by the number of games played.

11 TEAMS - OPTION B - 2 POOLS

- Pool A - 5 teams
- Pool B - 6 teams

	Pool A	Pool B
Round 1	1 v 2, 3 v 4 (5 bye)	1 v 2, 3 v 4, 5 v 6
Round 2	1 v 3, 2 v 5 (4 bye)	1 v 3, 2 v 5, 4 v 6
Round 3	1 v 5, 2 v 4 (3 bye)	1 v 5, 2 v 4, 3 v 6
Round 4	4 v 5, 3 v TBA	

NB: Round 4 matches in Pool A may need to be rejigged depends on results of pool matches. The worst performed team out of 3, 4, 5 should be given the TBA match. Their opponent would be a team with no chance of finishing top of their pool.

Final (Option 1)	Game 1:	1st Pool A v 2nd Pool B
	Game 2:	1st Pool B v 2nd Pool A
	Game 3:	Winner Game 1 v Winner Game 2 (Championship Final)
Final (Option 2)	Game 1:	1st Pool A v 2nd Pool B
	Game 2:	1st Pool B v 2nd Pool A
	Game 3:	3rd Pool A v 3rd Pool B
	Game 4:	4th Pool A v 4th Pool B
	Game 5:	5th Pool A v 5th Pool B
	Game 6:	Winner Game 1 v Winner Game 2 (Championship Final)

12 TEAMS - 4 POOLS OF 3

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2 (3 bye)	4 v 5 (6 bye)	7 v 8 (9 bye)	10 v 11 (12 bye)
Round 2	2 v 3 (1 bye)	5 v 6 (4 bye)	8 v 9 (7 bye)	11 v 12 (10 bye)
Round 3	1 v 3 (2 bye)	4 v 6 (5 bye)	7 v 9 (8 bye)	10 v 12 (11 bye)

Final	Game 1:	3rd Pool A v 3rd Pool B
	Game 2:	3rd Pool C v 3rd Pool D
	Game 3:	1st Pool A v 1st Pool B
	Game 4:	1st Pool C v 1st Pool D
	Game 5:	2nd Pool A v 2nd Pool C
	Game 6:	2nd Pool C v 2nd Pool D

From this point depending on time there are 2 options:-

Final (Option 1)	Game 7:	Winner Game 3 v Winner Game 4 (Championship Final)	
Final (Option 2)	Game 7:	Winner Game 1 v Winner Game 2	(Bowl Final)
	Game 8:	Winner Game 5 v Winner Game 6	(Plate Final)
	Game 9:	Winner Game 7 v Winner Game 8	(Championship Final)

13 TEAMS - 4 POOLS

- Pool A/B/C - 3 teams
- Pool D - 4 teams

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2 (3 bye)	4 v 5 (6 bye)	7 v 8 (9 bye)	10 v 11, 12 v 13
Round 2	2 v 3 (1 bye)	5 v 6 (4 bye)	8 v 9 (7 bye)	10 v 12, 11 v 13
Round 3	1 v 3 (2 bye)	4 v 6 (5 bye)	7 v 9 (8 bye)	10 v 13, 11 v 12

NB: 4th Place team in Pool D is now eliminated.

Final As per 12 teams.

14 TEAMS - 4 POOLS

- Pools A/B - 4 teams
- Pools C/D - 3 teams

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2, 3 v 4	5 v 6, 7 v 8	9 v 10 (11 bye)	12 v 13 (14 bye)
Round 2	1 v 3, 2 v 4	5 v 7, 6 v 8	10 v 11 (9 bye)	13 v 14 (12 bye)
Round 3	1 v 4, 2 v 3	5 v 8, 6 v 7	9 v 11 (10 bye)	12 v 14 (13 bye)

Final (Option 1) As per 12 teams with the 4th Place teams in Pools A and B being eliminated.

Final (Option 2)

Game 1:	3rd Pool A v 4th Pool B
Game 2:	4th Pool A v 3rd Pool B
Game 3:	1st Pool A v 2nd Pool B
Game 4:	1st Pool C v 2nd Pool D
Game 5:	2nd Pool A v 2nd Pool B
Game 6:	2nd Pool C v 2nd Pool D

From this point on depending on time there are 2 options:-

Final (Option 1) Game 7: Winner Game 3 v Winner Game 4 (Championship Final)

Final (Option 2)

Game 7:	Winner Game 1 v Winner Game 2 (Bowl Final)
Game 8:	Winner Game 5 v Winner Game 6 (Plate Final)
Game 9:	Winner Game 3 v Winner Game 4 (Championship Final)

15 TEAMS - 4 POOLS

- Pools A/B/C - 4 teams
- Pool D - 3 teams

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2, 3 v 4	5 v 6, 7 v 8	9 v 10, 11 v 12	13 v 14 (15 bye)
Round 2	1 v 3, 2 v 4	5 v 7, 6 v 8	9 v 11, 10 v 12	14 v 15 (13 bye)
Round 3	1 v 4, 2 v 3	5 v 8, 6 v 7	9 v 12, 10 v 11	13 v 15 (14 bye)

Final (Option 1)	Game 1:	1st Pool A v 1st Pool B
	Game 2:	1st Pool C v 1st Pool D
	Game 3:	Extra Match for 2nd Pool D (These teams have only played 2 games in their pool)
	Game 4:	Extra Match for 2nd Pool D (These teams have only played 2 games in their pool)
	Game 5:	Winner Game 1 v Winner Game 2 (Championship Final)

Final (Option 2)

- Eliminate worst 4th Place team
- Then run finals as per option 2 in 14 teams

16 TEAMS - 4 POOLS OF 4

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

Finals (Option 1) <i>If time is short</i>	Game 1:	1st Pool A v 1st Pool B
	Game 2:	1st Pool C v 1st Pool B
	Game 3:	Winner Game 1 v Winner Game 2

Final (Option 2) <i>If time is not a concern</i>	Game 1:	1st Pool A v 1st Pool B
	Game 2:	1st Pool C v 1st Pool D
	Game 3:	2nd Pool A v 2nd Pool B
	Game 4:	2nd Pool C v 2nd Pool D
	Game 5:	4th Pool A v 4th Pool B
	Game 6:	4th Pool C v 4th Pool D
	Game 7:	3rd Pool A v 3rd Pool B
	Game 8:	3rd Pool C v 3rd Pool D
	Game 9:	Winner Game 5 v Winner Game 6 (Mug Final)
	Game 10:	Winner Game 7 v Winner Game 8 (Bowl Final)
	Game 11:	Winner Game 3 v Winner Game 4 (Plate Final)
	Game 12:	Winner Game 1 v Winner Game 2 (Cup Final)

17 TEAMS - 4 POOLS

- Pools A/B/C - 4 teams
- Pool D - 5 teams

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2, 3 v 4	5 v 6, 7 v 8	9 v 10, 11 v 12	13 v 14, 15 v 16 (17 bye)
Round 2	1 v 3, 2 v 4	5 v 7, 6 v 8	9 v 11, 10 v 12	13 v 15, 14 v 17 (16 bye)
Round 3	1 v 4, 2 v 3	5 v 8, 6 v 7	9 v 12, 10 v 11	13 v 16, 14 v 17 (15 bye)
Round 4				16 v 17, 15 v TBA

Final As per 16 teams with the 5th Place team in Pool D being eliminated if Option 2 is adopted.

18 TEAMS - 4 POOLS

- Pool A/B - 5 teams
- Pool C/D - 4 teams

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2, 3 v 4 (5 bye)	6 v 7, 8 v 9 (10 bye)	11 v 12, 13 v 14	15 v 16, 17 v 18
Round 2	1 v 3, 2 v 5 (4 bye)	6 v 8, 7 v 10 (9 bye)	12 v 13, 11 v 14	15 v 17, 16 v 18
Round 3	1 v 5, 2 v 4 (3 bye)	6 v 10, 7 v 9 (8 bye)	11 v 13, 12 v 14	15 v 18, 16 v 17
Round 4	4 v 5, 3 v 8	9 v 10, 3 v 8		

Final As per 16 teams with the 5th Place team in Pools A and B playing a consolation game or being eliminated if Option 2 is adopted.

19 TEAMS - 4 POOLS

- Pools A/B/C - 5 teams
- Pool D - 4 teams

	Pool A	Pool B	Pool C	Pool D
Round 1	1 v 2, 3 v 4 (5 bye)	6 v 7, 8 v 9 (10 bye)	11 v 12, 13 v 14 (15 bye)	16 v 17, 18 v 19
Round 2	1 v 3, 2 v 5 (4 bye)	6 v 8, 7 v 10 (9 bye)	11 v 13, 12 v 15 (14 bye)	16 v 18, 17 v 19
Round 3	1 v 5, 2 v 4 (3 bye)	6 v 10, 7 v 9 (8 bye)	11 v 15, 12 v 14 (13 bye)	16 v 19, 17 v 18
Round 4	4 v 5, 3 v 8	9 v 10, 8 v 3	14 v 15, 13 v TBA	

NB: Round 4 matches may have to be rejigged depending upon results of pool matches. Teams with good records should be given games while the worst performed team should be given the TBA game. You would choose one team from the other pools with no chance of coming first in the pool as the opponent for this team.

Final As per 16 teams with the 5th placed teams in Pools A, B, C playing a consolation game or being eliminated if Option 2 is adopted.

20 TEAMS - 4 POOLS OF 5

	Pool A	Pool B	Pool C	Pool D
Rnd 1	1 v 2, 3 v 4 (5 bye)	6 v 7, 8 v 9 (10 bye)	11 v 12, 13 v 14 (15 bye)	16 v 17, 18 v 19 (20 bye)
Rnd 2	1 v 3, 2 v 5 (4 bye)	6 v 8, 7 v 10 (9 bye)	11 v 13, 12 v 15 (14 bye)	16 v 18, 17 v 20 (19 bye)
Rnd 3	1 v 5, 2 v 4 (3 bye)	6 v 10, 7 v 9 (8 bye)	11 v 15, 12 v 14 (13 bye)	16 v 20, 17 v 19 (18 bye)
Rnd 4	5 v 4, 3 v 8*	9 v 10, 3 v 8*	14 v 15, 13 v 18*	19 v 20, 18 v 13*

* = cross pool matches

Final (Option 1)
If time is short
Game 1: 1st Pool A v 1st Pool B
Game 2: 1st Pool C v 1st Pool B
Game 3: Winner Game 1 v Winner Game 2

Final (Option 2)
If time is not
A concern
Game 1: 5th Place Pool A v 5th Place Pool B
Game 2: 5th Place Pool C v 5th Place Pool D
Game 3: 1st Place Pool A v 1st Place Pool B
Game 4: 1st Place Pool C v 1st Place Pool B
Game 5: 3rd Place Pool A v 3rd Place Pool B
Game 6: 3rd Place Pool C v 3rd Place Pool D
Game 7: 4th Place Pool A v 4th Place Pool B
Game 8: 4th Place Pool C v 4th Place Pool D

Game 9: 2nd Place Pool A v 2nd Place Pool B
Game 10: 2nd Place Pool C v 2nd Place Pool D

At this stage you have 2 options:-

Final (Option 1)
Final (Option 2)
Game 11: Winner Game 3 v Winner Game 4 (Championship Final)
Game 11: Winner Game 1 v Winner Game 2 (Spoon Final)
Game 12: Winner Game 7 v Winner Game 8 (Mug Final)
Game 13: Winner Game 5 v Winner Game 6 (Bowl Final)
Game 14: Winner Game 9 v Winner Game 10 (Plate Final)
Game 15: Winner Game 3 v Winner Game 4 (Cup Final)

