

# Tournament management

## Determining the top placings

### Single block events

The ACA Tournament Regulations<sup>1</sup> provide the following method for determining the winner and other placings for a complete round-robin.

The placings are determined by

1. Who has won the most matches.
2. Where there is a tie on matches:  
Who has the most **net games**. The net games for each player is the number of games won less the number of games lost.
3. Where there is a tie on matches and net games:  
Who has the **most net points**. The net points for each player is the number of points scored less the number of points conceded.
4. Where there is a tie on matches, net games and net points:
  - (a) If the tie is between two players: who won the match between them.
  - (b) If the tie is between more than two players:
    - (i) who has the most net games between the players in that tie.
    - (ii) if there is still a tie, who has the most net points between the players in that tie.
  - (c) if there is still a tie, a tie-break of such form as the Tournament Manager deems fit is to be imposed [see below].

For many events each round consists of one game. In that case the method simplifies to:

1. The placings are determined by who has **won the most games**.
2. Where there is a tie on games, the relative placings are determined by who has **the most net points**. The net points for each player is the number of points scored less the number of points conceded.
3. Where there is a tie on games and net points
  - (a) between two players, the relative placings are determined by who won the game between them; or
  - (b) between more than two players, the relative placings are determined by who has won the most games of the game between the players in the tie; or
  - (c) if there is still a tie, a tie-break of such form as the Tournament Manager deems fit is to be imposed.

If your Tournament Committee wishes to use a different method of determining the winner, then the method to be used *must be specified in the conditions for the event*.

### Breaking a tie

If you envisage imposing a method of breaking a tie “as the Tournament Manager deems fit”, it is best to select and announce the method before the start of the event. Examples would include coin tossing and mini competitions such as “hitting the peg”.

If that hasn’t been done, the method should be announced at least before it is applied and preferably after discussion with the players involved. You should not simply announce the result of the tie-break with no explanation of how it was done.

Unless the tournament conditions specify otherwise, the Tournament Manager does not have to break a tie and may call a draw in the following situations:

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<sup>1</sup> See ACA tournament Regulation 20.1: American Events, Full Block Play. Especially Regulation 20.1.5.

- In a single-block event (where, for example, prize money could be split evenly).
- In a multi-block event (see below) involving placings that do not affect the play-off. For example, if only the top two placings in each block will be involved in the play-off, there is no need to separate players tied for third and fourth place.

### **Recording the scores and a *warning*.**

It is a good idea to record the scores using the website [croquetscores.com](http://croquetscores.com). This means that the scores can be seen by people who are not at the courts but are interested in the results. Also, the results will then automatically be sent to the appropriate place for updating player world rankings. Beware, however, not to use the “Summary” page in [croquetscores.com](http://croquetscores.com) to determine the placings within a block unless rounds in the block consist of single games. At present (August 2018) the method of calculation by [croquetscores.com](http://croquetscores.com) assumes that all players within a block play the same total number of games. That assumption can produce the wrong order if the rounds in the block consist of best-of-three or best-of-five game matches.

### **Multi-block events**

Where there is more than one block in an event, the placegetters within each block are determined as for single block events.

There must then be some sort of play-off between the top place getters in the event. The overall placings **must not** be determined using only within-block comparisons. For example, if the winner of one block won all their matches and the winners of all the other blocks lost at least one match, it would be inappropriate to declare the undefeated player to be the winner of the event, because his/her block may have contained weaker players (even though the allowed handicap ranges for each block should have been the same).

Usually the play-off will be some sort of knock-out event as specified in the ACA tournament Regulations<sup>2</sup>.

There are many possible play-off formats. Whichever method is used, the method should be announced **before play starts**. It’s not essential to include it in the tournament notice as part of the Tournament Conditions, as the finals arrangements are likely to be affected by the number of entrants and the time available.

Matches within a round in the play-off stage must be of the same type, but different rounds in the play-off stage can be of a different type to each other and to the rounds within the blocks. For example:

- block stage play consists of single best-of-13-point games,
- the semi-finals consist of single best-of-19-point games
- the final is a best-of-three match with 13-point games.

Again, it’s not essential to announce the format of each stage in the play-off in the tournament notice, or even at the beginning of the tournament. You may need to warn players that the arrangements will be finalised when the time comes. Tournament Managers sometimes need to make adjustment because of time constraints. They should not make adjustments within rounds of the play-off, but doing it between rounds is acceptable, and they should try to foreshadow possible changes. For example, the TM might say that “The semi-finals will be single 13-point games and the final a best-of-three 13-point games match, if time permits”.

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<sup>2</sup> See ACA tournament Regulation 19.1: Knock-Out Events Events, Single - Life Events, and Regulation. 20.1.7.

Possible play-off formats include:

***Knock-out format between two block winners.***

Where there are two blocks, this amounts to a single match between the winners of the two blocks.

***Knock-out format between two block winners and runners-up.***

The winner of each block plays the runner-up of the other block in a semi-final. The semi-final winners play each other in a final. The semi-final losers may play off for 3rd and 4th place, but that is uncommon even in major tournaments.

***Finals involving an odd number of blocks***

There are many ways of deciding how runners-up will be selected for the finals and determining which winner will play a runner-up. Whichever approach you choose, you need to tell players about it beforehand.

Examples include:

- Knock-out with some players having a bye in some rounds. The method of deciding which players have byes should be stated beforehand.
- Players from lower placings play off to fill the knock-out places.
- With three blocks, runners-up have a competition (or coin toss) to see which one of them is to fill the fourth place in the semi-finals.
- The best lower placegetter is selected on criteria such as percentage wins followed by net hoops.
- Finals are run as a mini round robin with an equal number of players (e.g. one) from each block.