

Guidelines for Munster Ranking Tournaments August 2014

(Download spreadsheet from www.munstertabletennis.weebly.com)

		Notes
1.	<p>“Snake seeding” (Groups of three) Players are seeded into groups according to their rankings, No. 1 in Group 1, No. 2 in Group 2, etc. If there are five groups, for example, No. 5 will go in Group 5, and the second seeds will then be filled in reverse order: No. 6 in Group 5, No. 7 in Group 4, etc. When the second seeds are filled, the third positions in the group are then filled (in general these are unseeded players)</p>	<p>Each group plays a Round Robin with the top two players advancing to the knockout, and usually the third-placed to a “Plate” draw.</p> <p>(In some cases there are four players in a group, the bottom two will go into the Plate)</p>
2.	<p>Club clashes The third seed in the group can be exchanged with an adjacent third seed to avoid a club clash where possible.</p> <p>A decision regarding the exchange of second seeds is made by the tournament referee.</p>	<p>The options for second seeds are:</p> <ol style="list-style-type: none"> Exchange to avoid clashes (as per ITTA) No exchange of second seeds i.e. strict seeding according to their ranking for the first two players in each group Move only players outside the Top 8 seeds: this will still ensure a proper quarter final draw
3.	<p>Quarter Final Draw 1 v 8 5 v 4 3 v 6 7 v 2</p>	<p>This is decided by drawing lots for National Ranking tournaments (ITTA) but is fixed for Munster events.</p> <p>At the start of each season the quarter final draw for all National Rankings is decided by random draw and is sent to the tournament referee in advance of the draw.</p>
4.	<p>Small Number of Groups To ensure a correct quarter final draw, the seeding needs to be adjusted when there are 2, 4 or 6 groups: 2 groups: exchange 3 & 4, 5 & 6 4 groups: exchange 5 & 6, 7 & 8 6 groups: exchange 7 & 8</p>	<p>For two groups of four: Group A: 1 3 6 8 Group B: 2 4 5 7 (Club clashes are difficult to avoid)</p> <p>(Similar for two Groups of 5)</p>

5.	<p>Byes If there is an uneven number of players (not a multiple of three), there may be one or two groups with only two players: the byes are usually give to the top seeded players i.e. Group A and Group B, depending on the number of Byes. (If there is another round of groups, the byes are given to the last groups.) In straight knockouts or in the knockout stages of Group events, the higher-seeded players always get the byes.</p>	<p>The alternative is to give the first round byes to the last groups, but usually the top seeds have the benefit of byes.</p> <p>See also item 7 below for a way of avoiding byes in groups of three events.</p>
6.	<p>5-8 play-offs If the quarter-final draw is correct, the 5-8 play-off will automatically be seeded correctly if you take losers of the top two quarters for the first match and the bottom two for the second match. Usually no Play-Offs in Senior and Plate events.</p>	<p>“Expected” play-offs: 8 v 5, 6 v 7</p>
7.	<p>Uneven numbers For an event with an “uneven” number of players (i.e. not 12, 15, 18 etc.), there are two alternatives, either have byes for some groups or add players to the last groups:</p> <p>Examples 16 players: Six groups: 2 2 3 3 3 3 (14 matches) Five groups: 3 3 3 3 4 (18 matches)</p> <p>17 players: Six groups: 2 3 3 3 3 3 (16 matches) Five groups: 3 3 3 4 4 (21 matches)</p>	<p>The advantage of having one or more groups of four is that no player gets less than three matches (including a plate) and in particular the second seed in Group 1 or 2 can end up losing to a top seed in the groups, advancing to the knockout and then meeting another top seed (depending on numbers, they may even have only two matches against the No. 1 and No.2 seeds in the rtournament).</p> <p>Disadvantages: - some extra matches to be played - more complicated (slightly) and the fourth player needs to be added to the Plate.</p> <p>It is very important to start the group(s) of four first as there will be six instead of three matches in the group (consider playing on two tables if possible, umpires will be needed)</p>
8	<p>Small numbers of entries (10 or less) 2 players: play-off 3, 4 or 5 players: Round Robin 6 or 7 players: Round Robin (depending</p>	<p>This is decided by the tournament referee/organisers.</p>

	<p>on time) or two groups: 3 & 3, 3 & 4. 8: two groups of four (as above) 9: 3 3 3 or 4 & 5 10: 5 & 5 or 3 3 4</p> <p>With 14, 15 or 16 players consider having groups of four instead of three, this gives players more matches but does not require too many extra matches overall.</p>	
9.	Senior Play-offs	<p>If there are two halves to a division, “cross-over” play-offs for the top two. For lower places, options are 3rd v 3rd and 4th v 4th etc. or a full 5-8 play-off.</p>
10.	Consider a “Plate” type competition for Vets or U-21 when numbers are small.	<p>Otherwise some players may get only two matches – and possibly only a single match if there is a group of two or a withdrawal. . The “Plate” competition can serve to place the players for ranking points.</p>
11.	Unseeded players Their position as a third seed should be decided by random draw (except for club clashes – see above).	
12.	“Dummy Seedings” These should be decided by the tournament referees and organizer.	<p>For example, players who have missed a tournament may be ranked well below their ability.</p>
13.	Start of Season seeding	<p>The tournament referee should ensure that the seedings are appropriate, taking the final rankings of the previous season into account.</p>
14.	Count-back rules for ties in a group of three (See Munster Web-site for the relevant ITTF regulations – ITTF Rule 3.7.5 - and examples of the count-back rule)	<p>When there is a three-way tie in a group, i.e. one win each, the placings are decided on the basis of the ratio of {sets won}: {sets lost} for each player.</p> <p>Detailed explanation of the countback rule is available on the Munster Web-site.</p>
15.	Count-back rules for ties in a group of four or more	<p>Three-way tie: eliminate the matches involving the fourth player and decide the result as above based on the matches involving the</p>

		<p>tied players (i.e. eliminate the results of the player who is not tied).</p> <p>Two-way ties (i.e. two players with two wins and two players with one win each): the placings of the tied players depend only on the head-to-head result of the matches between those players.</p>
16.	<p>Matches are Best-of-5 except Plate and U-11 matches which are usually Best-of-3. (U-11 matches may be played Best-Of-5 if time permits)</p>	<p>This should be indicated on the Entry Form and also on the individual match slips when possible.</p>
17.	<p>Age Groups (2014-15 season)</p> <p>In Munster and National Ranking Events, eligibility for different age-groups depends on the player's date of birth. The following are the eligibility criteria for entry to age-restricted events for the 2014-15 season:</p> <p>U-11: Born in 2004 or later U-13: Born in 2002 or later U-15: Born in 2000 or later U-18: Born in 1997 or later</p> <p>U-21: Born in 1993 or later For Munster Ranking Events, only U-18 players who are in their last year U-18 are eligible to enter (i.e. Born 1993-1997) For National Ranking Events, all U-18 Players are eligible to play. (i.e. Born 1993-1999)</p> <p>Veterans: Born 1974 or later</p> <p>Open Senior Singles and Doubles Events: see appropriate Entry Form for age restrictions (specifically, some events may exclude U-13 and U-11 players)</p>	<p>For specific events, there may be additional eligibility criteria.</p> <p>In general, players in Junior events are permitted to enter only two age groups i.e. U-11/U-13, U-13/U-15, U-15/U-18.</p> <p>This restriction is necessary to avoid clashes in different age-groups.</p> <p>(U-13 players are eligible to enter both U-15 and U-18 events but will then be ineligible to enter their own U-13 age group)</p>