

# 2019 NAQT Missouri Qualifier – 34/36 Team Tournament Format

---

## Overview

**All teams play through round 10**, with the top four teams playing round 11.

The top four teams could have additional games in rounds 12-13.

The top two small school teams could play one or two finals matches in rounds 11-12.

**Preliminary Rounds 1-5:** 6 pools of 6 teams.

Top 2 teams in each pool (12 total) advance to championship tier; remaining 24 teams advance to consolation.

### Top 12 Championship Tier:

**Rounds 6-9:** 2 pools of 6 teams, with one game carrying over from preliminary rounds.

Top 2 teams in each pool (4 total) advance to superplayoffs.

Remaining 8 teams play one more placement game.

**Round 10 Placement Games for 5<sup>th</sup>-12<sup>th</sup> place:** Crossover games are played between the championship pools to decide 5<sup>th</sup>-12<sup>th</sup> place. These teams are done after round 10 unless involved in a small school final.

**Top 4 Superplayoff Rounds 10-11:** Final pool of 4 teams, with one game carrying over.

**Final and Tiebreaker Rounds 12-13:** Depending on the standings within the final superplayoff pool, a one-game final, advantaged final, or tiebreaker games could be played.

**Consolation Rounds 6-10:** 4 pools of 6 teams.

Consolation teams are done after round 10 unless involved in a small school final.

**Small School Final (Rounds 11-12):** If the top two small schools are close enough in the standings and not involved in the overall superplayoffs, a one or two game final could be played. See the “Small School Title” section for more details.

**Very Small School Final:** No additional games will be played solely to determine the Very Small School title, although these teams could be involved in a “small school” final or the overall superplayoffs. See the “Very Small School Title” section for more details.

## Preliminary Rounds

The 36 teams have been seeded into six pools of six teams each based on provided rosters and available statistics from previous tournaments. Each pool plays a full round robin in rounds 1-5.

If the tournament has 34 teams, two pools will have only five teams. Teams in these smaller pools play four official games within their pool and one bye scrimmage against the bye team from the other pool that does not count toward the official standings.

## Playoff Rounds

Teams are ranked within their preliminary pools by record, with any ties broken by the announced statistical tiebreaker procedure ([posted to our website](#)). **All teams return** for at least five more games against teams that finished similarly in the preliminary rounds.

## Championship teams

The **top two teams in each preliminary pool** advance to the championship tier, and are still eligible to win the tournament. These twelve teams are divided into two pools of six teams, designated Championship A and Championship B. The pools are seeded by ranking the first place teams by **points per bonus** in the preliminary rounds, with teams 1, 4, and 5 in Championship A, and 2, 3, and 6 in Championship B. The second place teams are placed in the same pool as the first place team from their preliminary pool. The result of the games already played between the first and second place teams from each pool are carried over to the championship pool containing those teams (one carry-over game per team; six games total). In rounds 6-9, these teams play the four teams in their new pool they have not yet played.

Following round 9, teams are ranked within their playoff pools by record, **only considering games played in rounds 6-9 and one preliminary carry-over game**, using the announced statistical tiebreaker procedure to break any ties at the same record.

## Superplayoffs and Finals for the top 4 teams

The top two teams in each championship pool advance to the superplayoffs to determine the top 4. The results of the game already played between the two teams that advanced from Championship A and the game already played between the two teams that advanced from Championship B carry over to superplayoff standings. In rounds 10 and 11, each team plays the two teams that advanced from the other championship pool.

Following round 11, each superplayoff team will have played every other superplayoff team exactly once during the day. Based on those results, finals and tiebreakers are played as follows:

- **If teams finish 3-0, 2-1, 1-2, 0-3:** The 0-3 team is awarded 4th place. The 1-2 team is awarded 3rd place. The top 2 teams play an *advantaged final*, in which the 2-1 team must win two games but the 3-0 team must win only one. (This effectively makes the final best of three, with one game already played.)
- **If teams finish 3-0, 1-2, 1-2, 1-2:** The 3-0 team is declared the champion. The 1-2 teams are ranked based on the announced statistical tiebreaker procedure. The two lowest-ranked teams play a full game; the losing team is awarded 4th place. The winner then plays the remaining team to determine 2nd and 3rd place.
- **If teams finish 2-1, 2-1, 2-1, 0-3:** The 0-3 team is awarded 4th place. The 2-1 teams are ranked based on the announced statistical tiebreaker procedure. The two lowest-ranked teams play a full game; the losing team is awarded 3rd place. The winner then plays the remaining team to determine 1st and 2nd place.
- **If teams finish 2-1, 2-1, 1-2, 1-2:** The 1-2 teams play a full game to determine 3rd and 4th place. The 2-1 teams play a one game final to determine 1st and 2nd place.

## Round 10 Placement Games for 5<sup>th</sup>-12<sup>th</sup> Place

- The #3 ranked teams from each championship pool play a game to determine fifth place.
- The #4 ranked teams from each championship pool play a game to determine seventh place.
- The #5 ranked teams from each championship pool play a game to determine ninth place.
- The #6 ranked teams from each championship pool play a game to determine eleventh place.

## Consolation teams

The 24 remaining teams are assigned to consolation pools of six teams each. The #3 teams from each preliminary pool advance to Consolation 1 to determine 13<sup>th</sup>-18<sup>th</sup> place, the #4 teams advance to Consolation 2 for 19<sup>th</sup>-24<sup>th</sup> place, the #5 teams advance to Consolation 3 for 25<sup>th</sup>-30<sup>th</sup> place, and the #6 teams advance to Consolation 4 for 31<sup>st</sup>-36<sup>th</sup> place. Each consolation pool plays a round robin in rounds 6-10.

If the tournament has 34 teams, the #5 team from the preliminary rounds with the lowest **points per bonus** will play in Consolation 4, resulting in the Consolation 3 and 4 pools having only five teams each. Teams in these pools play four official games within their pool and one bye scrimmage against the bye team from the other pool.

## Small School Title

Teams from schools meeting NAQT's definition of a "Traditional Public" small school – most public schools with 500 or fewer students in grades 10-12 – are eligible to win the "Small School" title. Following round 10, the Small School champion is determined as follows:

- If any small school eligible team advances to the top four superplayoffs, the top ranking small school team after the superplayoffs is declared the Small School champion.
- If the top small school team finishes six or more places ahead of the second highest ranking small school team, they are declared the Small School champion outright.
- If the top small school teams finish tied in the same consolation pool, tiebreaker games are played in a single-elimination format, seeded by the announced statistical tiebreaker procedure. If the top five small school teams are tied, only the top four seeded teams participate in the two round tiebreaker.
- If the top two small school teams meet in a placement game for fifth through twelfth place, the default procedure is to play a best of three final to determine the small school title **and** that overall placement. However, before the scheduled round 10 placement game begins, both teams may mutually agree to decide both placements in a single game.
- Otherwise, if the second highest ranked small school team is fewer than six spots behind the top ranked team, the teams play an *advantaged final*, in which the #2 team must win two games but the #1 team must win only one. If there is a tie for second in this scenario, the announced statistical tiebreaker procedure is used to determine which team is disadvantaged in the small school final.

## Very Small School Title

Teams from schools eligible for the "Small School" title that are in MSHSAA Classes 1 or 2 for Scholar Bowl in the current competition year are also eligible for the "Very Small School" title. No separate final is played to determine the Very Small School champion. Following round 10, the Very Small School champion is determined as follows:

- If a "small school" final is played between two "very small school" teams, that final determines both titles.
- If exactly one "very small school" is involved in a "small school" final or the last tiebreaker game to determine the top 2 small schools, that team is declared the Very Small School champion.
- Otherwise, the "very small school" with the highest overall rank is declared the Very Small School champion. If the top "very small schools" are tied in the overall rankings, the announced statistical tiebreaker procedure is used to break the tie.
- In the unlikely case that exactly two "very small schools" are involved in a four team tiebreaker for the "small school" title and both teams are eliminated in the first tiebreaker games (in which case the teams would be considered tied for third in the "small school" rankings), the announced statistical tiebreaker procedure is used to determine the Very Small School champion.