

BISFed



Competition & Ranking Manual

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Document Version Control

Any changes made to this manual will be recorded below. Please refer to the version number on the title page to identify which version this is.

Version	Changes Made	By Whom	Date
1.0	<ul style="list-style-type: none"> • Combined details of BISFed competitions and qualification process into Competition Manual • Clarification added about regional competition structure and allocation of African nations. • Clarification included about annual expression of interest and slot allocation process, setting out how slots are awarded to member nations. • Clarification added about Point Qualifier positioning in Elimination Stage and how the Competition Management System (CMS) handles any conflicts. • Clarification added to section describing construction of pool and elimination stages with appendices for possible competition formats. • Added details of revised world ranking system to Competition Manual to create Competition and Ranking Manual, providing examples of how points should be calculated. 	CW	January 2018
1.1	<ul style="list-style-type: none"> • Clarification added about impact of red card during competition on eligibility for world ranking points • Clarification added about meaning and process for award of bipartite slots • Completed Appendices A, B and C. 	CW	January 2018
1.2	<ul style="list-style-type: none"> • Adjusted Pool Stage Format Calculator, correcting ratio formulas and updating competition formats • Added note to maximum entry for individual event at Regional Opens • Confirmation of the female quota rule added in 1.3 	CW / JP	February 2018

Preface

This document has been written as a tool for athletes, coaches and technical officials to understand the BISFed Competition System. In it we describe the competition system, the rules and procedures for running a BISFed sanctioned competition and the rules and procedures for the BISFed world ranking system.

While the document will deal with each of these areas in turn, they make up the BISFed Competition System. We urge readers to take the time to understand each area and how they relate to the other areas of the system.

In this updated manual, we have provided further clarification on many areas, such as the format for elimination stages. For the new and improved world ranking system, full details are provided alongside examples of how to calculate the number of points awarded.

BISFed Competition Committee
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1. Competition System

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This section will cover:

- what types of competition are part of the system
- how the types of competition are organised into tiers
- what the qualification process is for each event type
- how the entry procedure works for BISFed sanctioned events

1.1. Competition Types

There are five types of competition in the BISFed Competition System. These different types of events take place at specific points within a quadrennial (period lasting four years). The quadrennial is aligned with the date of the Summer Paralympic Games.

1.1.1. Paralympic Games

The Paralympic Games takes place in the last year of the quadrennial. The Paralympic Games are governed by the International Paralympic Committee (IPC).

1.1.2. World Championships

The World Championships takes place in the second year of the quadrennial. It is the largest BISFed sanctioned event. Entry is based strictly on previous results or world ranking position.

1.1.3. Regional Championships

In the BISFed Competition System there are four regional areas: Africa, Americas, Asia & Oceania and Europe. In Americas, Asia & Oceania and Europe a competition takes place in the first and third year of the quadrennial. The Regional Championships provide a qualification route into the World Championships and the Paralympic Games. For Africa, while the region is developing, African countries may be allocated to one of the three other regions for both Regional Championships, as well as other BISFed events. The decision on which region they will be allocated to will be made based on maintaining regional balance and geographical location.

1.1.4. World Open

World Open events take place in each year of the quadrennial. There is one event per region, per year. Countries can attend events in their own region as well as events in other regions. Entry to the events is prioritised based on world ranking position and results from Regional Open events.

1.1.5. Regional Open

Regional Open events take place in each year of the quadrennial. There is a minimum of one event per region, per year. Ideally, each region will hold at least two events per year. Countries can attend events in their own region only. Regional Open status is also awarded to IPC Regional Para Games, such as the Para Asian Games or the Para Pan American Games.

1.2. Competition Tiers

The five competition types are organised into four tiers which are identified in Table 1.

Table 1 - BISFed Competition Tiers

Tier	Competition Type
Major World	Paralympic Games World Championships
Major Regional	Americas Championships Asia & Oceania Championships European Championships
Minor World	World Open [Americas] World Open [Asia & Oceania] World Open [Europe]
Minor Regional	Para Asian Games Para Pan American Games Regional Open [Americas] Regional Open [Asia & Oceania] Regional Open [Europe]

The purpose of the tier system is to describe the competition pathway within the sport. It provides a simple and progressive framework with a range of competition opportunities for participants with different aspirations. For emerging and developing athletes there is the opportunity to gain experience within their region, particularly at Regional Open events. For more experienced athletes, they can gain regular experience against the best athletes in the world by attending World Open events in their own region and across other regions.

1.3. Qualification Process

Each competition type within the BISFed Competition System has its own qualification process. The qualification process enables BISFed to allocate entry slots in a fair and equal manner, while also ensuring each competition type fulfils the purpose required of that event within the overall system.

In this quadrennial, every competition will feature seven (7) medal events. Four (4) individual events for BC1 to BC4 and three (3) team or pair events for Pair BC3, Pair BC4 and the BC1-2 Team. From 2018, starting with the World Championships, each side

competing in a team or pair event must enter at least one female, per event entered. This rule applies to all events after the 2018 World Championships except the Regional Open events in 2018, 2019 and 2020.

For team or pair events, entry slots for events will be allocated to the country. For individual events, where an individual has earned a qualification slot and their country's team or pair is also qualified, then the slot is awarded to the country. Where the individual who has earned the slot does not come from a country that has qualified a team or pair then the slot is awarded to the named individual only.

This section will summarise the qualification process for each BISFed event.

1.3.1. Paralympic Games

There will be a total of 116 athletes at the Paralympic Games. In the Team and Pair events there will be a maximum of 10 sides, advancing to Semi Finals. In the individual events there will be a maximum of 24 athletes in all class except the BC1 class where the maximum will be 20. All individual events will advance to Quarter Finals. Appendix A (1) describes the full qualification process for the competition with slots awarded based upon:

- (a) finishing position in Regional Championships
- (b) world ranking position
 1. highest ranked teams/pairs
 2. highest ranked individuals without a qualified team/pair
 3. highest ranked individuals
 4. highest ranked female individuals without a qualified team/pair
- (c) one individual slot per individual class for each qualified team/pair

1.3.2. World Championships

There will be a total of 192 athletes at the World Championships. In the Team and Pair events there will be a maximum of 16 sides, advancing to Quarter Finals. In the individual events there will be a maximum of 32 athletes, advancing to Round of 16. Appendix A (2) describes the full qualification process for the competition with slots awarded based upon:

- (a) finishing position in Regional Championships
- (b) world ranking position
 1. highest ranked teams/pairs
 2. highest ranked individuals without a qualified team/pair
 3. highest ranked individuals
 4. highest ranked female individuals without a qualified team/pair
- (c) one individual slot per individual class for each qualified team/pair

1.3.3. Regional Championships

There will be two versions of the Regional Championships in this quadrennial. There will be one in each region the first year and one in each region the third year.

For the event in the first year of the quadrennial (2017) there will be a maximum of 10 sides in the Team and Pair events, advancing to Semi-Finals. In the individual events the maximum entry will be 36 athletes, advancing to either Round of 16 or to Quarter Finals. Appendix A (3) describes the full qualification process, with slots awarded based upon:

- (a) world ranking position
 1. highest ranked teams/pairs
 2. highest ranked individuals
 3. highest ranked individuals without a qualified team/pair
- (b) two individual slots per individual class for each qualified team/pair

For the event in the third year of the quadrennial (2019) in the Team and Pair events there will be a maximum of 8 sides, advancing to Semi-Finals. In the individual events there will be a maximum of 24 athletes, advancing to Quarter-Finals. Appendix A (4) describes the full qualification process for the competition with slots awarded based upon:

- (a) world ranking position
 1. highest ranked teams/pairs
 2. highest ranked individuals
 3. highest ranked individuals without a qualified team/pair
- (b) two individual slots per individual class for each qualified team/pair

1.3.4. World Open

There will be three World Opens held each year, one in each region. At each World Open there will be a maximum of 126 athletes. In the Team and Pair events there will be a maximum of 10 sides, advancing to Semi Finals. In the individual events there will be a maximum of 24 athletes, advancing to Quarter Finals. Appendix A (5) describes the full qualification process for the competition with slots being allocated based upon:

- (a) finishing position in Regional Open events in previous year
- (b) world ranking position
 1. highest ranked teams/pairs within host region
 2. highest ranked team/pairs from non-host regions
 3. bipartite invitations for individuals without a qualified team/pair
- (c) two individual slots per individual class for each qualified team/pair

1.3.5. Regional Open

There will be a minimum of one Regional Open held in each region, each year. Regional Opens are designed to be smaller events, but the size of the event can vary based on the capacity of the host organiser. To be sanctioned as a Regional Open, there must be a minimum of 2 sides and a maximum of 10 sides in the Team or Pair events. In the individual events, there must be a minimum of 4 athletes and typically maximum of 24 athletes, although more individuals may compete if permission is granted by BISFed's Operations Manager and Competition Committee. Every event should advance to Quarter or Semi Finals. Appendix A (6) describes the full qualification process for the competition with slots being allocated based upon:

- (a) invitation process based on stated event preference
- (b) bipartite invitations for individuals without a qualified team/pair
- (c) two individual slots per individual class for each qualified team/pair

1.4. Competition Entry Process

To enter each event, BISFed will centrally manage the registration process through their event platform provided by Sport80. To do this, BISFed runs an expression of interest process which allows all member nations to register their interest in events. It takes place in December and allocates slots for the next calendar year of the quadrennial.

1.4.1. Expression of Interest

The expression of interest stage allows each country to register their preference for all competitions for the next calendar year. Where there are qualification slots to be allocated, each country's form will specify which competitions they have qualified for and which events at that competition they have automatic entry for. Countries are asked to accept any automatic slots while also registering their interest for any other events they are eligible to attend. A country's team or pair is eligible to attend:

- (a) a maximum of two World Open events per year, with one of these two events being the World Open held in their own region
- (b) a maximum of one Regional Open events per year (excl. Regional Para Games), when the country is registered for two World Open events
- (c) a maximum of two Regional Open events per year (excl. Regional Para Games), when the country is registered for one World Open event
- (d) a maximum of three Regional Open events per year (excl. Regional Para Games), when the country is not registered for any World Open events

A country may enter individuals in more than the maximum permitted number of Regional Opens set out above, provided the individuals compete in the individual events only. An individual may only complete in a maximum of four individual events (excl. Regional Para Games) per year.

1.4.2. Slot Allocation

Once the expression of interest phase is completed, the BISFed Competition Committee will allocate slots for events in the next calendar year. To allocate slots for all BISFed sanctioned events, the committee applies the following process:

- (a) all expressions of interest for each event are collated to create an entry list for each event
- (b) the qualification guidelines detailed in Appendix A (1 to 6) are used to prioritise and allocate slots for each event
- (c) where expressions are received for open slots (i.e. not determined by result or ranking) the committee will first allocate according to preference indicated
- (d) if an event is over-subscribed, the committee will seek to evenly distribute nations between events to provide balanced and even competitions while ensuring an equal access to competitions for all nations. This may involve considering factors such as current world ranking position, geographical location and access to other competition opportunities
- (e) where this is not possible, the committee will make a draw between the remaining entries to determine who receives the slots
- (f) when the process is completed, the committee will compile a waiting list for each event, if required, which will list any countries not awarded a slot. If any entrant withdraws, the list describes the order in which replacements will be invited.

In some BISFed events, there are bipartite slots available. Bipartite slots refer to slots awarded on a discretionary basis by BISFed's competition committee. The slots are awarded based on the following principles:

- (a) greater representation from emerging/developing nations
- (b) greater representation across different gender and impairment type
- (c) equality in competition and qualification opportunity
- (d) remedy to any extraordinary circumstances affecting qualification or participation.

2. Competition Rules

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This section will cover:

- how a pool stage is structured
- how an elimination stage is structured
- how final positions are determined

2.1. Pool Stage

Boccia competitions are organised 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 five 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.

2.1.1. 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 competition days included in the event schedule
- (d) the number of competition courts available at the event

Appendix B (1) describes the permutations for the number of pools required for events that align with the BISFed competition system (i.e. minimum of 2 and maximum of 36). This can be used to determine the number of matches required to complete the pool stage.

2.1.2. Seeding a Side

To allocate the sides to a pool, each side is given a seeding position. Each side's seeding is determined by their position on the BISFed World Ranking List. When a side does not have a world ranking list position, they will not receive a seeding position.

Table 2 - Seeding Position Example

Side	BISFed World Ranking	Seeding Position
A	1	1
B	3	2
C	4	3
D	8	4

Table 2 demonstrates how a competition with four sides with one (1) pool is seeded based on each side's world ranking position.

2.1.3. Allocating Sides to a Pool

A side is allocated to a pool by one of two methods. If the side has a seeding position they are allocated to a pool by the advantage seeding method. If the side does not have a seeding position they are allocated to a pool by a random draw. The advantage seeding method is completed first and the random draw is completed second.

2.1.3.1. Advantage Seeding Method

The advantage seeding method is used to distribute the sides between the pools being used. The principle of this method is that when comparing two seeds, the higher of the two seeds should receive an advantage and play a lower seed. For example, when comparing the 1st and 2nd seed, the 1st seed will play a lower seed (i.e. 10th seed) compared to the 2nd seed (i.e. 9th seed).

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) this is repeated until slot one in each pool is filled by a side.
- (d) the next seed is placed into slot two of the last pool.
- (e) the next seeds are placed into slot two of each pool until slot two in Pool A is filled.
- (f) this is repeated, creating a "snake arrangement" until all seeds have been placed.

Table 3 demonstrates how a competition with 20 seeds would be drawn according to the advantage seeding method. You can clearly identify the "snake arrangement" as indicated by the arrows. The first row of seeds is allocated left to right, then the second row of seeds are allocated right to left. This pattern is then repeated for the third and fourth rows.

Table 3 – Advantage Seeding Method Example

Pool	A	B	C	D	E
Slot 1	1 st seed	2 nd seed	3 rd seed	4 th seed	5 th seed
Slot 2	10 th seed	9 th seed	8 th seed	7 th seed	6 th seed
Slot 3	11 th seed	12 th seed	13 th seed	14 th seed	15 th seed
Slot 4	20 th seed	19 th seed	18 th seed	17 th seed	16 th seed

Excluding any upsets during the tournament, the advantage seeding method should lead to the 1st and 2nd seed meeting each other in the final. Therefore, the advantage seeding method is also used to construct the elimination stage of the competition, see 2.2.2 for more information.

2.1.3.2. Random Seeding Method

The random seeding method is used for all sides in a competition that does not have a seeding position. These will typically be new sides that are competing at their first international event.

The following steps should be followed to randomly draw these sides:

- (a) the empty slots in the pools are numbered sequentially from 1 following the advantage seeding method.
- (b) the sides without a seed 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 without a seed are placed and the pools are complete.

Table 4 - Random Draw Method Example

Pool	A	B	C	D	E
Slot 1	1 st seed	2 nd seed	3 rd seed	4 th seed	5 th seed
Slot 2	10 th seed	9 th seed	8 th seed	7 th seed	6 th seed
Slot 3	11 th seed	12 th seed	13 th seed	14 th seed	15 th seed
Slot 4	20 th seed	19 th seed	18 th seed	17 th seed	16 th seed
Slot 5	[1]	[2]	[3]	[4]	[5]

Table 4 demonstrates how a competition with 20 seeds and 5 non-seeded sides would be drawn according to both the advantage seeding method and random draw method. You can see the same "snake" arrangement as shown in Table 3. There is now a fifth row for each pool. These are numbered sequentially from 1 following the advantage seeding method order (in this case, from left to right). The side drawn 1st in the random draw is placed in the slot labelled [1].

2.1.3.3. Handling Exceptions

There is one exception to the advantage seeding method which applies to individual events only:

- (a) The number of athletes from the same nation cannot exceed 50% of the overall pool size.

For example, in a pool of three sides, the athletes cannot be from the same nation. In a pool of four or five athletes, the maximum is two sides from the same nation.

When the advantage seeding method or the random draw method lead to more sides from the same nation then is permitted within a pool, a swap will need to be made. When making this swap, the intent of the Advantage Seeding Method should be retained (i.e. the higher seed should receive an advantage).

The following steps should be followed to handle this exception

- (a) of the athletes from the same nation, the lowest seed should be selected
- (b) they should be advanced along the advantage seeding method until a suitable swap is found (i.e. an athlete from a country that will meet the 50% rule)
- (c) the side identified should always be a lower seeded side
- (d) the side identified is then removed from their pool and a swap is made

By applying these steps to Table 5, we can identify the swap that has been made and why it has been made when compared to the standard arrangement displayed in Table 4.

- (a) In Table 5, on the left-hand side, the highlighted seeds (10, 11 and 20) are from the same country. The lowest seed is the 20th seed. They are selected.
- (b) The next place on the advantage seeding method is slot 5 in Pool A. This will not solve the problem as it is the same pool.
- (c) The next side is the 2nd randomly drawn athlete (i.e. [2]). They are a lower seed than the 20th seed as they did not have a seeding position.
- (d) The 20th seed is placed in slot 5 of Pool B with the randomly drawn athlete [2] placed into slot 5 of Pool A as they are seeded below athlete [1] based on the advantage seeding method as demonstrated on the right-hand side of Table 5.

Table 5 - Handling Exceptions Example

Without swap			With swap		
Pool	A	B	Pool	A	B
Slot 1	1 st seed	2 nd seed	Slot 1	1 st seed	2 nd seed
Slot 2	10th seed	9 th seed	Slot 2	10th seed	9 th seed
Slot 3	11th seed	12 th seed	Slot 3	11th seed	12 th seed
Slot 4	20th seed	19 th seed	Slot 4	[1]	19 th seed
Slot 5	[1]	[2]	Slot 5	[2]	20th seed

2.1.4. 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 Table 6, 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.

Table 6 - Match Order Example (Pool of 4 – Part 1)

	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 Table 7, the second and third round of matches for the pool of four sides is described.

Table 7 - Match Order Example (Pool of 4 – Part 2)

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

Where there are an odd number of sides in the pool (i.e. three or five) the process should be adjusted to allow for each side to have a bye (i.e. not play during a round) at some point during the pool stage. The highest seed should still play each of the other seeds in descending order (i.e. starting with 5th seed in a pool of five). The middle side (i.e. 3rd seed in a pool of five) will always receive a bye in the first round. Appendix B (2) describes the full match order structure for pools of three and five sides.

In any pool stage, there is only one exception to the order defined in the tables above and in Appendix B (2). In individual events, where there are two sides from the same nation in a pool of four or five, these sides must play each other first. When this happens, the round where the two sides are due to play each other is swapped with the first match of the pool stage. Where this affects another match in the same round, this should be swapped with the other match in the first round. This change is made so that sides from the same nation cannot affect the outcome of who advances to the elimination stage later in the pool stage when the permutations about progression are clearer.

2.1.5. Final Positioning Criteria for Pool Stages

The position of a side within a pool is determined by the criteria described in Table 8.

Table 8 - Final Position Criteria for Pools

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>

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.

This process will provide each side with a final position within their pool. A side's final position is used in 2.2.3 to identify whether a side will advance to the elimination side. Any side eliminated at the end of the pool stage must be awarded a final position within the overall event. To do this, the criteria listed under 2.2.3 in Table 10 and the process defined under 2.2.3.1 is used to compare sides across pools. The side with the best record that did not advance to the elimination stage is awarded the highest finishing position which will be one place higher than the number of sides that entered the elimination stage (i.e. 8 sides will enter a Quarter-Final, so the next side would be ranked 9th).

2.1.5.1. Handling Exceptions

There are two exceptions which may affect the final position of a side at the end of the pool stages. They are:

- (a) where a side is disqualified from a competition because of serious foul play or misconduct
- (b) where a side is ruled ineligible due to a change in classification during a competition

In the first case, a side may receive a red card for serious offences, such as foul and abusive language. When a side receives a red card, they are immediately disqualified from the competition. Because of the red card, the side is placed in last place. They will also **not** be able to earn world ranking points for matches they won or the automatic point awarded for participating in the event.

In the case of a classification change, a side may have played some or all their pool matches while the classifiers at the event were conducting their observations. Any result achieved before a classification change occurs will stand, as at that time the matches were played they were deemed to be in the correct class. If the change in classification takes place while there are still matches left to be played, then all subsequent matches that side were due to play will be treated as a forfeit in favour of the other side (i.e. a walkover with the score of 6-0 or the highest score of that pool). If the change takes place after all the matches have been played, then the results of all matches played will stand. The side whose classification has changed is not eligible to advance to the elimination stage. They will be relegated to last place in the pool, and any side ranked below them initially will be promoted above them.

2.2. Elimination Stage

Elimination Stages are based on the winner progressing to the next round and the loser being eliminated from the competition. The rounds eliminate 50% of the sides until there are just four sides remaining at the semi-final round. From the semi-finals, the winners will advance to the final and the losers advance to the bronze medal playoff. All elimination stages must advance between 31% and 67% of the total number of sides (see Appendix B (1)).

2.2.1. Constructing an Elimination Stage

The number of sides that will progress to an elimination stage is determined by:

- (a) adherence to a geometric progression formula
- (b) the total number of sides entered
- (c) the number of pools in the pools stage

The number of sides within an elimination stage must always match the answer to the following geometric progression formula:

$$2^{(n+1)}.$$

In the equation, n refers to the number of rounds required prior to the final. For example, if you require one round prior to the final (i.e. semi-finals) then:

$$2^{(1+1)} = 2^2 = 4.$$

If you require two rounds prior to the final (i.e. quarter-finals) then:

$$2^{(2+1)} = 2^3 = 8.$$

The equation will state clearly the number of sides permitted within an elimination stage. To continue constructing the elimination stage, the total number of sides entered in the event and the number of pools will help identify how many sides will progress as Direct Qualifier and how many will progress as Points Qualifiers. However, the elimination stage is made up the number of sides must be between 31% and 67% of the overall entry.

2.2.1.1. Direct Qualifier

A Direct Qualifier is a side who advances to the elimination stage based on their final position within their pool only. An elimination stage must contain at least 1 Direct Qualifier from each pool. If the number of pools is a power of two (2, 4, 8) then all the sides that advance to the elimination stage will be a Direct Qualifier. For example, in an event where there are eight pools and 16 slots in the elimination stage, then there will be two Direct Qualifiers from each pool. It is possible for an elimination stage to contain only Direct Qualifiers

2.2.1.2. Points Qualifiers

A Points Qualifier is a side who advanced to the elimination stage based on their final position and record within their pool compared to other sides in different pools. The number of Points Qualifiers will always be less than the number of pools in the Pool(s) Stage and will vary based on the number of sides in the event and the number of pools. If the number of pools is not a power of two (3, 5, 6, 7) then some of the sides that advance to the Elimination stage will be Direct Qualifiers and some will be Points Qualifiers. For example, in an event where there are six pools and 16 slots in the elimination stage, then there will be two Direct Qualifiers from each pool and four Points Qualifiers. Appendix B (3) provides a reference guide for the number of sides that should advance for a given number of entrants and number of pools, including how many Points Qualifiers there should be.

2.2.2. Seeding 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 of the numbered slots 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.

Table 9 applies steps (a) to (c) to demonstrate how the slots in an elimination round are allocated a number and a seeding position is allocated to each slot.

Table 9 - Seeding Position Example for Elimination Stage

Slot	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Side	A1	B1	C1	D1	E1	F1	F2	E2	D2	C2	B2	A2	PQ1	PQ2	PQ3	PQ4

Figure 1 applies step (d) allocating the slots in a "snake arrangement" according to the advantage seeding method. Slot 1 is placed in the top left position, with Slot 2 in the top right position.

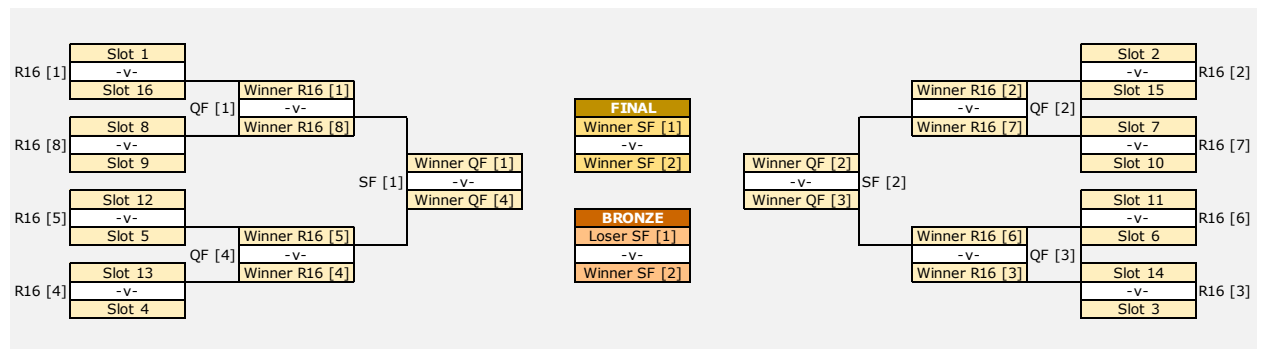


Figure 1 - Bracket Example for Elimination Stage

When comparing Table 9 and Figure 1, the direct qualifiers from each pool are on the same side of the bracket. For example, from Pool A slots 1 and 12 appear on the left-hand side of the bracket. Therefore, to complete step (e), some changes need to be made. In Table 9 slots 7 to 12 are awarded to the 2nd placed side in each pool (i.e. A2, B2). To make sure that the issue identified in Figure 1 is resolved, side A2 should be swapped with side B2. This should be repeated with the remaining adjacent pair of pools (i.e. C-D and E-F).

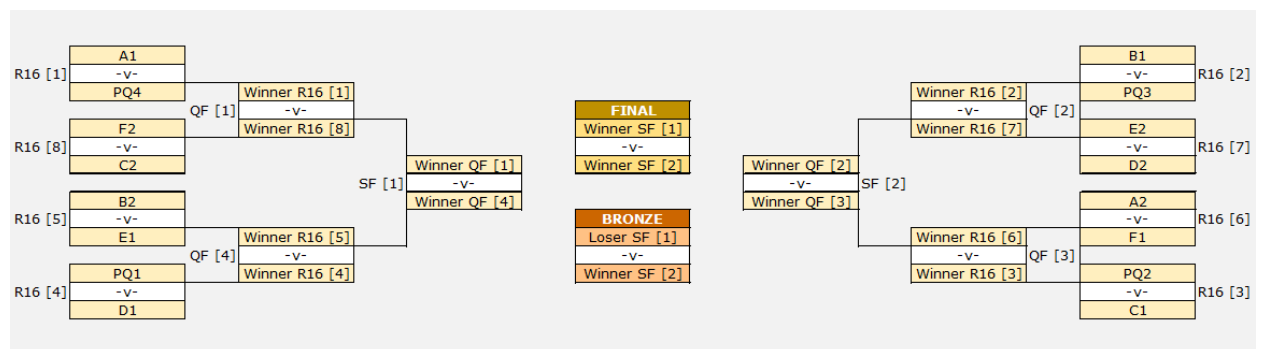


Figure 2 - Completed Bracket Example for Elimination Stage

Figure 2 displays the final bracket with these changes made and named sides in each slot. There are no sides from the same pool on the same side of the bracket. The advantage seeding method principles still exist, with the 1st placed sides from Pools A and B (A1 and B1) both facing a Quarter Final match against a side who finished 2nd in one of the lower pools (i.e. C to D) on their route to potentially playing each other in the final.

2.2.2.1. Handling Exceptions

There is one exception to how sides are seeded for an elimination stage that must be considered:

- (a) where Points Qualifiers feature in an elimination stage, they must not be placed against a Direct Qualifier whom they have previously played.

Points Qualifiers are ranked based upon the criteria set out in 2.2.3. This may lead to Points Qualifier being placed against a side they have already played. For example, in Figure 2, PQ4 refers to the fourth Points Qualifier. They are drawn to play side A1. If both sides came from Pool A, then they should not play each other. This exception also follows the principle of the advantage seeding method, where sides who played in the pool stage should not play again before the final. However, with Points Qualifiers this is not always possible

Therefore, when a Points Qualifier features in an elimination stage the following process should be applied:

- (a) swapping slots with **only** other Points Qualifiers (i.e. no Direct Qualifiers will be part of the swap) so that the conflicting sides do not meet until the final
- (b) swapping slots with **only** other Points Qualifiers so that the conflicting sides do not meet until the semi-final
- (c) if neither is possible, then the original draw should be retained.

When this situation occurs the competition management system will look for the first swap that can be made. It will follow the "snake arrangement" until the first Points Qualifier that meets criteria (a). If no suitable swap can be made, the system will repeat the process following criteria (b). By handling this exception in this manner (i.e. one conflict at a time), the system may make additional swaps when compared to identifying all exceptions and solving them together.

2.2.3. Advancing Sides to an Elimination Stage

Once the number of Direct Qualifiers and Points Qualifiers has been correctly identified then the process for identifying which sides are eligible to advance to the elimination stage can begin. Direct Qualifiers should be identified and selected first, before Points Qualifiers are identified and selected. Table 10 defines the criteria for comparing across pools to determine which sides progress to the elimination stage.

Table 10 - Criteria for Advancing Sides to Elimination Stage

Criteria	Method	Description
1	Pool Position	<i>Final position within a pool in descending order</i>
2	Number of Wins	<i>The total number of wins in descending order</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 seeding position for each side in ascending order</i>

For Direct Qualifier slots, the process for advancing sides is:

- (a) the number of sides per pool (i.e. usually 1 or 2) is selected based on criteria 1 **only**. For example, 1st place in pool would be advanced where there is 1 Direct Qualifier per pool).

For Points Qualifier slots, the process for advancing sides is:

- (a) any remaining sides are compared against each criterion, starting with criteria one
- (b) where a tie between two or more sides exist, the tie should be resolved by applying criteria two
- (c) if criteria two cannot split the tie, then the criteria three is applied. This process is repeated with each criterion applied in sequential order until the tie is split and/or the required number of Point Qualifiers has been identified.
- (d) when all Point Qualifiers have been identified, the criteria are reapplied in sequential order to rank the sides that have been selected. The side at the top of the ranking becomes PQ1 for the purposes of allocating a side to match in the elimination stage with all other sides allocated according to the ranking order (i.e. 2nd becomes PQ2).

There is a flowchart and example in Appendix B (4) that explains this process further.

2.2.3.1. Handling Exceptions

There is one exception to how sides are advanced to the elimination stage that must be considered:

- (a) when comparing the performance (and not the result) of sides from different pools, they must have played the same number of matches in the pool stage.

Sometimes, pools may contain an unequal number of sides. For example, there could be one pool of four sides (i.e. Pool A) and three pools of three sides (i.e. Pools B, C, D). This would allow the sides in Pool A to play one more match overall which would mean they had an unfair advantage when the criteria in Table 10 are applied.

Therefore, where unequal pools exist, the process followed should be amended to:

- (a) any remaining sides are compared against each criterion, starting with criteria one
- (b) if there are unequal pools, prior to criteria two being applied, the results from matches against the lowest ranked side should be removed, in the pool(s) with the higher number of sides (i.e. the pool of four)**
- (c) when the results have been removed, criteria two should be applied to split the tie
- (d) if criteria two cannot split the tie, then the criteria three is applied, this process is repeated with each criterion applied in sequential order until the tie is split and/or the required number of Point Qualifiers has been identified.
- (e) when all ties have been split, with the Point Qualifiers having been identified, the criteria are reapplied in sequential order to rank the sides. The side at the top of the ranking becomes PQ1 to allocate a side to a match in the elimination stage with all other sides allocated according to the ranking order (i.e. 2nd becomes PQ2).

2.2.4. Final Positioning Criteria for Elimination Stages

When a side is eliminated from an elimination stage, they will also need to receive a final position in the overall event. The final position awarded will be determined by the stage at which they are eliminated. Table 11 describes how final positions are awarded to sides during an elimination stage.

Table 11 - Final Position Criteria for Elimination Stages

Position	Side(s)
1st	<i>Winner of the Final</i>
2nd	<i>Loser of the Final</i>
3rd	<i>Winner of Bronze Medal Playoff</i>
4th	<i>Loser of Bronze Medal Playoff</i>
5th to 8th	<i>Losers of the Quarter-Finals (when played)</i>
9th to 16th	<i>Losers of the Round of 16 (when played)</i>
17th to 32nd	<i>Loser of the Round of 32 (when played)</i>

From 5th to 32nd, more than one side will be eliminated at the same time (i.e. four sides are eliminated from the Quarter Finals). Therefore,).

Table 12 provides three criteria to determine which side should be ranked highest (i.e. 5th) to lowest (i.e. 8th).

Table 12 - Tie-Breaker Criteria for Final Position

Criteria	Method	Description
1	Points Difference	<i>The total number of points scored, minus the total number of points conceded in descending order</i>
2	Points For	<i>The total number of points scored in descending order</i>
3	Previous Round	<i>The results of the preceding round are taken and criterion 1 and 2 are applied to these results to split any ties.</i>

For sides eliminated within the same round, their results from that round are compared first. Criteria one, and then two if a tie remains, are applied to the match they lost. If there is still a tie, then the results from previous rounds are compared. If there was no previous elimination stage round, then the pool stages are used. Once all sides have been awarded a final position, then the final ranking order for the event can be published.

3. World Ranking

World Ranking Points	20
Event Weighting	22
World Ranking Calculation	23

This section will cover:

- how world ranking points are awarded for performance
- how each event is weighted for importance
- how a side's world ranking points total is calculated

3.1. World Ranking Points

World ranking points will be awarded for the outcome of each match played in a BISFed sanctioned competition. For every win that a player achieves, they will receive a specific amount of points. The number of points awarded will depend on the stage of competition of the match. There will also be points awarded for entering a competition and for progressing from a pool stage to an elimination round. Table 13 describes the points that are awarded to players at BISFed sanctioned events. The awarding of points is subject to any disciplinary action, such as when receiving a red card, which will prevent any world ranking points from being awarded including the points awarded for participation/entry.

Table 13 - World Ranking Point Allocations

Round	Points Awarded
Final	3
Bronze	2
Semi-Final	4
Quarter-Final	4
Round of 16	2
Advance to Elimination Stage	1
Pool Match	1
Participation/Entry	1

All sides who attend and play in any event at a competition will receive one-point entry bonus. From this point, when a side wins a match, they are awarded the points total in Table 13. For example, for every pool match victory, a side is awarded one point. If they play and win three pool matches then they would earn three ranking points. Any match a side loses, no matter what round that loss occurs in, will not earn any points for a side.

3.1.1. Handling Exceptions

There are three circumstances which are exceptions to Table 13, they are:

- (a) events may take place with only a pool stage, therefore limiting the number of points available for advancing to the elimination stage.
- (b) there may be an unequal number of sides in pools at the same event, providing some sides with an additional opportunity to earn points for winning a pool match.
- (c) an athlete may receive a ban (i.e. as the result of an anti-doping rule violation) which will see the points awarded during an event being redistributed.

In smaller events, only a pool stage may be appropriate (i.e. with less than six sides). This could disadvantage the sides who compete in the pools only format a higher amount of points are awarded for elimination round victories. Therefore, to solve this exception, a pool only bonus formula has been created:

$$1^{\text{st}} \text{ Place} = \frac{\text{Final} + \text{Semi-Final}}{2}$$

$$2^{\text{nd}} \text{ Place} = \frac{\text{Semi-Final}}{2}$$

$$3^{\text{rd}} \text{ Place} = \frac{\text{Bronze Medal}}{2}$$

The purpose of the formula is to ensure that when comparing 1st place and last place between an elimination round format and pools only format, assuming typical performance for each side, then 1st place in each format should earn a similar number of points and that last place should earn a similar number of points. The number of sides to benefit from the formula is identified in Table 14 and is based on the number of sides in the pools only format.

Table 14 - Pool Only Bonus Formula

Size of Pool	Bonus Awarded
2	1 st only
3	1 st only
4	1 st , 2 nd
5	1 st , 2 nd
6+	1 st , 2 nd , 3 rd

In some events with an elimination round, there are pools of uneven sizes (i.e. six pools of four and one pool of three). The sides in the smaller pool would be at a disadvantage because they have fewer matches so would have less opportunity to accumulate points for winning a pool match. Therefore, to solve this exception, a group normalisation formula has been created.

$$\text{Points Awarded} = \frac{\text{Number of Wins}}{\text{Number of Matches Played}}$$

This takes the results from the existing matches in the smaller pool and predicts the likely outcome of an additional match so that all sides can earn points from the same number of pools matches. For example, in a pool of three, if a side has won two matches it is assumed they would win an additional match so they are awarded the points for a win. If a side had won one and lost one, then it is assumed they would be awarded half the points of a win. If a side had lost both matches, it is assumed they would lose the additional match and are awarded no points.

After an event has taken place, disciplinary action may lead to a side's points being forfeited as part of the punishment. For example, when an athlete commits an anti-doping rules violation their results and ranking points can be forfeited if their doping ban is back-dated.

When this happens, the following process should be followed:

- (a) In a pool stage, the banned athlete's results would be forfeited (as per missed call room) with their opponents awarded the highest score of the pool.
- (b) If banned athlete qualified from the pool for an elimination round, based on forfeited pool results, an elimination round bonus may be awarded to a side that would have qualified after the forfeits are applied. However, if this promotes a side that did not qualify during the event, they can only receive the bonus and will not receive points based on the results of the banned side during the elimination round.
- (c) If a banned side progressed to an elimination round, any elimination round results will be forfeited. However, any side that lost to the banned side would only receive the points for the forfeited round and not any subsequent rounds.

3.2. Event Weighting

Each tier of sanctioned competitions will be awarded a coefficient (see Table 15). Any points earned at a competition, except points awarded for entry, will be multiplied by the coefficient to calculate the total number of points awarded for an event. The coefficient has been calculated based on what an equivalent performance at either a higher or lower level would be worth. For example, 1st place at a World Open would be equivalent to 1st place at two Regional Open events. Likewise, 1st place at a World Championships would be equivalent to 1st place at two World Open events.

Table 15 - Event Coefficient Values

Event	Year 1 Coefficient	Year 2 Coefficient
Major World (i.e. World Championships)	4	3.5
Major Regional (i.e. Regional Championships)	3	2.5
Minor World (i.e. World Open)	2	1.5
Minor Regional (i.e. Regional Open)	1	0.5

The initial coefficient is valid for 365 days and is then reduced by 0.5 as described in Table 15. The coefficient will decay after 365 days or on the completion of the same type of event held in a subsequent year. For example, if the comparable event in the next year takes place before 365 days have passed, this will trigger the coefficient to decay otherwise, on day 366 the coefficient is decayed. For World Open and Regional Open events, they will be linked in chronological order. Therefore, the first event to happen in the first year of the quadrennial will be linked to the first event to happen in the second year of the quadrennial.

Events will be eligible for a maximum of two consecutive periods of 365 days (730 days in total). The event will be removed after 730 days or on completion of same type of event in the 2nd calendar year after the event takes place. If the comparable event, two years later takes place before 730 days have passed, this will trigger the event to be removed otherwise, on day 731 the event is removed.

The period of eligibility for each event begins on the day after the overall competition is finished. As soon as the Technical Delegate and BISFed Operations Manager have approved

the results and ranking points awarded at an event, the world ranking list will be updated. Where more than one BISFed sanctioned event takes place within a short period of time, BISFed may determine a fixed date on which all results from the adjacent events are added and the world ranking list will then be updated. BISFed reserves the right to amend the period of eligibility for each event to ensure the world ranking list provides a fair and equal qualification and entry method into BISFed sanctioned events.

3.3. World Ranking Calculation

A side's world ranking position is determined by ranking each side in descending order of their overall points total (listed to one decimal place, i.e. 100.1) which is calculated based on the following process and there is a full example in Appendix C (1):

- (a) adding together the total number of points earned at an event (see 3.1), multiplied by the coefficient for the event (see 3.2) and adding on the one point awarded for entering an event
- (b) ensuring the event falls within the ranking period defined under 3.3.1 and applying any decay depending on the date of the event (see 3.2)
- (c) ensuring the combination of events meets the criteria defined under 3.3.2
- (d) using the tie-breaker procedure defined under 3.3.3 to break the tie and rank each

3.3.1. Ranking Period

A side's world ranking will be calculated over a two-year rolling basis to qualify for the relevant World Championships, Paralympic Games or Regional Championships, as indicated below:

- 1st January 2015 to 31st December 2016 = Qualify for 2017 Regional Championships
- 1st January 2016 to 31st December 2017 = Qualify for 2018 World Championships
- 1st January 2017 to 31st December 2018 = Qualify for 2019 Regional Championships
- 1st January 2018 to 31st December 2019 = Qualify for 2020 Paralympics

3.3.2. Event Eligibility

A side's world ranking will be calculated using a side's four best event results (ranking point totals) over each two-year qualification period based on the following principles:

- (a) a side's ranking points total must include the ranking points total from the most recent major event (i.e. World Championships/Paralympic Games or Regional Championships) if the side attended the event
- (b) a side's ranking points totals from all other eligible events, subject to a maximum number of results from specific types of events:
 - a. most recent World Open(s), up to a maximum of two results
 - b. most recent Regional Open(s), up to a maximum of two results where a side has attended a World Open
 - c. most recent Regional Open(s), up to a maximum of three results where a side has not attended a World Open

3.3.3. Breaking Ties between Sides

More than one side may end up on the same number of total world ranking points. In situations like this, the criteria described in Table 16 should be used to break any ties. The criteria place greater weight on performances from higher level events and the efficiency of a side in gaining world ranking points. Ties are most likely to occur lower down on the world ranking list so each event type is included as part of the criteria. The final criteria relate to the last update of the world ranking system with precedence given to the side that has demonstrated the greatest level of ability in the past

Table 16 - Tie-Breaker Criteria for World Ranking Lists

Criteria	Method	Description
1	Points Total from most recent Major Event	<i>The total number of points earned from the most recent Major event (i.e. World or Regional Championships) in descending order</i>
2	Final Position in most recent Major Event	<i>The final position of the side at the most recent Major event (i.e. World or Regional Championship) in descending order</i>
3	Points Total from most recent World Open	<i>The total number of points earned from each athlete's most recent World Open in descending order</i>
4	Final Position in most recent World Open	<i>The final position of the side at the most recent World Open in descending order</i>
5	Points Total from most recent Regional Open	<i>The total number of points earned from each athlete's most recent Regional Open in descending order</i>
6	Final Position in most recent Regional Open	<i>The final position of the side at the most recent Regional Open in descending order</i>
7	Number of Events	<i>The total number of events participated within the current ranking period in ascending order</i>
8	Previous World Ranking Position	<i>The world ranking position in the last update of the world ranking list in ascending order</i>

A. 1: Qualification Process – Paralympic Games 2020

Team/Pair	TEAM	PAIR BC3	PAIR BC4
Entries	10	10	10
	40 [4 per NPC incl. 1 female]	30 [3 per NPC incl. 1 female]	30 [3 per NPC incl. 1 female]
Host Qualification	1 slot [subject to ranking]	1 slot [subject to ranking]	1 slot [subject to ranking]
Automatic Qualification	3 slots 1 st at each 2019 Regional Championships	3 slots 1 st at each 2019 Regional Championships	3 slots 1 st at each 2019 Regional Championships
Ranking Qualification	6 slots highest ranked nations on the world ranking list	6 slots highest ranked nations on world ranking list	6 slots highest ranked nations on the world ranking list
Format	2 pools of 5 sides; qualify to Semi-Final	2 pools of 5 sides; qualify to Semi-Final	2 pools of 5 sides; qualify to Semi-Final

Individual	BC1	BC2	BC3	BC4
Entries:	20	24	24	24
Automatic Qualification (Result)	3 slots 1 st at each 2019 Regional Championships	3 slots 1 st at each 2019 Regional Championships	3 slots 1 st at each 2019 Regional Championships	3 slots 1 st at each 2019 Regional Championships
Individual Ranking (without Team/Pair)	3 slots highest ranked individuals from NPC not qualified for Team	3 slots highest ranked individuals from NPC not qualified for Team	3 slots highest ranked individuals from NPC not qualified for Pair	3 slots highest ranked individuals from NPC not qualified for Pair
Individual Ranking (with Team/Pair)	3 slots highest ranked individuals from NPC qualified for Team	7 slots highest ranked individuals from NPC qualified for Team	7 slots highest ranked individuals from NPC qualified for Pair	7 slots highest ranked individuals from NPC qualified for Pair
Individual Ranking (Female)	1 slot highest ranked female not qualified for Team	1 slot highest ranked female not qualified for Team	1 slot highest ranked female not qualified for Pair	1 slot highest ranked female not qualified for Pair
Automatic Qualification (Team/Pair)	10 slots 1 per NPC from qualified Team	10 slots 1 per NPC from qualified Team	10 slots 1 per NPC from qualified Pair	10 slots 1 per NPC from qualified Pair
Format	4 pools of 5 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final

A. 2: Qualification Process – World Championships 2018

Team/Pair	TEAM	PAIR BC3	PAIR BC4
Entries	16	16	16
	80 [5 per nation incl. 1 female]	48 [3 per nation incl. 1 female]	48 [3 per nation incl. 1 female]
Host Qualification	1 slot [subject to ranking]	1 slot [subject to ranking]	1 slot [subject to ranking]
Automatic Qualification	9 slots 1 st , 2 nd , 3 rd at each 2017 Regional Championships	9 slots 1 st , 2 nd , 3 rd at each 2017 Regional Championships	9 slots 1 st , 2 nd , 3 rd at each 2017 Regional Championships
Ranking Qualification	6 slots highest ranked nations on the world ranking list	6 slots highest ranked nations on the world ranking list	6 slots highest ranked nations on the world ranking list
Format	4 pools of 4 sides; qualify to Q-Final	4 pools of 4 sides; qualify to Q-Final	4 pools of 4 sides; qualify to Q-Final

Individual	BC1	BC2	BC3	BC4
Entries	32	32	32	32
Automatic Qualification (Result)	9 slots 1 st , 2 nd , 3 rd at 2017 Regional Championships	9 slots 1 st , 2 nd , 3 rd at 2017 Regional Championships	9 slots 1 st , 2 nd , 3 rd at 2017 Regional Championships	9 slots 1 st , 2 nd , 3 rd at 2017 Regional Championships
Individual Ranking (without Team/Pair)	4 slots highest ranked individuals from NPC not qualified for Team	4 slots highest ranked individuals from NPC not qualified for Team	4 slots highest ranked individuals from NPC not qualified for Pair	4 slots highest ranked individuals from NPC not qualified for Pair
Individual Ranking (with Team/Pair)	3 slots highest ranked individuals from NPC qualified for Team	3 slots highest ranked individuals from NPC qualified for Team	3 slots highest ranked individuals from NPC qualified for Pair	3 slots highest ranked individuals from NPC qualified for Pair
Automatic Qualification (Team/Pair)	16 slots 1 per NPC from qualified Team	16 slots 1 per NPC from qualified Team	16 slots 1 per NPC from qualified Pair	16 slots 1 per NPC from qualified Pair
Format:	8 pools of 4 sides; qualify to Round of 16	8 pools of 4 sides; qualify to Round of 16	8 pools of 4 sides; qualify to Round of 16	8 pools of 4 sides; qualify to Round of 16

A.3: Qualification Process – Regional Championships 2017

Team/Pair	TEAM	PAIR BC3	PAIR BC4
Entries	Maximum of 10	Maximum of 10	Maximum of 10
	50 [5 per nation]	30 [3 per nation]	30 [3 per nation]
Host Qualification	1 slot [subject to ranking]	1 slot [subject to ranking]	1 slot [subject to ranking]
Ranking Qualification	Maximum of 9 slots highest ranked nations on the world ranking list	Maximum of 9 slots highest ranked nations on the world ranking list	Maximum of 9 slots highest ranked nations on the world ranking list

Individual	BC1	BC2	BC3	BC4
Entries	Maximum of 36	Maximum of 36	Maximum of 36	Maximum of 36
Individual Ranking (without Team/Pair)	Max. of 6 slots highest ranked individuals from NPC not qualified for Team	Max. of 6 slots highest ranked individuals from NPC not qualified for Team	Max. of 6 slots highest ranked individuals from NPC not qualified for Pair	Max. of 6 slots highest ranked individuals from NPC not qualified for Pair
Individual Ranking (with Team/Pair)	Max. of 8 slots highest ranked individuals from NPC qualified for Team	Max. of 8 slots highest ranked individuals from NPC qualified for Team	Max. of 8 slots highest ranked individuals from NPC qualified for Pair	Max. of 8 slots highest ranked individuals from NPC qualified for Pair
Automatic Qualification (Team/Pair)	Max. of 20 slots 2 per NPC from qualified Team	Max. of 20 slots 2 per NPC from qualified Team	Max. of 20 slots 2 per NPC from qualified Pair	Max. of 20 slots 2 per NPC from qualified Pair

A.4: Qualification Process – Regional Championships 2019

Team/Pair	TEAM	PAIR BC3	PAIR BC4
Entries	Maximum of 8	Maximum of 8	Maximum of 8
	40 [5 per nation]	24 [3 per nation]	24 [3 per nation]
Host Qualification	1 slot [subject to ranking]	1 slot [subject to ranking]	1 slot [subject to ranking]
Ranking Qualification	Maximum of 7 slots highest ranked nations on the world ranking list	Maximum of 7 slots highest ranked nations on the world ranking list	Maximum of 7 slots highest ranked nations on the world ranking list
Format	2 pools of 4 sides; qualify to Q-Final	2 pools of 4 sides; qualify to Q-Final	2 pools of 4 sides; qualify to Q-Final

Individual	BC1	BC2	BC3	BC4
Entries	Maximum of 24	Maximum of 24	Maximum of 24	Maximum of 24
Individual Ranking (without Team/Pair)	Max. of 6 slots highest ranked individuals from NPC not qualified for Team	Max. of 6 slots highest ranked individuals from NPC not qualified for Team	Max. of 6 slots highest ranked individuals from NPC not qualified for Pair	Max. of 6 slots highest ranked individuals from NPC not qualified for Pair
Individual Ranking (with Team/Pair)	Max. of 2 slots highest ranked individuals from NPC qualified for Team	Max. of 2 slots highest ranked individuals from NPC qualified for Team	Max. of 2 slots highest ranked individuals from NPC qualified for Pair	Max. of 2 slots highest ranked individuals from NPC qualified for Pair
Automatic Qualification (Team/Pair)	Max. of 16 slots 2 per NPC from qualified Team	Max. of 16 slots 2 per NPC from qualified Team	Max. of 16 slots 2 per NPC from qualified Pair	Max. of 16 slots 2 per NPC from qualified Pair
Format	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final

A.5: Qualification Process – World Opens

Team/Pair	TEAM	PAIR BC3	PAIR BC4
Entries	Maximum of 10	Maximum of 10	Maximum of 10
	50 [5 per nation]	30 [3 per nation]	30 [3 per nation]
Automatic Qualification (Regional)	Maximum of 3 slots 1 st at each Regional Open event held in previous year	Maximum of 3 slots 1 st at each Regional Open event held in previous year	Maximum of 3 slots 1 st at each Regional Open event held in previous year
Ranking Qualification (Regional)	Maximum of 3 slots highest ranked nations from host region from the world ranking list	Maximum of 3 slots highest ranked nations from host region from the world ranking list	Maximum of 3 slots highest ranked nations from host region from the world ranking list
Ranking Qualification (Regional)	Maximum of 4 slots highest ranked nations from the world ranking list	Maximum of 4 slots highest ranked nations from the world ranking list	Maximum of 4 slots highest ranked nations from the world ranking list
Bipartite Invitation	Maximum of 1 slot For host if not otherwise qualified or can be awarded based on bipartite invitation principles	Maximum of 1 slot For host if not otherwise qualified or can be awarded based on bipartite invitation principles	Maximum of 1 slot For host if not otherwise qualified or can be awarded based on bipartite invitation principles
Format	2 pools of 5 sides; qualify to Semi-Final	2 pools of 5 sides; qualify to Semi-Final	2 pools of 5 sides; qualify to Semi-Final

Individual	BC1	BC2	BC3	BC4
Entries	Maximum of 24	Maximum of 24	Maximum of 24	Maximum of 24
Individual Ranking (without Team/Pair)	Max. of 4 slots highest ranked individuals from NPC not qualified for Team	Max. of 4 slots highest ranked individuals from NPC not qualified for Team	Max. of 4 slots highest ranked individuals from NPC not qualified for Pair	Max. of 4 slots highest ranked individuals from NPC not qualified for Pair
Automatic Qualification (Team/Pair)	Max. of 20 slots 2 per NPC from qualified Team	Max. of 20 slots 2 per NPC from qualified Team	Max. of 20 slots 2 per NPC from qualified Pair	Max. of 20 slots 2 per NPC from qualified Pair
Format	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final	6 pools of 4 sides; qualify to Quarter-Final

A. 6: Qualification Process – Regional Opens

Team/Pair	TEAM	PAIR BC3	PAIR BC4
Entries	Maximum of 10	Maximum of 10	Maximum of 10
	50 [5 per nation]	30 [3 per nation]	30 [3 per nation]
Host Qualification	1 slot [subject to ranking]	1 slot [subject to ranking]	1 slot [subject to ranking]
Expression of Interest	Maximum of 9 slots allocated based on preference of nations and principles defined under 1.4.2	Maximum of 9 slots allocated based on preference of nations and principles defined under 1.4.2	Maximum of 9 slots allocated based on preference of nations and principles defined under 1.4.2

Individual	BC1	BC2	BC3	BC4
Entries	Maximum of 24*	Maximum of 24*	Maximum of 24*	Maximum of 24*
Individual Bipartite Invitations	Max. of 4 slots allocated to individuals based on expression of interest process	Max. of 4 slots allocated to individuals based on expression of interest process	Max. of 4 slots allocated to individuals based on expression of interest process	Max. of 4 slots allocated to individuals based on expression of interest process
Automatic Qualification (Team/Pair)	Max. of 20 slots 2 per NPC from qualified Team	Max. of 20 slots 2 per NPC from qualified Team	Max. of 20 slots 2 per NPC from qualified Pair	Max. of 20 slots 2 per NPC from qualified Pair

*The maximum entry of 24 individuals may be exceeded if the event schedule permits the additional number of matches to be played. Permission to exceed 24 athletes must be granted by BISFed's Operations Manager and the Competition Committee.

B. 1: Pool Stage Format Calculator

BISFed preferred formats are highlighted in yellow, other formats may be used but must adhere to principles described in the table (i.e. pool size, total KO entry and ratio).

Entry	No. Pools	Max. Pool Size	Direct KO per pool	Total Direct KO	Point Qualifier	Total KO Entry	Ratio	No. Pool Matches
2	1	2	-	-	-	-	-	2
3	1	3	-	-	-	-	-	3
4	1	4	-	-	-	-	-	6
5	1	5	-	-	-	-	-	10
6	1	6	-	-	-	-	-	15
6	2	3	2	4	0	4	67%	10
7	1	7	-	-	-	-	-	21
7	2	4	2	4	0	4	57%	9
8	2	4	2	4	0	4	50%	12
9	2	5	2	4	0	4	44%	16
9	3	3	1	3	1	4	44%	9
10	2	5	2	4	0	4	40%	20
10	3	4	1	3	1	4	40%	12
11	3	4	1	3	1	4	36%	15
12	3	4	1	3	1	4	33%	18
12	4	3	1	4	0	4	33%	12
12	4	3	2	8	0	8	67%	12
13	3	5	1	3	1	4	31%	22
13	4	4	1	4	0	4	31%	15
14	3	5	2	6	2	8	57%	26
14	4	4	2	8	0	8	57%	18
15	3	5	2	6	2	8	53%	30
15	4	4	2	8	0	8	53%	21
15	5	3	1	5	3	8	53%	15
16	4	4	2	8	0	8	50%	24
16	5	4	1	5	3	8	50%	18
17	4	5	2	8	0	8	47%	28
17	5	4	1	5	3	8	47%	21
18	4	5	2	8	0	8	44%	32
18	5	4	1	5	3	8	44%	24
18	6	3	1	6	2	8	44%	18
19	4	5	2	8	0	8	42%	36
19	5	4	1	5	3	8	42%	27
19	6	4	1	6	2	8	42%	21
20	4	5	2	8	0	8	40%	40
20	5	4	1	5	3	8	40%	30
20	6	4	1	6	2	8	40%	24
21	5	5	1	5	3	8	38%	34
21	6	4	1	6	2	8	38%	27
21	7	3	1	7	1	8	38%	21
22	5	5	1	5	3	8	36%	38
22	6	4	1	6	2	8	36%	30
22	7	4	1	7	1	8	36%	24
23	5	5	1	5	3	8	35%	42
23	6	4	1	6	2	8	35%	33
23	7	4	1	7	1	8	35%	27
24	5	5	1	5	3	8	33%	46
24	6	4	1	6	2	8	33%	36
24	7	4	1	7	1	8	33%	30
24	8	3	1	8	0	8	33%	24

Entry	No. Pools	Max. Pool Size	Direct KO per pool	Total Direct KO	Point Qualifier	Total KO Entry	Ratio	No. Pool Matches
25	6	5	1	6	2	8	32%	40
25	7	4	1	7	1	8	32%	33
25	8	4	1	8	0	8	32%	27
26	6	5	1	6	2	8	31%	44
26	7	4	1	7	1	8	31%	36
26	8	4	1	8	0	8	31%	30
27	6	5	2	12	4	16	59%	48
27	7	4	2	14	2	16	59%	39
27	8	4	2	16	0	16	59%	33
27	9	3	1	9	7	16	59%	27
28	6	5	2	12	4	16	57%	52
28	7	4	2	14	2	16	57%	42
28	8	4	2	16	0	16	57%	36
28	9	4	1	9	7	16	57%	30
29	6	5	2	12	4	16	55%	56
29	7	5	2	14	2	16	55%	46
29	8	4	2	16	0	16	55%	39
29	9	4	1	9	7	16	55%	33
30	6	5	2	12	4	16	53%	60
30	7	5	2	14	2	16	53%	50
30	8	4	2	16	0	16	53%	42
30	9	4	1	9	7	16	53%	36
30	10	3	1	10	6	16	53%	30
31	7	5	2	14	2	16	52%	54
31	8	4	2	16	0	16	52%	45
31	9	4	1	9	7	16	52%	39
31	10	4	1	10	6	16	52%	33
32	7	5	2	14	2	16	50%	58
32	8	4	2	16	0	16	50%	48
32	9	4	1	9	7	16	50%	42
32	10	4	1	10	6	16	50%	36
33	7	5	2	14	2	16	48%	62
33	8	5	2	16	0	16	48%	52
33	9	4	1	9	7	16	48%	45
33	10	4	1	10	6	16	48%	39
33	11	3	1	11	4	16	48%	33
34	7	5	2	14	0	16	47%	66
34	8	5	2	16	0	16	47%	56
34	9	4	1	9	7	16	47%	48
34	10	4	1	10	6	16	47%	42
34	11	4	1	11	5	16	47%	36
35	7	5	2	14	2	16	46%	70
35	8	5	2	16	0	16	46%	60
35	9	4	1	9	7	16	46%	51
35	10	4	1	10	6	16	46%	45
35	11	4	1	11	5	16	46%	39
36	8	5	2	16	0	16	44%	64
36	9	4	1	9	7	16	44%	54
36	10	4	1	10	6	16	44%	48
36	11	4	1	11	5	16	44%	42
36	12	3	1	12	4	16	44%	36

B. 2: Match Order Structure

For pools of three, the following structure should be used:

	Match 1	Bye
Round 1	1 v 3	2
	Match 2	Bye
Round 2	2 v 3	1
	Match 3	Bye
Round 3	1 v 2	3

For pools of four, the following structure should be used:

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

For pools of five, the following structure should be used:

	Match 1	Match 2	Bye
Round 1	1 v 5	2 v 4	3
	Match 3	Match 4	Bye
Round 2	1 v 4	3 v 5	2
	Match 5	Match 6	Bye
Round 3	1 v 3	2 v 5	4
	Match 7	Match 8	Bye
Round 4	2 v 3	4 v 5	1
	Match 9	Match 10	Bye
Round 5	1 v 2	3 v 4	5

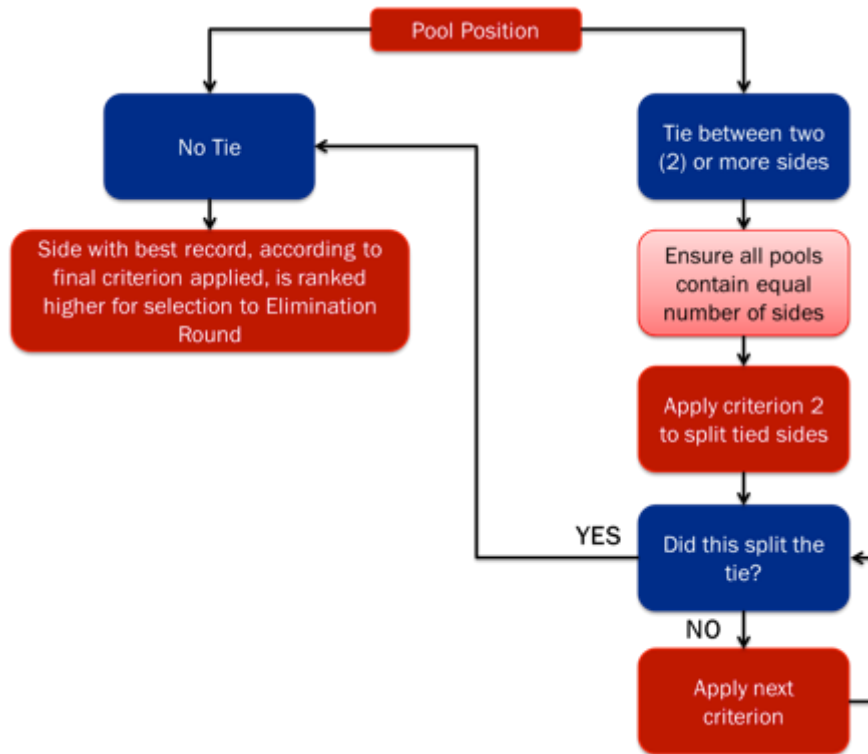
For pools of six, the following structure should be used:

	Match 1	Match 2	Match 3
Round 1	1 v 6	2 v 4	3 v 5
	Match 4	Match 5	Match 6
Round 2	1 v 5	2 v 3	4 v 6
	Match 7	Match 8	Match 9
Round 3	1 v 4	2 v 5	3 v 6
	Match 10	Match 11	Match 12
Round 4	1 v 3	2 v 6	4 v 5
	Match 13	Match 14	Match 15
Round 5	1 v 2	3 v 4	5 v 6

B.3: Constructing an Elimination Stage

No. of Direct Advancers	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
No. of Pools	3	4	5	6	7	8	9	10	11	12	2	3	4	5	6	7	8
Total Direct Advancers	3	4	5	6	7	8	9	10	11	12	4	6	8	10	12	14	16
Total Qualifiers	4	4	8	8	8	8	16	16	16	16	4	8	8	16	16	16	16
No. of Point Qualifiers	1	0	3	2	1	0	7	6	5	4	0	2	0	6	4	2	0
Position 1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1	A-1
Position 2	PQ-1	D-1	PQ-3	PQ-2	PQ-1	H-1	PQ-7	PQ-6	PQ-5	PQ-4	B-2	PQ-2	B-2	PQ-6	PQ-4	PQ-2	B-2
Position 3	B-1	B-1	D-1	D-1	D-1	D-1	H-1	H-1	H-1	H-1	B-1	B-2	C-2	B-2	C-2	F-2	G-2
Position 4	C-1	C-1	E-1	E-1	E-1	E-1	I-1	I-1	I-1	I-1	A-2	C-2	D-1	C-2	F-2	G-2	H-1
Position 5			B-1	B-1	B-1	B-1	D-1	D-1	D-1	D-1		B-1	B-1	E-1	E-1	E-1	E-1
Position 6			PQ-2	PQ-1	G-1	G-1	PQ-4	PQ-3	PQ-2	PQ-1		PQ-1	A-2	PQ-2	B-2	C-2	F-2
Position 7			C-1	C-1	C-1	C-1	E-1	E-1	E-1	E-1		A-2	D-2	PQ-3	PQ-1	B-2	C-2
Position 8			PQ-1	F-1	F-1	F-1	PQ-3	PQ-2	PQ-1	L-1		C-1	C-1	D-1	D-1	D-1	D-1
Position 9							B-1	B-1	B-1	B-1				B-1	B-1	B-1	B-1
Position 10							PQ-6	PQ-5	PQ-4	PQ-3				PQ-5	PQ-3	PQ-1	A-2
Position 11							G-1	G-1	G-1	G-1				A-2	D-2	E-2	H-2
Position 12							PQ-1	J-1	J-1	J-1				D-2	E-2	G-1	G-1
Position 13							C-1	C-1	C-1	C-1				E-2	F-1	F-1	F-1
Position 14							PQ-5	PQ-4	PQ-3	PQ-2				PQ-1	A-2	D-2	E-2
Position 15							F-1	F-1	F-1	F-1				PQ-4	PQ-2	A-2	D-2
Position 16							PQ-2	PQ-1	K-1	K-1				C-1	C-1	C-1	C-1

B. 4: Points Qualifier Flowchart Example



The flowchart depicts the process described in 2.2.3. Starting with pool position (criteria 1 in Table 9) the flowchart describes the process of resolving any ties. Following the right hand side of the flowchart, each box provides a prompt about what decision to make.

To bring this process to life, the following example described the steps identified in the flowchart. In an event where there are six pools and 16 slots in the Elimination Round, there are two Direct Qualifiers from each pool and four Points Qualifiers. The Direct Qualifiers are the sides ranked 1st and 2nd from each pool at the end of the Pools Stage.

The Points Qualifiers are identified by ranking all of the remaining sides based on where they are ranked at the end of the Pools Stage (Criterion 1). This would eliminate all sides ranked 4th (i.e. 6 sides).

There would be 6 sides remaining (i.e. all sides ranked 3rd) and the number of wins that each side achieved would be used to rank the sides (Criterion 2).

If at this stage, it is possible to rank the sides in descending order to identify the 4 sides for the Points Qualifier slots, then the sides ranked 1st – 4th on this list would be advanced. If it is not possible to do this at this stage, then the process is repeated with each criterion until it is possible.

C. 1: World Ranking Points Total Example

Step 1: Calculate Event Totals

The table below demonstrates how to calculate the total points earned by an athlete at an event. In each row, you can see the number of pools wins, the bonus for advancing to the elimination stage and then the points earned in the elimination stage. Player C is awarded 2.67 points for the number of pool wins. This means they received a 0.67 bonus because there were uneven pools. Player C played 3 matches, but Player A played 4 matches. Player C won 2 of their 3 matches; so $2 \div 3 = 0.67$; and this bonus is added to their score.

Rank	Name	Event	No. of Pool Wins	KO Bonus	QF	SF	F	Total
1	Player A	World Open Kansas	4	1	4	4	3	16
1	Player B	World Open Seville	3	1	4	4	3	15
2	Player C	World Open Kansas	2.67	1	4	4	0	11.67
2	Player D	World Open Seville	3	1	4	4	0	12
3	Player E	World Open Kansas	4	1	4	0	2	11
3	Player F	World Open Seville	3	1	4	0	2	10
4	Player G	World Open Kansas	2	1	4	0	0	7
4	Player H	World Open Seville	3	1	4	0	0	8

Step 2: Calculate Weighted Total

The table below demonstrates how to calculate the weighted total for each event, applying the coefficient for the event based on which tier the event falls into. In this case, the events are World Open events, so they are awarded a co-efficient of 2. For each player their total points earned are multiplied by 2, and then the entry bonus (1pt) is applied. That means Player A's 16 points are converted to 33 points after the coefficient and the entry bonus have been applied.

Rank	Name	Event	Total	Tier	Entry	Total
1	Player A	World Open Kansas	16	2	1	$((16 \times 2) + 1) = 33$
1	Player B	World Open Seville	15	2	1	$((15 \times 2) + 1) = 31$
2	Player C	World Open Kansas	11.67	2	1	$((11.67 \times 2) + 1) = 24.3$
2	Player D	World Open Seville	12	2	1	$((12 \times 2) + 1) = 25$
3	Player E	World Open Kansas	11	2	1	$((11 \times 2) + 1) = 23$
3	Player F	World Open Seville	10	2	1	$((10 \times 2) + 1) = 21$
4	Player G	World Open Kansas	7	2	1	$((7 \times 2) + 1) = 15$
4	Player H	World Open Seville	8	2	1	$((8 \times 2) + 1) = 17$

Step 3: Calculate Four Best Results

The process described below demonstrated how to calculate a side's four best results which when added together with equal a side's world ranking points total and this is what a side is ranked on (in descending order) to produce the world ranking list.

- To identify the result for Event 1, you must:
 - List all events attended within current ranking period (see 3.3.1)
 - Identify which major event was the most recent (see 1.2 for major event definition)
 - If a side attended this event, select the ranking points total they achieved at this event
 - If they did not attend the event, select their highest-ranking points total from any type of event

Event	Position	Total	Reason
WORLD OPEN KANSAS	2	24.3	
WORLD OPEN POVOA	2	20.5	
EUROPEAN CHAMPIONSHIPS	5	20.0	Most recent major event result
WORLD OPEN SEVILLE	4	17.0	
REGIONAL OPEN SANT CUGAT	3	12.0	
PARALYMPIC GAMES	16	4.5	

2. To identify the result for Event 2, you must:

- Select the next highest- ranking points total event from any type of event

Event	Position	Total	Reason
WORLD OPEN KANSAS	2	24.3	Highest ranking points total
WORLD OPEN POVOA	2	20.5	
EUROPEAN CHAMPIONSHIPS	5	20.0	Most recent major event result
WORLD OPEN SEVILLE	4	17.0	
REGIONAL OPEN SANT CUGAT	3	12.0	
PARALYMPIC GAMES	16	4.5	

3. To identify the result for Event 3, you must:

- Select the next highest-ranking points total event from any type of event, unless:
 - Both Event 1 and Event 2 were World Open events
 - If this is the case, select the next highest-ranking points total from any event, excluding World Opens
- Select the next highest-ranking points total event from any type of event, unless:
 - On the side’s list of events attended there is a World Open event and both Event 1 and Event 2 were Regional Opens
 - If this is the case, select the next highest-ranking points total from any event, excluding Regional Opens

Event	Position	Total	Reason
WORLD OPEN KANSAS	2	24.3	Highest ranking points total
WORLD OPEN POVOA	2	20.5	2 nd highest and 2 nd World Open result
EUROPEAN CHAMPIONSHIPS	5	20.0	Most recent major event result
WORLD OPEN SEVILLE	4	17.0	
REGIONAL OPEN SANT CUGAT	3	12.0	
PARALYMPIC GAMES	16	4.5	

4. To identify the result for Event 4, you must:

- Select the next highest-ranking points total event from any type of event unless:
 - Two events from Events 1, 2 and 3 were World Open events
 - If this is the case, select the next highest-ranking points total from any event, excluding World Opens
- Select the next highest-ranking points total event from any type of event unless:
 - On the side’s list of current events there is a World Open event and two events from Events 1, 2 and 3 were Regional Opens
 - If this is the case, select the next highest-ranking points total from any event, excluding World Opens
- Select the next highest-ranking points total event from any type of event unless:
 - All of Events 1, 2 and 3 were Regional Open events
 - If this is the case, select the next highest-ranking points total from any event, excluding Regional Opens

Event	Position	Total	Reason
WORLD OPEN KANSAS	2	24.3	Highest ranking points total
WORLD OPEN POVOA	2	20.5	2 nd highest and 2 nd World Open result
EUROPEAN CHAMPIONSHIPS	5	20.0	Most recent major event result
WORLD OPEN SEVILLE	4	17.0	3 rd World Open result which is not permitted
REGIONAL OPEN SANT CUGAT	3	12.0	Next highest-ranking points total that is allowed
PARALYMPIC GAMES	16	4.5	Four results already selected