Explanatory Notes RE AIC Draw

The following is the explanatory notes for qualifying to finals.

Games are 40 minutes duration.

Extra time: teams drop to 5 players. Golden try with continuous right of reply.

Highest qualifying team gets the first tap off. This is their advantage in finishing higher.

QF: Capped at 5 minutes.

SF: Capped at 5 minutes.

GF: Capped at 10 minutes.

Below is the explanation of how each division will work over the weekend.

Divisions with 8 & 9 teams will play 6 games using the 6 game template. Positions in the division/pool were secured by a ballot draw. The draw was recorded & is available to view. See admin at the tournament. The top 8 teams in these divisions progress to QF. 1st v 8th, 2nd v 7th etc.

Exception to this is the Boys 18's, mix 20's & Mens 20's. They have 8 teams & will play each other once giving them 7 games. This negates the division having a QF. After the 7 rounds 4 teams will progress to the SF & 4 will drop out.

Divisions with Pools of 7 teams will play each team in the pool once. 6 games.

Divisions with 6 teams will play a ballot game then play each team in the pool once. 6 games. Top 4 teams advance to SF. 1st v 4th, 2nd v 3rd.

Divisions with 5 teams will play each team once then 1st qualifies to semi final. 1st team will have played 4 games. Then 2nd v 5th, 3rd v 4th. This is their 5th game. Top four finishers in the division advance to SF. The 1st finishing team before the 5th game will always finish 1st regardless of the ladder.

Divisions with 3 pools. Top team in each pool ranked 1 to 3. Second teams in pools ranked 4 to 6 then next best two of the thirds ranked 7 & 8. 1st v 8th, 2nd v 7th etc.

Divisions with 2 pools. Top 4 in each pool then crossover for SF. 1st A v 4th B, 2nd A v 3rd B. etc

Divisions with 4 teams play each team twice. SF & GF. 1st v 4th, 2nd v 3rd.