



FIRENZE

IQA WORLD CUP 2018

GAMEPLAY FORMAT

IQA WORLD CUP 2018 - DAY 1 - 30 June

The first day will see a cross-pool league system in operation, with Pool A playing Pool B, Pool C playing Pool D, and so on.... with points going towards one single division table for all 10 pools.

There will be 6 groups of 4 teams, and 1 group of 5 teams.

This will be drawn as follows and will guarantee at least one intercontinental game for each team.

1. The top 7 teams from IQA World Cup 2016 will be drawn in the first slots of Group A, B, C, D, E, F and G. European teams in the top 7 teams are replaced with the rankings of IQA European Games 2017.

These teams are: Australia, Belgium, Canada, France, Norway, the United Kingdom, and the United States of America.

Mexico will automatically be sorted into the G2 spot, as the highest ranked team outside of the top 7 teams.

The draw will take place in the following order: A1, C1, E1, G1, B1, D1, F1.

2. The remaining teams from Asia, South America and Oceania will be drawn into the remaining 2nd slots. These teams are: Brazil, Hong Kong, Malaysia, New Zealand, South Korea and Vietnam. The draw will take place in the following order: A2, C2, E2, B2, D2, F2.
3. The 5th place to 11th place teams from European Games 2017 will be drawn next into the 3rd slots. These teams are: Germany, Turkey, Austria, Italy, Spain, Catalunya, and Poland. The draw will take place in the following order: A3, C3, E3, G3, B3, D3, F3.
4. The remaining European teams will be drawn into the remaining slots. These teams are: Slovakia, The Netherlands, Ireland, Slovenia, Czech Republic, Finland, Iceland and Switzerland. The draw will take place in the following order: A4, C4, E4, G4, B4, D4, F4, G5

Group A	Group B	Group C	Group D	Group E	Group F	Group G
A1	B1	C1	D1	E1	F1	G1
A2	B2	C2	D2	E2	F2	G2
A3	B3	C3	D3	E3	F3	G3
A4	B4	C4	D4	E4	F4	G4
						G5

Teams will not be playing against the teams of their own group but against their neighbouring group. This means the following matchups: A-B, C-D, E-F.

The exception being Group G, which will have 5 teams who'll all be playing against each other. All teams will have 4 games on day 1. Games will have a timecap of 45 minutes gametime. If the score is still tied without a snitch, the 2 teams will go to overtime and overtime rules apply.

AB (1)		G1 v G4	G2 v G3
CD (1)		EF (1)	
EF (1)	AB (2)	G3 v G1	G4 v G5
AB (2)	CD (2)		
EF (2)		G5 v G3	G1 v G2
AB (3)		CD (3)	
CD (3)	EF (3)	G2 v G5	G3 v G4
EF (3)	AB (4)		
CD (4)		G4 v G2	G5 v G1
EF (4)			

IQA WORLD CUP 2018 - DAY 1 - TOURNAMENT POINT SYSTEM

The following rules come into effect if the game ends after regulation:

- A team will receive **3 tournament points** if they win the game.
- A team will receive **1 tournament point** if they lose the game with less than or equal to a 30 quaffle point differential.
- A team will receive **0 tournament points** if they lose the game with more than a 30 quaffle point differential.

The following rules come into effect if the game end after 1st overtime or 2nd overtime:

- A team will receive **3 tournament points** if they win the game in any overtime.
- A team will receive **1 tournament point** if they lose the game in any overtime.

If a team forfeits a game, the forfeiting team will receive 0 tournament points. The other team who does not play a game due to that forfeit, will receive 3 tournament points.

IQA WORLD CUP 2018 - SEEDING FOR DAY 2 - 1 July

At the end of the day a single ranking for all teams will be created.

Rankings will be decided on the following tie-breakers:

1. Most Wins
2. Most Wins out Snitch Range
3. Most Wins in Snitch Range
4. Most Losses in Snitch Range
5. Least Losses out Snitch Range
6. Head-to-Head, if applicable
7. Most Tournament Points
8. Sum Tournament Points of played opponents
9. Sum Tournament Points of opponents defeated
10. Lowest Total Game Time Recorded
11. Least Amount of Red Cards
12. Least Amount of Yellow Cards
13. Least Amount of Blue Cards
14. Coin Toss

WHY ARE WE OPTING FOR THIS SYSTEM?

We listened to the general feedback from IQA World Cup 2016, IQA European Games 2017 and our preliminary release of a proposed IQA World Cup 2018 format. We wanted to create a balance of excitement between fans, players and staff. Every team playing at IQA World Cup 2018 will now face, in theory, at least an equally skilled opponent. This will hopefully lead to more thrilling games for everyone attending the event, either at location or following from home.

This format also tests the perseverance of all teams, showing everyone that these are the best quidditch players the world has to offer.

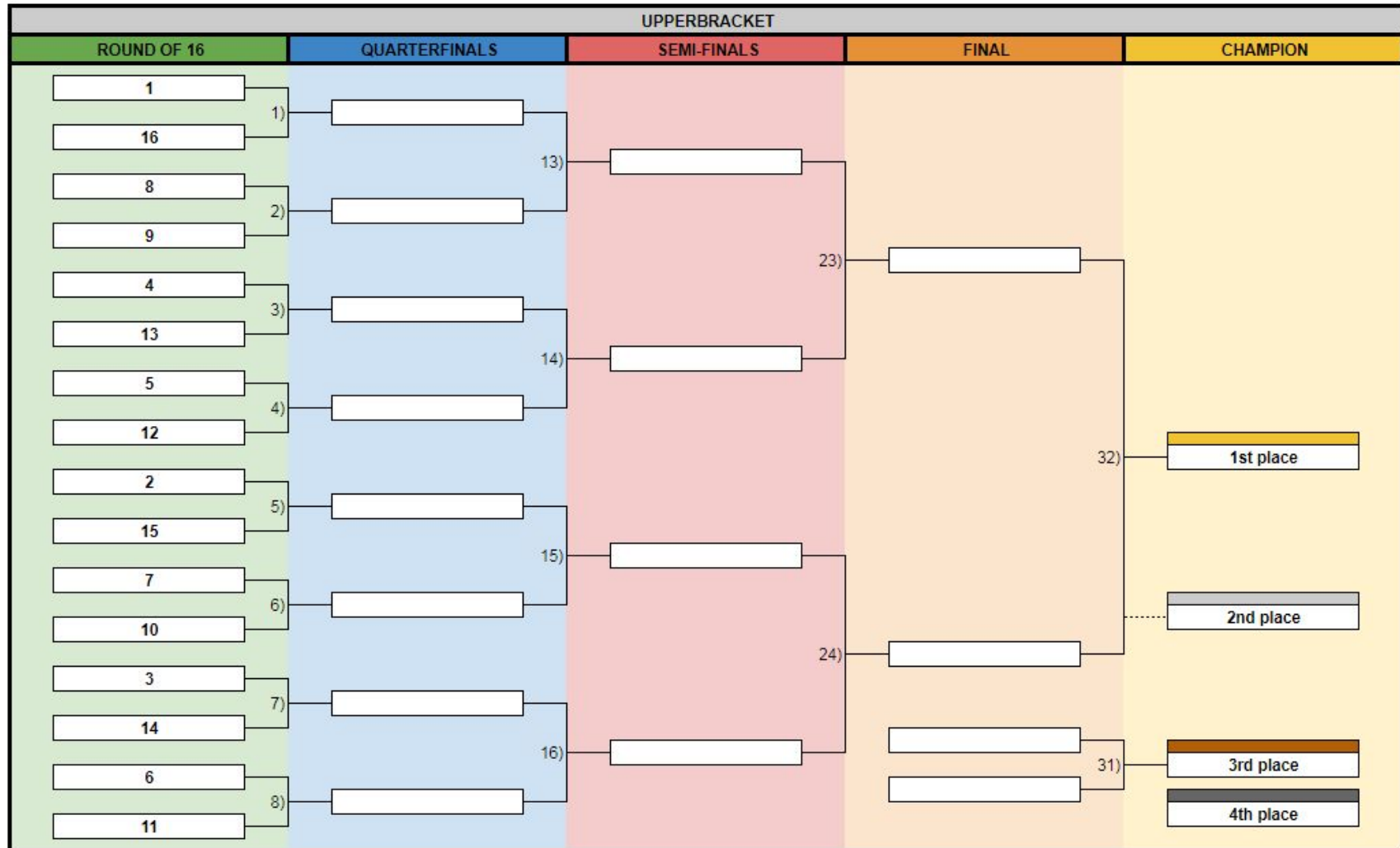
IQA WORLD CUP 2018 - DAY 2 - GENERAL SCHEDULE

The top 16 teams will go through the Round of 16 of Upper Bracket (to decide the top 16). The next 10 teams will go through to a Lower Bracket (to decide the ranking from 17th place to 26th). The bottom 3 will play a round robin to decide the 27th, 28th and 29th place.

This will guarantee every team a minimum of 2 games on Day 2. Games on Day 2 will not have a timecap.

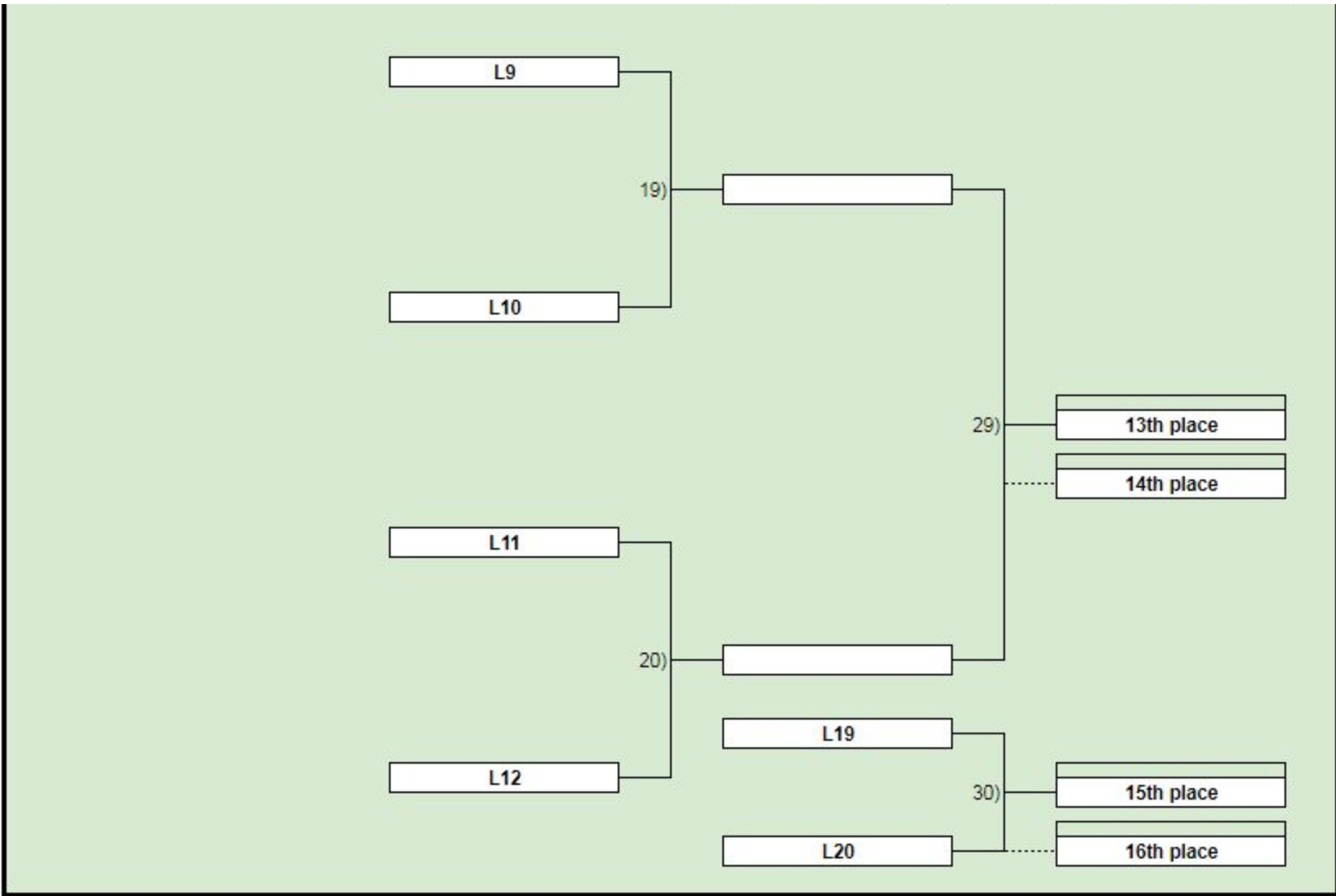
DAY 2	<i>Pitch 1</i>	<i>Pitch 2</i>	<i>Pitch 3</i>	<i>Pitch 4</i>	<i>Pitch 5</i>	<i>Pitch 6</i>
9:00	Round of 16 UB				Play-In LB	
10:00	Round of 16 UB				25th place LB	
11:00	Quarterfinals LB				Consolation Bracket 9-16	
12:00	Quarterfinals UB				Consolation Bracket 9-16	
13:00	Semifinals LB		Consolation Bracket 21-24		27 v 28	
14:00	Consolation Bracket 9-12		Consolation Bracket 12-16		28 v 29	
15:00	Semifinals UB		Consolation Bracket 5-8		27 v 29	
16:00	Final LB	3th place LB	9th place UB	11th place UB	13th place UB	15th place UB
17:00	3th place UB	5th place UB	7th place UB			
18:00	Final UB					

IQA WORLD CUP 2018 - UPPER BRACKET

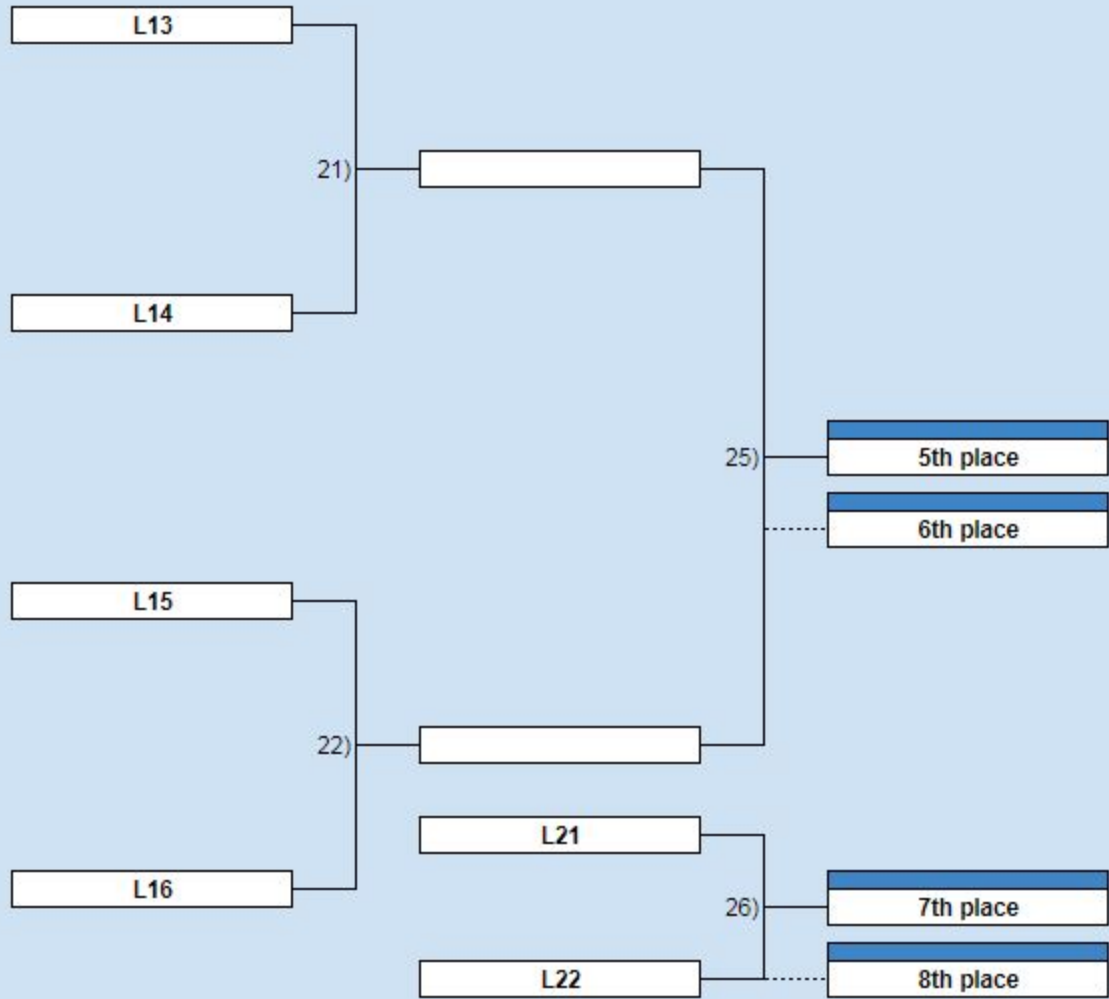


CONSOLATION 9 - 16





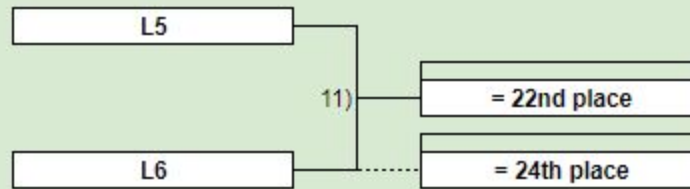
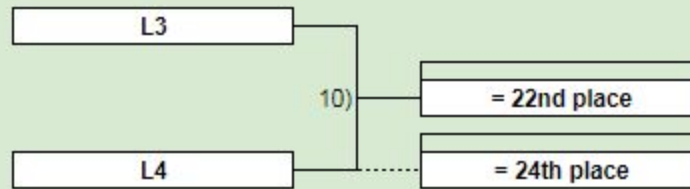
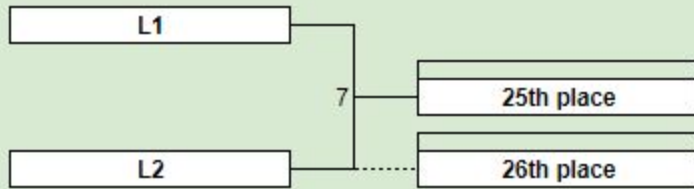
CONSOLATION 5 - 8



IQA WORLD CUP 2018 - LOWER BRACKET



CONSOLATION 17 - 26



IQA WORLD CUP 2018 - RELEGATION ROUND ROBIN

The bottom 3, places 27, 28 and 29 will play each other in a round robin to decide who will finish last.

27 v 28
28 v 29
27 v 29

The rankings will be decided as followed:

1. Games won
2. Point Differential (PD) **
 1. PD will be capped at 150 points in each game. This means that if the PD in one game is over 150 points, only 150 points will be counted.
 2. Forfeited matches will be counted as a 150*-0 win for the team who did not forfeit.
3. Snitch Catch Percentage
4. Head-to-head
5. Coin Toss