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## 2018 High School National Championship Tournament Format

### Opening Preliminary Games (Saturday):

Saturday is divided into a Morning Session (opening meeting: 8:00–8:30 a.m.; games: 9:00 a.m.–1:30 p.m.) and an Afternoon Session (opening meeting: 2:00–2:30 p.m.; games: 3:00–7:30 p.m.). Each session has seven rounds, and each team will be assigned to exactly one session. Each team will thus play seven games on Saturday (and have no byes during its session). During the other session, a team may go sightseeing, watch other games, pursue other interests, or relax.

Each team will receive a numbered card in its check-in folder. Do not lose it! For each round, each team should go to the room listed on its *current* card. Do not write down the rooms in advance, since a team will almost certainly not keep the same card throughout the preliminary rounds.

At the beginning of each game, both teams will give their cards to the moderator, who will verify that the correct teams are present. At the end of the match, the winning team will take the card numbered closer to #1 and the losing team will take the card numbered closer to #352. Coaches should help game officials verify the correct teams are present and that each team leaves with the correct card. Each team should then go to the room listed on its (potentially new) card for the next round.

Please note that the original cards are essentially equivalent; there is no structural advantage to having one number over another at the beginning of the day. In addition, there is no correlation between a team's initial card and NAQT's opinion of that team's strength.

Do not lose your card! Should that happen, the tournament will grind to a halt. If you do lose your card, go to the NAQT Information Desk (at the Marquis Registration Desk on the Marquis Level), which will be the primary source of answers for all questions and problems during the tournament (with the exception of protests that have been lodged during a game).

### Final Preliminary Games (Sunday Morning):

The pools of teams from the two Saturday sessions will be merged for the final six rounds of preliminary games on Sunday morning (Rounds 15–20; 8:00–11:30 a.m.). Each team will play in three of these six rounds (and will have three byes). All told, each team will play a total of ten preliminary games across Saturday and Sunday morning.

Each team will continue play Sunday morning with the card it held at the end of its Saturday session.

Any team with a winning record (6–4 or better) in its preliminary games will advance to the playoffs on Sunday afternoon. The remaining teams will be able to play consolation rounds.

*Please see the other side for information about the playoffs, finals, and lockout system return.*

### **Playoffs (Sunday Afternoon):**

The playoffs will be a double-elimination tournament; however, teams that went exactly 6–4 in their preliminary games will begin play Sunday afternoon with a loss (i.e., a team that went 6–4 will always be one loss away from elimination). Once a team has been eliminated from the playoffs, it is welcome to play in the consolation rounds. Teams will be seeded for the playoffs by their preliminary record, with ties broken by points-per-tossup-heard (commonly abbreviated PPTUH).

The playoff bracket will be revealed at the end of the awards ceremony for the All-Stars and Rising Stars, which will begin at 1:15 p.m. in the Marquis Ballroom (section ABC). At around the same time, the bracket will be made available online and a poster-sized version put on display at the Information Desk.

Some teams will begin the playoffs with a bye. Each playoff team should pick up its card at the Imperial Ballroom Registration Desk (Marquis Level) at 1:30 p.m.

The playoff cards will direct gameplay through the end of Round 29.

### **Overall Finals:**

There are two possible cases depending on the results of Round 29 (the ninth round of the playoffs). In Round 29, the last undefeated team (with Card #1) will play a one-loss team (with Card #4), while the other match will involve two one-loss teams (with Cards #2 and #3):

- If the team with Card #1 wins Round 29, it will have the upper hand in an advantaged final (during Rounds 30 and 31) against the other winning team from Round 29. That is, the other team will need to win two straight games against the team holding Card #1 to claim the title. The two losing teams in Round 29 will play one game during Round 30 for third place.
- If the team with Card #1 loses Round 29, the final will be a three-team, two-game affair. The two winners in Round 29 will face each other in Round 30; the winner of that match will play for the championship in Round 31 against the team that had held Card #1 at the start of Round 29. The team eliminated in Round 29 will finish in fourth place.

### **Overall Rankings:**

All teams eliminated in the same round of the playoffs will be considered tied. Teams that did not make the playoffs will be ranked first by wins (in their preliminary games) and then by PPTUH.

### **Awards:**

Every team that is still playing in Round 24 is guaranteed to finish in the top 50 and earn a team trophy (and individual awards for its members).

The top 40 individual scorers will receive All-Star awards; the top 10 sophomores and top 10 freshmen who are not also overall All-Stars will receive Rising Star awards. All-Star and Rising Star awards will be given on the basis of points-per-tossup-heard in the preliminary rounds; players must have a minimum of 120 tossups heard to be eligible.

### **Lockout System Return:**

Team lockout systems will be returned at the Imperial Ballroom Registration Desk (on the Marquis Level) on Sunday starting at 7:00 p.m. (and not earlier, except for emergencies). Note that this means teams claiming lockout-system discounts cannot leave Saturday night or Sunday morning. Teams should pick up their systems no later than 9:30 p.m.