



## 2018 Intercollegiate Championship Tournament

### Division I Format

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#### Most Important Times and Places:

All teams should be in section D of the Grand Ballroom (Entry Level) at 8:00 a.m. for the opening meeting. Preliminary matches will run from 8:30 until 11:30 a.m. Lunch (provided by the tournament thanks to LetterOne) will take place between 11:30 and 1:00 p.m. Round 6 tiebreaker matches will start at 12:15 (**this overlaps the end of the lunch period**). Playoff and superplayoff matches will run from 1:00 until 6:00. At 6:00, teams should gather in International Ballroom ABC for the finals and other announcements.

Unlike in past years, **Division I and Division II will have different formats and different schedules**. Division I teams will not start lunch at the same time as those in Division II. Because of this discrepancy, **teams should not discuss the questions they've played with any team in the other division (or where they might be overheard)**.

#### Preliminary Games:

The 36 teams will be divided into six brackets of six teams each based on seeding by NAQT. Each of those brackets will play a six-team round robin during rounds 1-5.

At the end of this phase, the teams in each bracket will be ordered by win-loss record (counting forfeit wins and byes, if any, as wins). The top two teams will advance to the top tier of playoff brackets, the third and fourth teams will advance to the second tier of playoff brackets, and so on. After Round 5, teams will be directed to a Record Confirmation meeting to verify results, communicate playoff identifiers, and provide instructions about tiebreaker matches.

#### Round 6 Tiebreaker:

If teams in a bracket finish with identical records but both would be assigned to the same playoff bracket (e.g., if the top two teams finish 4-1), no tiebreaker game will be played. In this case, teams will be seeded alphabetically (by the name used on the schedule).

If a tie needs to be broken to determine playoff-bracket assignment, then the following scheme will be used:

- 2 teams for 1 spot: A plays B; winner advances
- 3 teams for 1 spot: B plays C (H); winner plays A (H); winner advances
- 3 teams for 2 spots: A plays B (H); winner advances; loser plays C (H); winner advances
- 4 teams for 1 spot: A plays D (H) while B plays C (H); winners and losers play (H); double-winner advances; double-loser falls to the bracket that is two lower
- 4 teams for 2 spots: A plays D; winner advances. B plays C; winner advances.

The letters A through D indicate the tied teams in decreasing order of PPTUH (points per tossup heard). The notation "(H)" indicates a game played as a single, untimed half of 12 tossups (with bonuses). If a half-game is tied, normal overtime rules (3 tossups without bonuses, then sudden death) apply.

Other than deciding which teams advance to which playoff brackets, the results of Round 6 tiebreaker games play no role in the team standings. Teams that are not involved in a Round 6 tiebreaker may watch tiebreaker matches (from Division I).

## **Playoffs:**

There will be six new playoff brackets of six teams each. The two forming the "top tier" will each contain three first-place and three-second place teams from preliminary brackets. The second-tier of (two) brackets will contain the third- and fourth-place teams, and the third-tier of (two) brackets will contain the fifth- and sixth-place teams.

During Rounds 7-11, each playoff bracket will play a six-team round robin. After Round 11, teams will again be sent to a Record Confirmation meeting for superplayoff assignments. Within each bracket, teams will be ordered by overall (total preliminary and playoff) record and then by PPTUH. There is no tiebreaker game at this point.

## **Superplayoffs:**

The top three teams from each tier of playoff brackets will be formed into three new, six-team superplayoff brackets (likewise with the bottom three teams). During Rounds 12-14, the teams in each superplayoff bracket will play those not faced in their playoff bracket (this may involve a repeat match against a team from its *preliminary* bracket). In short, the top three teams in each of the top-tier playoff brackets will now play each other.

At the conclusion of the superplayoffs, teams will be ranked by superplayoff bracket and then by overall record. (That is, the worst of the six teams in the top superplayoff bracket will be #6 and the best of the six teams in the second superplayoff bracket will be #7, regardless of their actual records.)

## **Overall Finals:**

- If the #1 team in the top superplayoff bracket is two or more games ahead of the team (or teams) tied for #2, it will be declared the champion (without a final). If this leaves a tie for second, it will be played off using the "n teams for 1 spot" scheme of the Round 6 tiebreaker (with full games substituted for half games).
- If there are distinct #1 and #2 teams in the top superplayoff bracket with one win separating them, then they will play an advantaged final. That is, the #2 team will need to win two games in a row to claim the championship, but the #1 team would only have to win one.
- If two teams are tied for the top spot in the top superplayoff bracket, they will play a single-game final.
- If three teams are tied for the top spot in the top superplayoff bracket, they will be ordered by PPTUH and B will play a full game against C with the winner playing a single-game final against A.
- If there is a distinct #1 team but multiple teams are tied for #2 (one win behind), then the teams tied for #2 will resolve the tie using the appropriate "n teams for 1 spot" scheme of Round 6. The winner will play an advantaged final against the #1 team.

## **Undergraduate Finals:**

- If exactly one team eligible for the undergraduate title is at least tied for second place (overall) in the top superplayoff bracket, it will be declared the undergraduate champion.
- If two or more teams eligible for the undergraduate title are at least tied for second place (overall) in the top superplayoff bracket, then the game(s) played to determine the overall ranks will determine the undergraduate title.
- Otherwise, if the top undergraduate team is more than six (overall) places ahead of the second undergraduate team (treating tied teams as having the highest spot for which they are tied), then the top undergraduate eligible team will be declared the champion.
- Otherwise the undergraduate teams that are at least tied for second (among undergraduate teams) will play their finals according to the same scheme as in the overall case. (Note that only undergraduate teams in same playoff bracket can be considered tied (ignoring the "two games ahead" case).

## **Third-Place Awards:**

If there is a tie for third place (and those teams are not involved in their respective finals), one or more matches will be played to award the third-place trophies. These matches will occur according to the "n teams for 1 spot" scheme of the Round 6 tiebreakers (with full games substituted for half games). A third-place game will also be played if there were multiple teams tied for second whose final order among themselves was *implicitly* determined by PPTUH comparisons (for tiebreaker seeding) rather than a tiebreaker game.

In rare circumstances, the above rules may require more than three rounds to determine the top three overall and top three undergraduate teams. In such cases NAQT reserves the right to alter the finals format so that no more than three rounds are required after the completion of Round 14.