



2018 Small School National Championship Tournament Format

Traditional Public School Division

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Preliminary Games (Saturday)

Each team will receive a numbered card in its check-in folder. Do not lose it! For each round, you should go to the room listed on your *current* card. Do not write down the rooms in advance, since you will almost certainly not keep the same card throughout the day. In particular, you will not necessarily have byes in the rounds listed as byes on your *original* card.

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 #96. 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. There will be 15 rounds on Saturday; each team will play ten games and have five byes. It is possible for teams to have repeated opponents during those games.

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

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 particular, there is no correlation between a team's initial card number 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 (in the Lobby Level Atrium), which will be the primary source of answers for all questions and problems during the tournament.

Playoffs (Sunday)

The playoffs for the Traditional Public School division will be a double-elimination tournament: Regardless of a team's record on Saturday, it will play until it has lost twice on Sunday (though the top finishers from Saturday are more likely to have byes during the playoffs). Once a team has been eliminated from the playoffs, it is welcome to play in the consolation rounds. Note that teams eligible for the Top Very Small School Award may have additional placement games to determine that title once they have been eliminated. See the Very Small School Format document for additional details.

Playoff teams will be seeded first by number of wins and then by points-per-tossup-heard (PPTUH).

Playoff pairings and the playoff bracket will be posted online and at the Information Desk by 7:00 a.m.; some teams will begin the day with one or more byes. Each playoff team should pick up its card at the Information Desk by 8:15 a.m. Playoff games will not start until both teams have picked up their cards.

The playoff cards will direct gameplay through the end of Round 23.

Please see the other side for information about the finals, awards, and consolation matches.

Overall Finals

There are two possible cases depending on the results of Round 23 (the eighth round on Sunday). In Round 23, 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 Team #1 wins in Round 23, it will have the upper hand in an advantaged final against the other winning team from Round 23. That is, the other team will need to win two straight games against Team #1 to claim the title. The two losers in Round 23 will play one game during Round 24 for third place.
- If Team #1 loses in Round 23, the final will be a three-team, two-game affair. The two winners in Round 23 will face each other in Round 24 for the right to play Team #1 in a one-game final in Round 25. The team eliminated in Round 23 will finish in fourth place.

Overall Rankings

All teams eliminated in the same round of the playoffs will be considered tied. Other ties remaining in the overall rankings will be broken by PPTUH.

Consolation Rounds

At the same time as the playoffs, informal consolation rounds will be offered to non-playoff teams and teams eliminated from the playoffs. These will be organized in the Conference Center foyer (the same place as Friday-evening check-in). Teams should arrive by 8:30 a.m., and games will begin at approximately 8:45. Consolation matches are played entirely for fun and have no effect on teams' overall finish.

There are two types of consolation rounds, structured "mini-tournaments" and individual "ad hoc" matches against specific opponents. Signing up for a mini-tournament commits your team to playing all of its rounds (3 or 4, depending on size). Since mini-tournament berths are first-come, first-served, NAQT recommends that teams sign up Saturday evening (though sign-up will also be open Sunday morning). Mini-tournament sign-up sheets will be available at the Information Desk after the close of play on Saturday.

Mini-tournaments will be given priority over ad hoc matches if rooms, lockout systems, or moderators are in short supply; there is a strong likelihood that many teams wanting to play ad hoc matches will face a one-round delay.

Note that teams eligible for the Top Very Small School Award may have additional placement games after being eliminated from the overall playoffs. Such teams should not start playing consolation matches until they have verified whether they have additional playoff games at the Information Desk in the Lobby Level Atrium.

Awards

Every team that is still playing in Round 20 is guaranteed to finish in the top 14 and earn a team trophy (and individual awards for its members).

The top 16 individual scorers in the Traditional Public School division will receive All-Star awards; the top six (total) sophomores and freshmen who are not also overall All-Stars will receive Rising Star awards. Individual awards will be given on the basis of PPTUH in the preliminary (Saturday) rounds; players must have a minimum of 120 tossups heard to be eligible.