



Pool Play Format for National Events

1. General Information

- All players will be seeded into the pools according to Racquetball Canada rankings
- The top 2 players from each pool will advance to the Championship single elimination draw
- All other players will be placed into the Consolation single elimination draw
- Pools will have 3 or 4 players each dependant on the number of players in the division
- In Men's & Women's Open playoff divisions will play down to 12th place for National Team Selection points.

2. Groups & Seedings

4 Groups Seedings (13 to 16 players)

1. A = 1 – 8 – 9 – 16
2. B = 2 – 7 – 10 – 15
3. C = 3 – 6 – 11 – 14
4. D = 4 – 5 – 12 – 13

Playoffs: Top half of draw = (A1-B2) (C2-D1). Bottom half of draw = (A2-B1) (C1-D2).

3 Groups Seedings (9 to 12 players)

1. A = 1 – 6 – 7 – 12
2. B = 2 – 5 – 8 – 11
3. C = 3 – 4 – 9 – 10

Playoffs: Top half of draw = (A1-bye) (B2-C2). Bottom half of draw = (B1-bye) (A2-C1)

2 Groups Seedings (6 to 8 players)

1. A = 1 – 3 – 5 – 8
2. B = 2 – 4 – 6 – 7

Playoffs: Top half of draw = (A1-B2) Bottom half of draw = (B1-A2)

Round Robin (3 to 5 Players)

Single round robin with no elimination draws

Consolation Draw

Seeding will use the same format but using the lower numbers. For example, A1 would be A3 and A2 would be A4.

5 Groups Seedings (17 to 20 players)

1. A = 1 – 10 – 11 – 20
2. B = 2 – 9 – 12 – 19
3. C = 3 – 8 – 13 – 18
4. D = 4 – 7 – 14 – 17
5. E = 5 – 6 – 15 – 16

Playoffs: Top half of draw = (A1-bye) (C2-B2) (D1-E1). Bottom half of draw = (C1-E2) (D2-A2) (B1-bye).

Consolation: Top half of draw = (A3-bye) (B4-C4) (D3-E3) Bottom half of draw = (C3-E4) (A4-D4) (B3-bye).

Tie-Breaker Rule for Pools & Round Robins

If there is a tie between two or more players within a group, the tiebreaker system is as follows:

1. Head-to-head match win between those tied.
2. The difference between games won and games lost between tied players. Games played between the tied players will be the only ones considered. Always check the referees results (for no shows Forfeit 11-0, 11-0 and 11-0 if Forfeit with a partial results, for example: 11-9, 3-3 take 11-9, 11-3, 11-0)
3. The difference between points won and points lost between tied players. Only the points between those involved in the tie will be considered. Always check the referees results (for no shows Forfeit 11-0, 11-0 and 11-0 if Forfeit with a partial results example: 11-9, 11-3 take 11-9, 11-3, 11-0)
4. The division between points won and points lost between the tied players. Only the matches between those involved in the tie will be considered. Always check the referee's results (for no shows Forfeit 11-0, 11-0 and 11-0 if Forfeit with partial results, for example: 11-9, 3-3 use 11-9, 11-3, 11-0)
5. Random lottery system done at the discretion of the Technical Director.

Note: Any time that a multiple tie results in a new tie between two or more players for two or more positions, return to point 1 (winner when they played each other).