

Extract from Handbook for Tournament Referees

3.6 Seeding of Groups

3.6.1 For seeding groups, it is usual to employ the "snake" system, in which the highest ranked entry is placed in the 1st group, the 2nd in the 2nd group, the 3rd in the 3rd group and so on, until there is one in each group. In the simplest form, the next highest-ranked entries are similarly placed into the groups, starting this time with the last group and ending at the first. The process continues until all entries have been placed, so that they form a continuous "snake" in ranking order; Figure 3.16 shows how 32 entries can be allocated in this way to 8 groups.

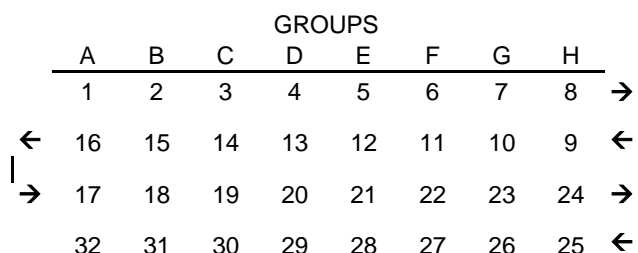


Figure 3.16 Basic snake system

3.6.2 The disadvantage of this arrangement is that the composition of all the groups is predictable from the initial ranking and it is better to introduce an element of randomness. After one entry has been placed in each group the others should be drawn, a few at a time in ranking order, as shown in Figure 3.17. Here the entries ranked 9 – 12 are drawn among Groups E – H, those ranked 13 – 16 among Groups A – D and so on, making sure only that players from the same Association are drawn into different groups.

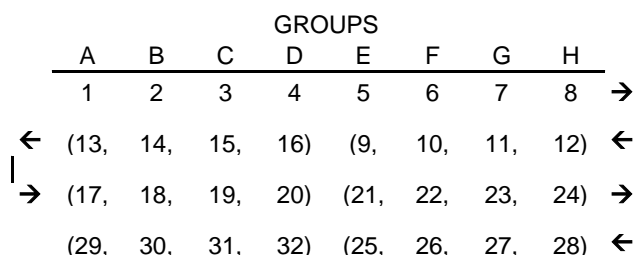


Figure 3.17 Modified snake system

3.7 Second Stage Draw

3.7.1 When doing the second stage draw from preliminary group play, with 2 players progressing to the main draw, a further consideration is that the 1st and 2nd placed players in a group must be in opposite halves. This takes precedence over separation by Association.

3.7.2 Rules for KO Draw

- Group winners take the "seeded" position. In effect this means that the group winner becomes the seed according to the group
- Draw is done according to ITTF rules;
 - Winner of group 1 placed in top position,
 - Winner of group 2 placed in bottom position,
 - Winners of groups 3 and 4 drawn between bottom of top half and top of bottom half (subject to Association separation),
 - Winners of groups 5 – 8 drawn similarly into the bottom or top of each quarter not already occupied,
 - Continue this principle until all group winners are placed,
- Second placed players in group are drawn at random into the opposite half to their group winner (this takes precedence over Association separation),
- Finally separate by Association as far as possible.

Paralympics Draw

Singles

For the group stage (Preliminary Rounds) use the modified snake system (3.6.2 on previous page) based on following rule for number of groups:

- 2 draw 2 at a time
- 4 draw 2 at a time
- 5 draw 2 then 3 at a time
- 6 draw 3 at a time
- 8 draw 4 at a time

For the knockout stage (Final Rounds) use the Second Stage Draw process (3.7 on previous page).

Teams

Draw is a straight knockout and done according to the following rules:

- Seed number 1 is placed in position 1,
- Seed number 2 is placed in bottom position (8 or 16 depending on draw size),
- Seed numbers 3 and 4 are drawn between the bottom of top half and the top of bottom half,
- Seed numbers 5 – 8 are drawn similarly into the bottom or top of each quarter not already occupied,
- Seed numbers 9 – 16 are drawn similarly into the bottom or top of each eighth not already occupied,
- Byes are distributed as evenly as possible throughout the first round, being placed first against seeded places, in seeding order*,
- The normally accepted procedure when there are 9 - 12 seeds is to draw these seeds into positions 6 or 11 (9 or 10 seeds) and 3 or 14 (11 or 12 seeds) (i.e. same eighth as the number 5 – 8 seeds),

*Entries to be seeded are ranked in order of strength and given seed numbers, as follows:

Ranking	Seed number
1	1
2	2
3-4	3=
5-8	5=
9-16	9=

This means that if there is one bye it goes against the number 1 seed, if there are two byes then both number 1 and 2 seeds get a bye. However if there are three byes then either the number 3 or number 4 seed can get the third bye (i.e. they are treated equally). Similarly if there are 5-7 byes then any of the seeds 5-8 can get a bye.