Competition & Ranking Manual

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Document Version Control

Any changes made to this manual will be recorded below. Please refer to the version number on the title page to identify which version this is.

Version	Changes Made	By Whom	Date
2.0	• DRAFT – draft changes to the competition system for the 2021-2024 quadrennial	CW	September 2019
2.1	• UPDATED DRAFT – updated playoff format and qualification process	CW	January 2020
2.2	• UPDATED DRAFT – updated entry process and ranking system points calculations	CW	June 2020
2.3	• UPDATED DRAFT – updated changes to the competition system for the 2021-2024 quadrennial	CW	November 2020
2.4	• FINAL DRAFT – confirmed changes to the competition system for the 2021-2024 quadrennial	CW	January 2021
2.4.2	• UPDATE – align manual to how the competition system is being adapted to respond to the COVID-19 pandemic	CW	June 2021

Introduction

This document has been written as a tool for athletes, coaches, and technical officials to understand the BISFed Competition System. In it we describe the competition system, the rules, and procedures for running a World Boccia sanctioned competition and the rules and procedures for the World Boccia ranking system. While the document will deal with each of these areas in turn, collectively they make up the BISFed Competition System. We urge readers to take the time to understand each area and then how they relate to each of the other areas.

This version of the competition and ranking manual will come be applied to World Boccia sanctioned events from **1st October 2021** because of the COVID-19 pandemic. The next review date for the competition and ranking manual is in 2024 when it will be updated for the next four-year period (2025-2028).

In this updated manual, we have provided further clarification on many areas, such as the revised competition tier levels and the improved elimination round format. For the world ranking system, which has been adjusted, full details are provided alongside examples of how world ranking points are calculated.

The Competition Committee recognise that exceptional circumstances may occur between now and the end of 2024. The committee, subject to approval from the BISFed Board, reserve the right to make amendments to this manual to respond to any exceptional circumstances. These changes will be communicated by BISFed to all member nations.

The latest manual will always be available on the BISFed website. At a World Boccia sanctioned event, the competition guide published by the host organising committee will state which version of this manual is being used and that version will be the final version used for any dispute or query raised at an event.

If you have any questions about the competition manual, please contact BISFed and the committee will respond.

BISFed Competition Committee
June 2021

Contents

1.   Competition System

This section will cover:
- the types of competition that are part of the system
- how the types of competition are organised into tiers
- what the qualification process is for each event type
- how the entry procedure works for BISFed sanctioned events

1.1.   Definition of Sanctioned Competition

A World Boccia sanctioned competition is a competition officially approved by BISFed as meeting the specific event-type requirements described in the BISFed Competition Pathway and recognised as part of the BISFed Competition System. A sanctioned competition must apply the following BISFed rules:

- BISFed Classification Rules
- BISFed International Sport Rules
- BISFed Anti-Doping Rules

1.1.1.   Eligibility

To be eligible to compete in a World Boccia sanctioned competition the athlete and/or nations must follow the criteria defined below.

1.1.1.1. Age

To be eligible to compete in a World Boccia sanctioned senior competition an athlete must be 15 years or older before the 1st of January of the year in which the competition takes place. To be eligible to compete in a World Boccia sanctioned youth competition an athlete must be 13 years of age before the 1st of January of the year in which the competition takes place. The maximum age for youth competitions will depend on whether it is a World Boccia event or a Regional Youth Para Games (see 1.1.8 Youth Competition). For World Boccia events the maximum age will be 21 years of age before the 1st of January of the year in which the competition takes place. The maximum age for a Regional Youth Para Games will be agreed with the host organising committee.

1.1.1.2. Nationality

Any competitor participating in competitions that are governed by BISFed as the International Federation (IF) for Boccia, must be a national of the country of the NPC which is entering such competitor. This applies to athletes participating in World Boccia sanctioned competitions as well as to any athlete assistant in the BC3 Class where the assistant also receives a medal (all being referred to as 'competitors').

The term 'country' shall mean any country, state, territory or part of a territory which in its absolute discretion is accepted by the International Paralympic Committee (IPC) as constituting the area of jurisdiction of a recognised IPC member organisation, i.e. the respective National Paralympic Committee.

The appropriate evidence that a competitor is a national of any country will generally be that he or she holds an official passport issued by the respective country. The concepts of

'nationality' and 'residence' or 'domicile' are separate and distinct. Evidence of legal residence or domicile will not be accepted as evidence of 'nationality.'

A competitor who is a national of two or more countries at the same time may represent either one of them, as he/she may elect. However, after having represented one of the countries that he/she would be eligible for under this policy in a BISFed sanctioned Competition he/she may not represent another country (unless he/she meets the conditions set forth below).

When a competitor who has represented one country in the Paralympic Games or in a World Boccia sanctioned Competition, and who subsequently changes his/her nationality or acquires a new nationality, or who holds two or more IPC recognised nationalities at the same time and wishes to change the country he/she represents to one of his/her other existing nationalities. In such circumstances the competitor may participate in a World Boccia sanctioned competition **provided that a waiting period of at least three (3) years has passed since the competitor last represented his/her former country**.

1.1.1.3. Uniform

Each Country is required to have at least two shirts (uniforms) of different colours so that the competing sides are easy to distinguish from each other. A side may use different "styles" of uniform of the same colour during a competition, both considered as one option if the colours are similar.

Each Country is to submit their Primary and Secondary shirt colours during the membership renewal process, with each country required to bring their different colour shirts to competitions. A list of every team uniform colour will be distributed during the technical meeting at each competition.

At each competition, after the final schedule is finished, the TD will identify the matches with possible colour clash. On matches where the colour clash is identified the lower ranked side will be instructed by the TD to change to an alternate uniform colour. Jackets of a different colour will be allowed, as long as the bib number is visible, and the correct shirt colour is worn under the jacket.

1.1.2. Event Types

There are three types of events in the BISFed Competition System.

1.1.2.1. Individual

There will be eight individual events with a male and female event for each recognised classification (BC1, BC2, BC3, and BC4). In the Individual events, a match consists of four (4) ends. Each athlete initiates two ends with control of the Jack alternating between athletes. Each athlete has six (6) coloured balls. The Side throwing red balls will occupy throwing box 3, and the Side throwing blue balls will occupy throwing box 4.

BC1 athletes and BC4 foot players have a Sport Assistant to help them on court. BC3 athletes have a Ramp Operator to assist them. Also, one Coaching Assistant (CA) or one Coach may accompany each side in all divisions to the Court. The coach/assistant must sit beside the score table.

1.1.2.2. Pair

There will be two pair events, BC3 Pair and BC4 Pair. In the BC3 and BC4 Pair events a match consists of four (4) Ends. Each athlete initiates one End with the control of the Jack passing in numerical order from throwing box 2 to 5. Athletes have three (3) coloured balls each. The Side throwing red balls will occupy throwing boxes 2 and 4, and the Side throwing blue balls will occupy throwing boxes 3 and 5.

Competitors must be classified in the respective classification for the event. Each Pair must have one male and one female athlete. In the BC3 Pair each athlete is assisted by a Ramp Operator who must abide by the Ramp Operator Rules. Also, one Coaching Assistant or one Coach may accompany each BC3 and BC4 Pair to the Court. During the end the coach/CA must sit in a designated area at the end of the court.

1.1.2.3. Team

There will be one team event, for the BC1 and BC2 classes. Competitors must be classified as BC1 or BC2 athletes. A Team must play the match with three athletes and must have, at least, one male athlete, one female athlete, and one BC1 athlete on court. Each Team is allowed only one Sport Assistant. Also, one Coaching Assistant or one Coach may accompany each Team to the Court. During the end the coach/CA must sit in a designated area at the end of the court.

In the Team Division a match consists of six (6) Ends. Each athlete initiates one End with the control of the Jack passing in numerical order from throwing box 1 to 6. Athletes have two (2) coloured balls each. The Side throwing red balls will occupy throwing boxes 1, 3 and 5 and the Side throwing blue balls will occupy throwing boxes 2, 4 and 6.

1.1.3. Regional Areas

There are four regional areas which form part of the BISFed Competition system: Africa, Americas, Asia & Oceania, and Europe. Specific types of competitions within the BISFed competition system take place with member nations split based on these regional areas. Events that split member nations based on these regions are typically used to provide a qualification opportunity to a major event within the competition system.

1.2. Competition Types

There are eight types of competition in the BISFed Competition System. These different types of events take place at specific points within a quadrennial (a period lasting four years). The quadrennial is aligned with the date of the Summer Paralympic Games.

1.2.1. Paralympic Games

The Paralympic Games takes place in the <u>fourth</u> year of the quadrennial. The Paralympic Games are governed by the International Paralympic Committee (IPC).

1.2.2.   World Boccia Championships

The World Championships takes place in the <u>second</u> year of the quadrennial. World

1.2.3   Boccia Regional Championships

The Regional Championships provide a qualification route into the World Championships and the Paralympic Games. Regional Championship events will take place in each of the four regional areas. Subject to the ongoing impact of COVID-19 pandemic, there will be an event in the <u>first</u> year and <u>third</u> year of the quadrennial in each regional area. To support regional development and align with regional differences an IPC Regional Para Games may be included and sanctioned as a World Boccia Regional Championship event subject to the timing of the event and meeting BISFed criteria. If a Regional Para Games is sanctioned as a World Boccia Regional Championships, then these events will be combined to ensure there is only one event at this level in that region that year.

1.2.4   World Boccia Paralympic Qualification Tournament

The Paralympic Qualification tournament is a new addition for this quadrennial. It will take place in the <u>fourth</u> year of the quadrennial prior to the Paralympic qualification deadline. Entry will be for any nation that is not already qualified for the Paralympics with sides qualifying from their Regional Championships and by their world ranking position. It will be a team and pairs only event. The host for the event will, where possible, be selected from nations qualified for the qualification tournament.

1.2.5   World Boccia Cup

World Boccia Cup (formally known as World Open) events take place in each year of the quadrennial. There will be a minimum of 4 events per year with no restrictions on which region they must be held in although BISFed will aim to hold an event in America, Asia & Oceania, and Europe. There is no restriction on which region a member must compete in. Entry to the events is prioritised based on world ranking position.

1.2.6.   World Boccia Challenger

World Boccia Challenger (formally known as Regional Open) events take place in <u>each year</u> of the quadrennial. There will be <u>a minimum of 6 events per year</u> with no restriction on which region they are held in although BISFed will aim to hold at least one event in each of the four regional areas. There is no restriction on which region a member Nation must compete in. IPC Regional Para Games, such as the Para Asian Games, may be sanctioned as a BISFed ranking event and included in this tier to support regional development.

1.2.7.   International Invitational Events

For this quadrennial, BISFed will **sanction but not award ranking points** to international invitation events. There will be two types of sanctioned, non-ranking events; *Approved* and *Endorsed*. *Approved* events will allow an event to run BISFed approved classification. *Endorsed* events will allow an event to run BISFed approved classification as well as working with BISFed to source officials and use the BISFed BCMS system for results. There is <u>no limit</u> to the number of events in total or within each region that can take place each year, subject to meeting BISFed requirements.

1.2.8. World Boccia Youth Competition

For this quadrennial, BISFed will **sanction but not award ranking points** to Youth competitions. BISFed will work with Regional Youth Para Games organisers (such as the IPC) to co-ordinate a rolling calendar of activity over a two-year period. The first period will be 2021-2022 and the second period will be 2023-2024. Each two-year period will include a World Boccia Youth Regional Championship event for each of the BISFed regions and a World Boccia Youth Championship event, subject to minimum entry requirements and securing a suitable host.

The World Boccia Youth Championships will start from 2023 and will take place every two years (i.e., next event in 2025). The Regional Championships will take place in either year of the two-year period depending on whether it is a BISFed delivered event, or an event delivered as part of a Regional Youth Para Games. When BISFed delivers the events, they will take place in even numbered years (i.e., 2022, 2024) to manage the overall number of events for BISFed to deliver each year. The only time a Regional Youth Championship will take place in odd numbered years (i.e., 2021, 2023) is where there is an existing Regional Youth Para Games event due to take place in these years. If this is the case, then these will become each region's event for that two-year period.

Results achieved in the youth tier of the competition system will not have any relationship to results achieved in the senior tier (i.e., all other BISFed events) of the competition system. An athlete may appear in both youth and senior competition events provided they have not appeared at a tier 1, tier 2, or tier 3 event within the last 2 years as either an individual or as part of a pair or team. (see 1.3 Competition Tiers). They can appear at tier 4 or below events (i.e., Challenger Series or a non-ranking international event) while competing as a youth athlete.

1.3. Competition Tiers

The eight competition types are organised into five tiers which are identified in Table 1. The purpose of the tier system is to describe the competition pathway within the sport. It provides a simple and progressive framework with a range of competition opportunities for participants with different aspirations. For emerging and developing athletes there is the opportunity to gain experience, particularly at Challenger events. For more experienced athletes, they can gain regular experience against the best athletes in the world by attending World Cup events. As you progress up the pathway, there is a greater emphasis placed on qualification based on the results and ranking a side achieves.

Table 1 - BISFed Competition Tiers

Level	Tier	BISFed Competition Type	Partner Competition Type	Frequency	Number per year
1	Major World	World Boccia Championships	Paralympic Games	Once every two years in 2022 and 2024	1
2	Qualification	World Boccia Paralympic Qualification Tournament	N/a	Once every four years in 2024	1
		World Boccia Regional Championships	2023 Para Pan American Games (*TBC)	Once every two years in 2021 and 2023	4
3	Minor World	World Boccia Cup Series	N/a	Annually	Minimum of 4 events
4	Minor Regional	World Boccia Challenger Series	Para Asian Games Sub-Regional Para Games	Annually	Minimum of 6 events
5	Development	N/a	International Invitational Events	Annually	TBD
	Youth	World Boccia Youth Championships		Once every four years in 2023	1
		World Boccia Youth Regional Championships (**)	2021 European Para Youth Games 2021 Para Pan American Youth Games 2021 Youth Asian Games	Once in every two-year period (**)	4

Please refer to section 1.2.3 (Regional Championships) for further clarification.
**Please refer to section 1.2.8 (Youth Competition) for further clarification.*

1.4.   Qualification Process

Each competition type within the BISFed Competition System has its own qualification process. The qualification process enables BISFed to allocate entry slots in a fair and equal manner, while also ensuring each competition type fulfils the purpose required of that event within the overall system.

For team or pair events, entry slots for events will be allocated to the country. For individual events, where an individual has earned a qualification slot even if their country's team or pair is also qualified, then the slot is awarded to the individual. Where the individual who earned the slot does not come from a country that has qualified a team or pair, then the slot is also awarded to the named individual only. Where a country receives an individual slot due to qualifying a team or pair that slot is awarded to the country, and they may select an athlete of their choice for the slot.

This section will summarise the qualification process for each BISFed event. For each event BISFed, or the event delivery partner (such as the IPC) will issue a formal qualification guide or policy. **Please note that the qualification guide or policy for each event will be the final and only reference used for any disputes about qualification**.

1.4.1   Paralympic Games

BISFed is currently negotiating the details of the boccia competition with the IPC. We will update this section of the manual after the IPC Board have approved the competition programme for the Paris 2024 Paralympic Games, at which point we will be able to confirm the number of slots and the proposed qualification process.

1.4.2.   World Boccia Championships

There will be a maximum of 176 athletes at the World Championships. In the Team and Pair events there will be a maximum of 16 sides in each event, advancing to Quarter-Final. In the individual events there will be a maximum of 28 athletes in each event, advancing to play-off round (see section 2.2.1.2). The qualification process for the competition will award slots based upon:

- (a) finishing position in Regional Championships
- (b) world ranking position
  1. highest ranked teams/pairs
  2. highest ranked individuals without a qualified team/pair
- (c) bi-partite slots

1.4.3.   World Boccia Paralympic Qualification Tournament

There will be a maximum of 70 athletes at the Paralympic Qualification Tournament. The event is a team and pair only event and there will be a maximum of 10 sides in each event, advancing to Semi-Finals. The full qualification process will award slots based upon:

- (a) finishing position in Regional Championships
- (b) world ranking position

1.4.4. World Boccia Regional Championships

<u>2021</u>

In 2021 there will be a maximum of 160 athletes at each Regional Championships. In the Team and Pair events there will be a maximum of 12 sides in each event, advancing to Quarter Finals. In the individual events there will be a maximum of 32 athletes in each event. The full qualification process will award slots based upon:

- (a) world ranking position
    1. highest ranked teams/pairs
    2. highest ranked individuals without a qualified team/pair
- (b) bi-partite slots

<u>2023</u>

In 2023 there will be a maximum of 106 athletes at each Regional Championships. In the Team and Pair events there will be a maximum of 8 sides in each event, advancing to Quarter Finals. In the individual events there will be a maximum of 20 athletes in each event. The full qualification process will award slots based upon:

- (a) world ranking position
    1. highest ranked teams/pairs
    2. highest ranked individuals without a qualified team/pair
- (b) bi-partite slots

1.4.5. World Boccia Cup

There will be a minimum of four World Cups held each year. At each World Cup there will be a maximum of 152 athletes. In the Team and Pair events there will be a maximum of 10 sides in each event, advancing to Semi Finals. In the individual events there will be a maximum of 28 athletes in each event, advancing to Quarter Finals. The full qualification process for the competition will award slots based upon:

- (a) world ranking position
- (b) bi-partite slots

1.4.6. World Boccia Challenger

There will be a minimum of six Challengers held each year. The number of athletes at an event will be between a minimum of 48 and a maximum of 116. The maximum number of athletes for each Challenger will be agreed with the host organisers. Challengers must have a minimum of 6 sides and a maximum of 12 sides in the Team and Pair events. In the individual events, there must be a minimum of 4 athletes and a maximum of 16 athletes. Every event should advance to Quarter or Semi Finals. The full qualification process for the competition will award slots on a first come first served basis, subject to a fair allocation of entry slots that enable BISFed to provide appropriate competition opportunities for all member nations.

1.5. Competition Entry Process

There are three methods on entry in to a BISFed sanctioned competition: invitation, application and bi-partite.

1.5.1. Invitation

For events in tier 1 (Major World), tier 2 (Qualification) and tier 5 (Youth only) BISFed will invite nations to attend events based on the qualification criteria set out in each event's official qualification guide. BISFed will only contact qualified nations to offer an invite for the competition which the qualified nation must accept or decline by the deadline advised in the invitation. If a slot is not accepted by the deadline, it will be assumed that the slots have been declined. The invitation will specify which events a nation has qualified for and the number of entry slots available for that event. Where a slot has been awarded to a named individual, BISFed will ask the member nation to accept the invite on the athlete's behalf but the slot can only be used by the named individual.

Invites will be issued by BISFed once all eligible qualification competitions have been completed (i.e., once final ranking event that would be included in qualification process has been completed). Where an event is being delivered with a competition partner, such as the IPC for the Paralympic Games, BISFed will agree the invitation process with the competition partner and communicate this timeline to all eligible nations. BISFed reserve the right not to issue an invitation or to rescind an invitation if a member is not in good standing with BISFed or the competition partner.

1.5.2. Application

For events in tier 3 (World Boccia Cup), and tier 4 (World Boccia Challenger) a host organiser will be responsible for administering the entry process, based on agreed principles which will be overseen by BISFed's appointed technical delegate for the competition, where applicable. For each application process, an application form will be sent to each member nation for competitions that they are eligible to attend.

World Boccia Cup

For World Boccia Cup events there will be a two-stage application process informed by the qualification criteria for a World Boccia Cup After the last world ranking event in each year is complete, member nations who are eligible (based on the qualification criteria) to attend a World Cup in the subsequent year will receive an application form for World Boccia Cup events. The application form must be submitted by the deadline advised. If an application is not received by the deadline, it will be assumed that an application has not been made by the member nation. Based on this stage of the application process, slots will be awarded with priority given to the higher-ranked nations' preferences.

The second stage will then contact any remaining member nations who have not already completed an application form for a World Boccia Cup event. These nations will have up until 12 weeks before an event to complete an application which will be accepted on a first-come, first-served basis.

At both stages, a deposit will be payable on applying for either type of slot that will only be refunded if BISFed does not accept the application.

World Boccia Challenger

For World Boccia Challenger events, there will also be a two-stage application process. This process will be informed by an expression of interest to assess the level of interest in attending a World Boccia Challenger and an application process for slots in confirmed competition events, both of which are subject to the qualification criteria for a World Boccia Challenger.

Each October, all member nations will receive an expression of interest application form for World Boccia Challenger competitions that are due to take place in the following year. Member nations will be required to indicate the maximum number of World Boccia Challenger events they wish to or are able to attend. The application form must be submitted by the deadline advised. If an application is not received by the deadline, it will be assumed that an application has not been made by the member nation. All nations to return an expression of interest application form by the deadline, subject to the availability of entry slots, will be guaranteed entry to at least one World Boccia Challenger in the following year (i.e., a slot awarded for each slot requested).

For the second stage, a maximum of 75% of slots in each class event will be made available. These slots will be made available no more than six months prior to an event for all member nations who have completed stage one to apply for a slot on a first-come, first-served basis. Once all the available slots have been allocated, a waiting list will be created by the host organiser. The waiting list will close 13 weeks prior to an event. At this point, BISFed and the host organiser will allocate the remaining 25% of slots to the waiting list to ensure all nations who have completed stage one is allocated a slot to at least one World Boccia Challenger. This process will be completed 12 weeks prior to an event and entry will be closed at this point, other than in exceptional circumstances where replacement slots are required.

From the second stage onwards, a deposit will be payable on applying for a slot that will only be refunded if BISFed does not accept the application.

1.5.3. Bi-Partite Slots

In some BISFed events, there are bipartite slots available. Bipartite slots refer to slots awarded on a discretionary basis by BISFed's competition committee. The slots are awarded based on the following principles which are listed in no specific order and slots will not necessarily be awarded based on the order that the principles are listed in:

(a) to complete individual entries for individual classifications to ensure the strength, depth and format for an event is appropriate for the type of competition
(b) previous competition and match results and current or previous world ranking position
(c) greater representation from emerging/developing nations and regions
(d) greater representation across different gender and impairment type
(e) equality in competition and qualification opportunity
(f) remedy to any extraordinary circumstances affecting qualification or participation.

The allocation of bi-partite slots for BC1 and BC2 events are given as a range to cover the four individual events within these classes (i.e., BC1 Male, BC1 Female, BC2 Male, BC2 Female). This is because there are several combinations of classification and gender for the athletes in a BC1/2 Team. For example, a couple of possible combinations could be a female BC1 athlete and two male BC2 athletes or a male BC1 athlete, a female BC2 athlete and a

male BC2 athlete. These examples demonstrate that the number of athletes per class and gender to enter the individual event will vary based on the athletes in a team. Therefore, in some cases we may wish to allocate a greater number of bi-partite slots for a particular class (i.e., BC1 female) to ensure we have a balanced entry across all four individual events. Equally, we may allocate bi-partite slots to ensure the best possible competition format for an event (i.e., if we have 15 athletes in an event prior to bi-partite slots being awarded then we may award 1 bi-partite slot to take the event to 16 athletes so we can proceed to a quarter final with two direct qualifiers from each pool).

1.5.4. Entry Criteria

The process for member nations and their athletes to enter events is subject to the following criteria:

(a) a maximum of **four** events from both tier 3 (World Boccia Cup) and tier 4 (World Boccia Challenger) in a calendar year.

This limit is in place to ensure that there are enough opportunities for all BISFed members across each of these tiers. In addition to these four events, an athlete, pair, or team may also compete in any major world or qualification events that they qualify for.

(b) individual athletes ranked **10th or higher** in the world ranking list for each classification at the start of each calendar year will be limited to only one appearance in their corresponding individual class at a World Boccia Challenger. They may still appear in pair or team events at more than one Challenger event (i.e., attend to only participate in pair or team).

This limit is in place to ensure that the World Boccia Challenger events provide an appropriate level of competition experience for the entry point in to the BISFed competition system.

2. Competition Rules

This section will cover:
- how a pool stage is structured
- how an elimination stage is structured
- how final positions are determined

2.1. Pool Stage

Boccia competitions are organised using a Pool(s) Stage. If the number of sides is great enough, the Pool(s) Stage is followed by Elimination Stage(s) until the winner is found.

In the Pool Stage(s), a pool is formed of a minimum of two sides and a maximum of seven sides. The sides are allocated to a pool based on their seeding position. The results of the pool are used to determine each side's final position within the pool.

2.1.1. Constructing a Pool Stage

The number of pools in the Pool Stage(s) is determined by:

(a) the number of sides in the competition
(b) the difference between the largest and smallest pools being no greater than one side
(c) the number of matches per side being equal for events in the same tier, if possible
(d) the number of competition days included in the event schedule
(e) the number of competition courts available at the event
(f) the highest number of playoff matches required to complete an elimination round

Appendix A (1) describes the permutations for the number of pools required for events that align with the BISFed competition system (i.e., minimum of 2 and maximum of 32). This can be used to determine the number of matches required to complete the pool stage. In exceptional circumstances, a field may be higher than 32. When this occurs, it will be at the discretion of the TD and approved by the BISFed Competition Committee.

2.1.2. Seeding a Side

To allocate sides to a pool, each side is given a seeding position. Each side's seeding is determined by their position on the BISFed World Ranking List. When a side does not have a world ranking, they will not receive a seeding position. **Error! Reference source not found.** demonstrates how a competition with eight (8) sides with two (2) pools is seeded based on each side's world ranking.

2.1.3. Allocating Sides to a Seeding Pot

All sides will be allocated to a seeding pot based on their seeding in descending chronological order. Each seeding pot will be the same size as the total number of pools. For example, Table 2 demonstrates that there would be two (2) sides in each seeding pot for a competition with eight (8) sides and two (2) pools. The only exception to this is for sides without a ranking

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position who cannot be seeded, they will form a separate pot that will be drawn last in a random order to complete the pool structure.

Once the sides have been split in to seeding pots, they will be allocated to a pool based on two allocation methods. The first seeding pot containing the highest seeds will be drawn by the advantage seeding method. All remaining sides will be drawn by a random draw where any side within the pot can be drawn in any slot, subject to any exceptions described in this section of the manual.

Table 2 - Seeding Position Example

Side	World Ranking	Seeding Position	Seeding Pot
A	1	1	1
B	3	2	1
C	4	3	2
D	8	4	2
E	11	5	3
F	15	6	3
G	29	7	4
H	47	8	4

2.1.3.1. Advantage Seeding Method

The advantage seeding method is used to distribute the highest seeded sides who are in the first seeding pot. The principle of this method is that when comparing two seeds, the higher of the two seeds should receive an advantage when they progress into the elimination round based on what position in the elimination round bracket they are placed in (i.e., they should play the side that progresses in what would be the lower seeded opposition in the elimination bracket).

The following steps should be followed to start the process of allocating sides:

(a) the side seeded 1st is placed into slot one of Pool A.
(b) the side seeded 2nd is placed into slot one of Pool B.
(c) this is repeated until slot one in each pool is filled by a side.

Table 3 demonstrates how the sides allocated to seeding pot one (1) in Table 2 would be drawn according to the advantage seeding method. The first row of seeds is allocated left to right with the 1st seed in position A1 and the 2nd seed in position B1.

Table 3 – Advantage Seeding Method Example

Pool	A	B
Slot 1	1st seed ⟶	2nd seed

Excluding any upsets during the tournament, the advantage seeding method should lead to the 1st and 2nd seed meeting each other in the final. Therefore, the advantage seeding method is also used to construct the elimination stage of the competition, see 2.2.2 for more information.

2.1.3.2. Random Seeding Method

The random seeding method is used for remaining sides that are allocated to the second seeding pot onwards. This method is also used for any side without a seeding who will be placed in a separate pot together that will be drawn randomly to complete the pool structure

The following steps should be followed to randomly draw these sides:

(a) the empty slots in each row of are numbered sequentially from left to right.
(b) the sides in seeding pot two (2) are drawn randomly.
(c) the order they are drawn is the number slot they should be placed into (i.e., side drawn 1st is placed into slot 1, and so on).
(d) this is repeated until all sides in that seeding pot are placed in a pool
(e) this process is repeated for seeding pots that contain sides with a world ranking
(f) at this stage, if there are slots remaining and the only remaining sides do not have a world ranking position, they will be placed in a pot together
(g) all remaining slots are numbered from (1) until all slots are numbered
(h) the unranked sides are then drawn randomly and placed sequentially into the numbered slots

Table 4 - Random Draw Method Example

Pool	A	B
Slot 1	1st seed	2nd seed
Slot 2	(1) 4th seed	(2) 3rd seed
Slot 3	(1) 6th seed	(2) 5th seed
Slot 4	(1) 7th seed	(2) 8th seed

Table 4 demonstrates how the random draw method would be completed for the eight (8) side competition with two (2) pools. The slots are numbered either (1) or (2) and the side drawn first is placed in slot (1) of each row (i.e., 7th seed was drawn first from seeding pot 4). The example provided here is one possible seeding order created using a random draw and the order may vary depending on the results of the random draw (i.e., the next time the seeds in slots 2, 3 and 4 may be different). Where BISFed's BCMS is being used at a competition, the BCMS will automatically carry out the random draw based on these principles.

2.1.3.3. Handling Exceptions

There is one exception to both seeding methods which applies to individual events only:

(a) The number of athletes from the same nation cannot exceed 50% of the overall pool size.

For example, in a pool of three sides, the athletes cannot be from the same nation. In a pool of four or five athletes, the maximum is two sides from the same nation.

When the random draw from a seeding pot leads to more sides from the same nation then is permitted within a pool, a swap will need to be made. The side drawn that would break this rule should be moved to the next available slot within the same row (i.e., if they were to be allocated to position three (3) then they would be advanced to position four (4)).

The following steps should be followed to handle this exception

    (a) the side drawn that will lead to a conflict should be advanced to the next available slot in that row
    (b) if the side drawn is the last side in the row, they should be swapped with the side drawn immediately before the current side
    (c) this process should be repeated until the conflict is resolved

By applying these steps to Table 5, we can identify the swap that has been made and why it has been made when compared to the standard arrangement displayed in Table 4.

    (a) In Table 5, on the left side, the highlighted seeds (4, 6 and 7) are from the same country.
    (b) When the 6th seed was placed, there was not a conflict as only two (2) of the four (4) slots were sides from the same nation at that point of the draw.
    (c) When drawing from the subsequent seeding pot, the 7th seed is drawn into slot A4, leading to a conflict that must be resolved.
    (d) The 7th seed is therefore advanced one slot to the next available slot and placed into slot B4 as demonstrated on the right side of Table 5.

Table 5 - Handling Exceptions Example

	Without swap			With swap	
Pool	A	B	Pool	A	B
Slot 1	1st seed	2nd seed	Slot 1	1st seed	2nd seed
Slot 2	**(1)** **4th seed**	(2) 3rd seed	Slot 2	**(1)** **4th seed**	(2) 3rd seed
Slot 3	**(1)** **6th seed**	(2) 5th seed	Slot 3	**(1)** **6th seed**	(2) 5th seed
Slot 4	**(1)** **7th seed**	(2) 8th seed	Slot 4	(2) 8th seed	**(1)** **7th seed**

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2.1.4. Order of Pool Matches

Once sides have been allocated to a pool, the order of matches to be played must be determined. The pool stages are played as a round-robin. In a competition with two sides, it will be a double round-robin, where each side plays each other twice. In competitions with three or more sides, it will be played as a single round-robin, where each side plays each other once.

To determine the order of matches each side in a pool is assigned a number, with the highest seed in the pool listed as number one. In Table 6, it displays how an even number of sides (i.e., four) are awarded a number and then paired for the first round. The highest seed should always play the lowest seed in the first match of the pool.

Table 6 - Match Order Example (Pool of 4 – Part 1)

	Match 1	Match 2
Round 1	1 v 4	2 v 3

To determine the next round of matches, the highest seed is fixed in the same slot and all other sides rotate so that the highest seed plays the remaining sides in descending order. This process is repeated to produce the third round of matches. Depending on the number of sides, this process is repeated until all side have played each other. In Table 7, the second and third round of matches for the pool of four sides is described.

Table 7 - Match Order Example (Pool of 4 – Part 2)

	Match 3	Match 4
Round 2	1 v 3	2 v 4
	Match 5	Match 6
Round 3	1 v 2	3 v 4

Where there are an odd number of sides in the pool (i.e., three or five) the process should be adjusted to allow for each side to have a bye (i.e., not play during a round) at some point during the pool stage. The highest seed should still play each of the other seeds in descending order (i.e., starting with 5th seed in a pool of five). The middle side (i.e., 3rd seed in a pool of five) will always receive a bye in the first round. Appendix A (2) describes the full match order structure for pools of three and five sides.

In any pool stage, there is only one exception to the order defined in the tables above and in Appendix A (2). In individual events, where there are two sides from the same nation in a pool of four or five, these sides must play each other first. When this happens, the round where the two sides are due to play each other becomes the first round of the pool followed by the remaining rounds in the pre-set order. This change is made so that sides from the same nation cannot affect the outcome of who advances to the elimination stage later in the pool stage when the permutations about progression are clearer.

2.1.5. Final Positioning Criteria for Pool Stages

The final position of a side within a pool is determined by the criteria described in Table 8. A side's final position is used in 2.2.3 to identify whether a side will advance to the elimination stage.

Table 8 - Final Position Criteria for Pools

Criteria	Method	Description
1	Number of Wins	*The total number of wins in descending order*
2	Head-to-Head Record	*The total number of wins in descending order against the other side(s) in the tie.*
3	Points Difference	*The total number of points scored, minus the total number of points conceded in descending order*
4	Points For	*The total number of points scored in descending order*
5	Ends Won	*The total number ends won in descending order*
6	Positive Points Difference in a Single Match	*The highest positive points difference (points scored; minus points conceded) in a single match in descending order*
7	Positive Points Difference in a Single End	*The highest positive points difference (points scored; minus points conceded) in a single end in descending order*
8	Seeding Position	*The lowest ranked side is the winner (ascending order)*

The process for applying these criteria is:

(a) all sides within the pool are compared against the criteria starting with the number of wins. The side with the greatest number of wins is given the higher finishing position.

(b) if there is a tie, then criteria two should be applied. The number of tied sides will determine how this criterion is applied. Where two sides are tied, the match between these sides is the tie breaker. Where three or more sides are tied, only the matches between the tied sides should be used. This will mean removing any results of a side not included in the tie. Once these matches have been removed, the side with the greatest number of wins is given the higher finishing position.

(c) if criteria two cannot split the tie, then criteria three is applied. Where the tie at criteria two involved three or more sides, then criteria three should be applied only to the matches involving the tied sides. This process is repeated with each criterion applied in sequential order until the tie is split.

2.1.5.1. Handling Exceptions

There are two exceptions which may affect the final position of a side at the end of the pool stages. They are:

(a) where a side is disqualified from a competition because of serious foul play or misconduct
(b) where a side is ruled ineligible due to a change in classification during a competition

In the first case, a side may receive a red card for serious offences, such as foul and abusive language. When a side receives a red card, they are immediately disqualified from the competition. Because of the red card, the side is placed in last place. They will also **not** be able to earn world ranking points for matches they won, or the automatic point awarded for participating in the event.

In the case of a classification change, a side may have played some or all their pool matches while the classifiers at the event were conducting their observations. Any result achieved before a classification change occurs will stand, as at that time the matches were played, they were deemed to be in the correct class. If the change in classification takes place while there are still matches left to be played, then all subsequent matches that side were due to play will be treated as a forfeit in favour of the other side (i.e., a walkover with the score of 6-0 or the highest score of that pool). If the change takes place after all the matches have been played, then the results of all matches played will stand. The side whose classification has changed is not eligible to advance to the elimination stage. They will be relegated to last place in the pool, and any side ranked below them initially will be promoted above them.

2.2. Elimination Stage

Elimination Stages are based on the winner progressing to the next round and the loser being eliminated from the competition. The rounds eliminate 50% of the sides until there are just four sides remaining at the semi-final round. From the semi-finals, the winners will advance to the final and the losers advance to the bronze medal playoff. All elimination stages must advance between 40% and 67% of the total number of sides (see Appendix A (1)).

2.2.1. Constructing an Elimination Stage

Two sides per pool will advance to the elimination round in all events. When the total number of sides matches the number of entries required for an elimination round format then all sides will be direct qualifiers. Where the number of sides exceeds an elimination round format and there are not enough sides to complete the next full elimination round format, playoffs and byes will be used to refine the total number of sides so that a full elimination round can then take place.

2.2.1.1. Direct Qualifier

A Direct Qualifier is a side who advances to a full elimination stage based on their final position within their pool only. If the number of pools is a power of two (2, 4, 8) then all the sides that advance to the elimination stage will be a Direct Qualifier. For example, in an event where there are eight pools and two Direct Qualifiers from each pool there will be 16 slots in the elimination stage.

2.2.1.2. Playoff

A playoff round may be required when the number of pools is not a power of two (3, 5, 6, 7) and by advancing two side per pool it leads to the number of sides advanced to be between the number required for either a bigger or smaller elimination round. In that case, sides should be allocated to the bigger elimination round using the advantage seeding method (see below 2.2.2). When all the sides have been allocated, byes are awarded to the sides without an opponent, and they will progress to the next elimination round automatically. The ties remaining will then be classified as playoffs and using the elimination round bracket the winners of the playoff matches will advance to the next round. For example, in an event where there are 6 (six) pools that will lead to twelve (12) sides progressing, four (4) sides will receive a bye and the other eight (8) sides will playoff to advance to the next elimination round. Appendix A (3) provides a reference guide for the number of sides that should advance for a given number of entrants and number of pools.

2.2.2. Seeding an Elimination Stage

The advantage seeding method (see 2.1.3.1) is used to seed an elimination round and determine which sides play each other during the elimination stage. The key principle of this method is that the 1st and 2nd seeds (excluding any upsets) should play each other in the final. Therefore, in an elimination stage, they should be placed so that the first time they could meet is in the final.

The following steps should be followed to seed sides for the elimination round:

    (a)   the slots in the elimination round should be allocated a number, starting from one
    (b)   the 1st seed (i.e., winner of Pool A) should be allocated to slot 1
    (c)   the remaining slots should be allocated following the advantage seeding method used to construct the pool stage (i.e., slot 2 is allocated to winner of Pool B)
    (d)   using an elimination bracket each of the numbered slots should be allocated according to the advantage seeding method to create a "snake arrangement"
    (e)   the "snake arrangement" should place direct qualifiers from the same pool on different sides of the bracket, so they cannot meet before the final.

Table 9 applies steps (a) to (c) to demonstrate how the slots in an elimination round are allocated a number and a seeding position is allocated to each slot.

Table 9 - Seeding Position Example for Elimination Stage

Slot	1	2	3	4	5	6	7	8	9	10	11	12
Side	A1	B1	C1	D1	E1	F1	F2	E2	D2	C2	B2	A2

Figure 1 applies step (d) allocating the slots in a "snake arrangement" according to the advantage seeding method. Slot 1 is placed in the top left position, with Slot 2 in the top right position.
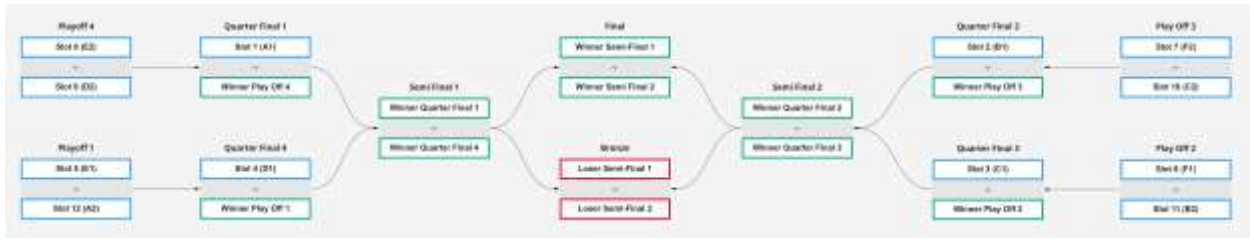
Figure 1 - Bracket Example for Elimination Stage

When comparing Table 9 and Figure 1, the direct qualifiers from each pool are on the same side of the bracket. For example, from Pool A slots 1 and 12 appear on the left-side of the bracket. Therefore, to complete step (e), some changes need to be made. In Table 9 slots 7 to 12 are awarded to the 2nd placed side in each pool (i.e., A2, B2). To make sure that the issue identified in Figure 1 is resolved, side A2 should be swapped with side B2. This should be repeated with the remaining adjacent pair of pools (i.e., C-D and E-F).
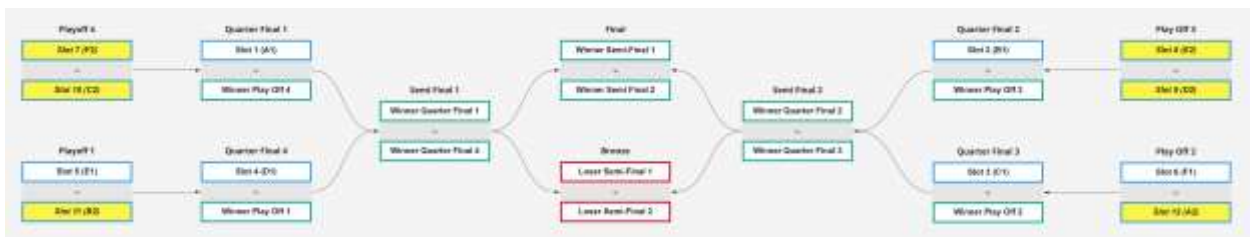
Figure 2 - Completed Bracket Example for Elimination Stage

Figure 2 displays the final bracket with these changes made and named sides in each slot. There are no sides from the same pool on the same side of the bracket. The advantage seeding method principles still exist, with the 1st placed sides from Pools A and B (A1 and B1) both facing a Quarter Final match against a side who finished 2nd in one of the lower pools (i.e., C to D) on their route to potentially playing each other in the final.

2.2.3. Advancing Sides to an Elimination Stage

Once the number of Direct Qualifiers and any required playoff matches have been correctly identified then the process for identifying which sides are eligible to advance to the elimination stage can begin based on the following criteria:

(a) final position within a pool in descending order

2.3. Final Positioning Criteria

At the end of an event all sides are allocated a final position in the event based on the stage of the competition that they were eliminated at.

2.3.1. Final Position from a Pool Stage

When a side is eliminated from a pool stage, the final position awarded will be determined by the side's position in their pool. Please refer to section 2.1.5 for how a side's position within a pool is determined. Table xx describes how a side's pool position is compared across pools to determine a final position. The side with the best record that did not advance to the elimination stage is awarded the highest finishing position which will be one place higher than the number of sides that entered the elimination stage.

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Criteria	Method	Description
1	Pool Position	*The rank achieved in their pool in descending order*
2	Number of Wins	*The total number of wins in descending order*
3	Points Difference	*The total number of points scored, minus the total number of points conceded in descending order*
4	Points For	*The total number of points scored in descending order*
5	Ends Won	*The total number ends won in descending order*
6	Positive Points Difference in a Single Match	*The highest positive points difference (points scored; minus points conceded) in a single match in descending order*
7	Positive Points Difference in a Single End	*The highest positive points difference (points scored; minus points conceded) in a single end in descending order*
8	Seeding Position	*The lowest ranked side is the winner (ascending order)*

2.3.1.1. Handling Exceptions

. Pools may contain an unequal number of sides and in this case the criteria above may unfairly advantage a side in a larger pool. To handle this exception the following criteria should be applied when pools contain an unequal number of sides:

(a) all sides are compared against each criterion (see 2.3.1), starting with criteria one
(b) if there are unequal pools, prior to criteria two being applied, the results from matches against the lowest ranked side in the pool(s) with the higher number of sides, should be removed
(c) when the results have been removed, criteria two should be applied to split the tie
(d) if criteria two cannot split the tie, then the criteria three is applied, this process is repeated with each criterion applied in sequential order until the tie is split, and the results excluded at step (b) remain excluded for each criterion
(e) when all ties have been split the criteria are reapplied in sequential order to rank the sides.

2.3.2. Final Position from an Elimination Stage

When a side is eliminated from an elimination stage, the final position awarded will be determined by the stage at which they are eliminated. Table 10 describes how final positions are awarded to sides during an elimination stage.

Table 10 - Final Position Criteria for Elimination Stages

Position	Side(s)
1st	*Winner of the Final*
2nd	*Loser of the Final*
3rd	*Winner of Bronze Medal Playoff*
4th	*Loser of Bronze Medal Playoff*
5th to 8th	*Losers of the Quarterfinals (when played)*
9th to 16th	*Losers of the Round of 16 (when played)*
17th to 32nd	*Loser of the Round of 32 (when played)*

From 5th to 32nd, more than one side will be eliminated at the same time (i.e., four sides are eliminated from the Quarter Finals). Therefore,).

Table 11 provides three criteria to determine which side should be ranked highest (i.e., 5th) to lowest (i.e., 8th).

Table 11 - Tie-Breaker Criteria for Final Position from an Elimination Stage

Criteria	Method	Description
1	Points Difference	*The total number of points scored, minus the total number of points conceded in descending order*
2	Points For	*The total number of points scored in descending order*
3	Previous Round	*The results of the preceding round are taken and criteria 1 and 2 are applied to these results to split any ties.*

For sides eliminated within the same round, their results from that round are compared first. Criteria one, and then two if a tie remains, are applied to the match they lost. If there is still a tie, then the results from previous rounds are compared. If there was no previous elimination stage round, then the pool stages are used. Once all sides have been awarded a final position, then the final ranking order for the event can be published.

3.World Ranking

This section will cover:
- how world ranking points are awarded for performance
- how each event is weighted for importance
- how a side's world ranking points total is calculated

3.1.   World Ranking Points

World ranking points will be awarded for the outcome of each match played in a World Boccia sanctioned competition. For every win that an athlete achieves, they will receive a specific number of points. The number of points awarded will depend on the stage of competition of the match. There will also be points awarded for entering a competition and for progressing from a pool stage to an elimination round. Table 12 describes the points that are awarded to athletes at World Boccia sanctioned events. The awarding of points is subject to any disciplinary action, such as when receiving a red card, which will prevent any world ranking points from being awarded including the points awarded for participation/entry.

Table 12 - World Ranking Point Allocations

Round	Points Awarded
Final	3
Bronze	2
Semi-Final	4
Quarter-Final	4
Round of 16	2
Direct Advance to Elimination Stage*	2
Win Playoff Match	1
Advance to Playoff Stage	1
Pool Match	1
Participation	1

Please note, this means either a bye is awarded for the playoff round or that no playoff round is required. No side can earn more than 2 points by progressing to an elimination round (i.e., either 1+1 from advancing to the playoff and winning the match or 2+0 for advancing directly).

All sides who attend and play in any event at a competition will receive one-point entry bonus. From this point, when a side wins a match, they are awarded the points total in Table 12. For example, for every pool match victory, a side is awarded one point. If they play and win three pool matches, then they would earn three ranking points. Any match a side loses, no matter what round that loss occurs in, will not earn any points for a side.

3.1.1.   Handling Exceptions

There are three circumstances which are exceptions to Table 13, they are:

(a)   events may take place with only a pool stage, therefore limiting the number of points available for advancing to the elimination stage.
(b)   there may be an unequal number of sides in pools at the same event, providing some sides with an additional opportunity to earn points for winning a pool match.

(c)   an athlete may receive a ban (i.e., as the result of an anti-doping rule violation) which will see the points awarded during an event being redistributed.

In smaller events, only a pool stage may be appropriate (i.e., with less than seven sides). This could disadvantage the sides who compete in the pools only format as more points are awarded for wins in an elimination round. Therefore, to solve this exception, a pool only bonus formula has been created:

$$1^{st} \text{ Place} = \frac{\text{Final + Semi-Final}}{2}$$

$$2^{nd} \text{ Place} = \frac{\text{Semi-Final}}{2}$$

$$3^{rd} \text{ Place} = \frac{\text{Bronze Medal}}{2}$$

The number of sides to benefit from the formula is identified in Table 13 and is based on the number of sides in the pools only format. The bonus awarded would be added to the points awarded for participating in an event and the points awarded for each win achieved in the pool by that side. For example, in a pool only event with five sides, the side in first place could earn 7.5 points in total (4 x 1 point for each pool win, assuming they win all pool matches + 3.5 bonus points awarded based on Table 14).

Table 13 - Pool Only Bonus Formula

Size of Pool	Bonus Awarded		
	1st	2nd	3rd
3	3.5	0	0
4	3.5	2	0
5	3.5	2	0
6	3.5	2	1
7	3.5	2	1

In some events with an elimination round, there are pools of uneven sizes (i.e., six pools of four and one pool of three). The sides in the smaller pool would be at a disadvantage because they have fewer matches so would have less opportunity to accumulate points for winning a pool match. Therefore, to solve this exception, a group normalisation formula has been created.

$$\text{Points Awarded} = \frac{\text{Number of Wins}}{\text{Number of Matches Played}}$$

This takes the results from the existing matches in the smaller pool and predicts the likely outcome of an additional match so that all sides can earn points from the same number of pools matches. For example, in a pool of three, if a side has won two matches it is assumed, they would win an additional match, so they are awarded the points for a win. If a side had won one and lost one, then it is assumed they would be awarded half the points of a win. If a side had lost both matches, it is assumed they would lose the additional match and are awarded no points.

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After an event has taken place, disciplinary action may lead to a side's points being forfeited as part of the punishment. For example, when an athlete commits an anti-doping rules violation their results and ranking points can be forfeited if their doping ban is back-dated.

When this happens, the following process should be followed:

(a) In a pool stage, the banned athlete's results would be forfeited (as per missed call room) with their opponents awarded the highest score of the pool.

(b) If banned athlete qualified from the pool for an elimination round, based on forfeited pool results, an elimination round bonus may be awarded to a side that would have qualified after the forfeits are applied. However, if this promotes a side that did not qualify during the event, they can only receive the bonus and will not receive points based on the results of the banned side during the elimination round.

(c) If a banned side progressed to an elimination round, any elimination round results will be forfeited. However, any side that lost to the banned side would only receive the points for the forfeited round and not any subsequent rounds.

3.2. Event Weighting

Each tier of sanctioned competitions will be awarded a coefficient (see Table 14). Any points earned at a competition, including points awarded for entry, will be multiplied by the coefficient to calculate the total number of points awarded for an event. The coefficient has been calculated based on what an equivalent performance at either a higher or lower level would be worth.

Table 14 - Event Coefficient Values

Event	Year 1 Coefficient	Year 2 Coefficient
Major World (i.e., World Boccia Championships)	4	2.5
Major Regional (i.e., World Boccia Regional Championships) and Minor World (i.e., World Boccia Cup)	2.5	1.5
Minor Regional (i.e., World Boccia Challenger)	1	0.5

The period of eligibility for each event begins on the day after the overall competition is finished. The initial coefficient is valid for 365 days and is then reduced by 0.5 as described in Table 14. The coefficient will decay after 365 days or on the completion of the same type of event held in a subsequent year. For example, if the comparable event in the next year takes place before 365 days have passed, this will trigger the coefficient to decay otherwise, on day 366 the coefficient is decayed. For World Boccia Cup and World Boccia Challenger events, they will be linked in chronological order. Therefore, the first event to happen in the first year of the quadrennial will be linked to the first event to happen in the second year of the quadrennial.

Events will be eligible for a maximum of two consecutive periods of 365 days (730 days in total). The event will be removed after 730 days or on completion of same type of event in the 2nd calendar year after the event takes place. If the comparable event, two years later takes place before 730 days have passed, this will trigger the event to be removed otherwise, on day 731 the event is removed.

3.3.   World Ranking Calculation

A side's world ranking position is determined by ranking each side in descending order of their overall points total (listed to one decimal place, i.e., 100.1) which is calculated based on the following process and there is a full example in Appendix C:

(a) adding together the total number of points earned at an event (see 3.1) including the one point awarded for entering an event, multiplied by the coefficient for the event (see 3.2)

(b) ensuring the event falls within the ranking period defined under 3.3.1 and applying any decay depending on the date of the event (see 3.2)

(c) ensuring the combination of events meets the criteria defined under 3.3.2

(d) using the tie-breaker procedure defined under 3.3.3 to break the tie and rank each

3.3.1.   Ranking Period

A side's world ranking will be calculated over a two-year rolling basis to qualify for the relevant World Boccia Championships, Paralympic Games or World Boccia Regional Championships, as indicated below:

- 1st January 2019 to 31st December 2020 = Qualify for 2021 World Boccia Regional Championships

- 1st January 2020 to 31st December 2021 = Qualify for 2022 World Boccia Championships

- 1st January 2021 to 31st December 2022 = Qualify for 2023 World Boccia Regional Championships

- 1st January 2022 to 31st December 2023 = Qualify for 2024 Paralympics

As soon as the Technical Delegate and BISFed Operations Manager have approved the results and ranking points awarded at an event, the world ranking list will be updated. Where more than one BISFed sanctioned event takes place within a short period of time, BISFed may determine a fixed date on which all results from the adjacent events are added and the world ranking list will then be updated. BISFed reserves the right to amend the period of eligibility for each event to ensure the world ranking list provides a fair and equal qualification and entry method into BISFed sanctioned events.

Prior to an event, the BISFed Technical Delegate will use the ranking list which is correct as of 14 days prior to the arrival day of a competition. This version of the ranking list will be used to determine seeding positions for the event which may include which individual athletes are awarded slots for the highest ranked individuals present.

3.3.2.   Event Eligibility

A side's world ranking will be calculated using a side's four best event results (ranking point totals) over each two-year qualification period based on the following principles:

(a) a side's ranking points totals from all eligible events, subject to a maximum number of results from specific types of events:
    a. most recent World Cup(s), up to a maximum of three results
    b. most recent Challenger(s), up to a maximum of two results where a side has attended a World Cup

c. most recent Challenger(s), up to a maximum of three results where a side has not attended a World Cup

3.3.3. Breaking Ties between Sides

More than one side may end up on the same number of total world ranking points. In situations like this, the criteria described in Table 15 should be used to break any ties. The criteria place greater weight on performances from higher level events and the efficiency of a side in gaining world ranking points. Ties are most likely to occur lower down on the world ranking list, so each event type is included as part of the criteria. The final criteria relate to the last update of the world ranking system with precedence given to the side that has demonstrated the greatest level of ability in the past

Table 15 - Tie-Breaker Criteria for World Ranking Lists

Criteria	Method	Description
1	Points Total from most recent Major Event	*The total number of points earned from the most recent Major event (i.e., World or Regional Championships) in descending order*
2	Final Position in most recent Major Event	*The final position of the side at the most recent Major event (i.e., World or Regional Championship) in downward order (i.e., 1, 2, 3)*
3	Points Total from most recent World Cup	*The total number of points earned from each athlete's most recent World Cup in descending order*
4	Final Position in most recent World Cup	*The final position of the side at the most recent World Cup in downward order (i.e., 1,2,3)*
5	Points Total from most recent Challenger	*The total number of points earned from each athlete's most recent Challenger in descending order*
6	Final Position in most recent Challenger	*The final position of the side at the most recent* Challenger *in downward order (i.e., 1,2,3)*
7	Number of Events	*The total number of events participated within the current ranking period in ascending order*
8	Previous World Ranking Position	*The world ranking position in the last update of the world ranking list in upward order (i.e., 3,2,1)*

A. 1: Pool Stage Format Calculator

BISFed preferred formats are highlighted in green, other formats may be used but must adhere to principles described in the table (i.e., pool size, total KO entry and ratio).

Entry	No. Pools	Max. Pool Size	KO per pool	Total KO	KO Round	Direct KO	Play-off	Total KO Ratio*	No. Pool Matches	Total No. Matches	No. Rounds
2	1	2	-			-	-	-	2		
3	1	3	-			-	-	-	3		
4	1	4	-			-	-	-	6		
5	1	5	-			-	-	-	10		
6	1	6	-			-	-	-	15		
6	2	3	2	4	SF	4	0	67%	6	10	5
7	1	7	-			-	-	-	21		
7	2	4	2	4	SF	4	0	57%	9	13	5
8	2	4	2	4	SF	4	0	50%	12	16	5
9	2	5	2	4	SF	4	0	44%	16	20	7
9	3	3	2	6	SF	2	4	67%	9	15	6
10	2	5	2	4	SF	4	0	40%	20	24	7
10	3	4	2	6	SF	2	4	60%	12	18	6
11	3	4	2	6	SF	2	4	55%	15	21	6
12	3	4	2	6	SF	2	4	50%	18	24	6
12	4	3	2	8	QF	8	0	67%	12	20	6
13	3	5	2	6	SF	2	4	46%	22	28	8
13	4	4	2	8	QF	8	0	62%	15	23	6
14	3	5	2	6	SF	2	4	43%	26	32	8
14	4	4	2	8	QF	8	0	57%	18	26	6
15	3	5	2	6	SF	2	4	40%	30	36	8
15	4	4	2	8	QF	8	0	53%	21	29	6
15	5	3	2	10	QF	6	4	67%	15	25	7
16	4	4	2	8	QF	8	0	50%	24	32	6
16	5	4	2	10	QF	6	4	63%	18	28	7
17	4	5	2	8	QF	8	0	47%	28	36	8
17	5	4	2	10	QF	6	4	59%	21	31	7
18	4	5	2	8	QF	8	0	44%	32	40	8
18	5	4	2	10	QF	6	4	56%	24	34	7
18	6	3	2	12	QF	4	8	67%	18	30	7
19	4	5	2	8	QF	8	0	42%	36	44	8
19	5	4	2	10	QF	6	4	53%	27	37	7
19	6	4	2	12	QF	4	8	63%	21	33	7
20	4	5	2	8	QF	8	0	40%	40	48	8
20	5	4	2	10	QF	6	4	50%	30	40	7
20	6	4	2	12	QF	4	8	60%	24	36	7
21	5	5	2	10	QF	6	4	48%	34	44	9
21	6	4	2	12	QF	4	8	57%	27	39	7
21	7	3	2	14	QF	2	12	67%	21	35	7
22	5	5	2	10	QF	6	4	45%	38	48	9
22	6	4	2	12	QF	4	8	55%	30	42	7
22	7	4	2	14	QF	2	12	64%	24	38	7
23	5	5	2	10	QF	6	4	43%	42	52	9
23	6	4	2	12	QF	4	8	52%	33	45	7
23	7	4	2	14	QF	2	12	61%	27	41	7
24	5	5	2	10	QF	6	4	42%	46	56	9
24	6	4	2	12	QF	4	8	50%	36	48	7
24	7	4	2	14	QF	2	12	58%	30	44	7
24	8	3	2	16	R16	16	0	67%	24	40	7
25	6	5	2	12	QF	4	8	48%	40	52	9
25	7	4	2	14	QF	2	12	56%	33	47	7
25	8	4	2	16	R16	16	0	64%	27	43	7
26	6	5	2	12	QF	4	8	46%	44	56	9
26	7	4	2	14	QF	2	12	54%	36	50	7
26	8	4	2	16	R16	16	0	62%	30	46	7

27	6	5	2	12	QF	4	8	44%	48	60	9
27	7	4	2	14	QF	2	12	52%	39	53	7
27	8	4	2	16	R16	16	0	59%	33	49	7
27	9	3	2	18	R16	14	4	67%	27	45	8
28	6	5	2	12	QF	4	8	43%	52	64	9
28	7	4	2	14	QF	2	12	50%	42	56	7
28	8	4	2	16	R16	16	0	57%	36	52	7
28	9	4	2	18	R16	14	4	64%	30	48	8
29	6	5	2	12	QF	4	8	41%	56	68	9
29	7	5	2	14	QF	2	12	48%	46	60	9
29	8	4	2	16	R16	16	0	55%	39	55	7
29	9	4	2	18	R16	14	4	62%	33	51	8
30	6	5	2	12	QF	4	8	40%	60	72	9
30	7	5	2	14	QF	2	12	47%	50	64	9
30	8	4	2	16	R16	16	0	53%	42	58	7
30	9	4	2	18	R16	14	4	60%	36	54	8
30	10	3	2	20	R16	12	8	67%	30	50	8
31	7	5	2	14	QF	2	12	45%	54	68	9
31	8	4	2	16	R16	16	0	52%	45	61	7
31	9	4	2	18	R16	14	4	58%	39	57	8
31	10	4	2	20	R16	12	8	65%	33	53	8
32	7	5	2	14	QF	2	12	44%	58	72	9
32	8	4	2	16	R16	16	0	50%	48	64	7
32	9	4	2	18	R16	14	4	56%	42	60	8
32	10	4	2	20	R16	12	8	63%	36	56	8

A2: Match Order Structure

For pools of three, the following structure should be used:

	Match 1	Bye
Round 1	1 v 3	2
	Match 2	**Bye**
Round 2	2 v 3	1
	Match 3	**Bye**
Round 3	1 v 2	3

For pools of four, the following structure should be used:

	Match 1	Match 2
Round 1	1 v 4	2 v 3
	Match 3	**Match 4**
Round 2	1 v 3	2 v 4
	Match 5	**Match 6**
Round 3	1 v 2	3 v 4

For pools of five, the following structure should be used:

	Match 1	Match 2	Bye
Round 1	1 v 5	2 v 4	3
	Match 3	**Match 4**	**Bye**
Round 2	1 v 4	3 v 5	2
	Match 5	**Match 6**	**Bye**
Round 3	1 v 3	2 v 5	4
	Match 7	**Match 8**	**Bye**
Round 4	2 v 3	4 v 5	1
	Match 9	**Match 10**	**Bye**
Round 5	1 v 2	3 v 4	5

For pools of six, the following structure should be used:

	Match 1	Match 2	Match 3
Round 1	1 v 6	2 v 4	3 v 5
	Match 4	**Match 5**	**Match 6**
Round 2	1 v 5	2 v 3	4 v 6
	Match 7	**Match 8**	**Match 9**
Round 3	1 v 4	2 v 5	3 v 6
	Match 10	**Match 11**	**Match 12**
Round 4	1 v 3	2 v 6	4 v 5
	Match 13	**Match 14**	**Match 15**
Round 5	1 v 2	3 v 4	5 v 6

For pools of seven, the following structure should be used:

	Match 1	Match 2	Match 3
Round 1	1 v 7	2 v 6	3 v 5
	Match 4	**Match 5**	**Match 6**
Round 2	1 v 6	2 v 5	3 v 4
	Match 7	**Match 8**	**Match 9**
Round 3	1 v 5	2 v 4	6 v 7
	Match 10	**Match 11**	**Match 12**
Round 4	2 v 7	3 v 6	4 v 5
	Match 13	**Match 14**	**Match 15**
Round 5	1 v 4	2 v 3	5 v 7
	Match 10	**Match 11**	**Match 12**
Round 6	1 v 3	4 v 7	5 v 6
	Match 13	**Match 14**	**Match 15**
Round 7	1 v 2	3 v 7	4 v 6

A3: Constructing an Elimination Stage

The table below describes how for the number of pools indicated an elimination stage should be constructed.

No. of Pools	2	3	4	5	6	7	8	9	10
Total Advancers	4	6	8	10	12	14	16	18	20
Elimination Stage	SF	SF	QF	QF	QF	QF	R16	R16	R16
Direct	4	2	8	6	4	2	16	14	16
To Playoff	0	4	0	4	8	12	0	4	6
Slot 1	A1	A1	A1	A1	A1	A1	A1	A1	A1
Slot 2	B1	B1	B1	B1	B1	B1	B1	B1	B1
Slot 3	B2	C1	C1	C1	C1	C1	C1	C1	C1
Slot 4	A2	C2	D1	D1	D1	D1	D1	D1	D1
Slot 5		B2	D2	E1	E1	E1	E1	E1	E1
Slot 6		A2	C2	E2	F1	F1	F1	F1	F1
Slot 7			B2	D2	F2	G1	G1	G1	G1
Slot 8			A2	C2	E2	G2	H1	H1	H1
Slot 9				B2	D2	F2	H2	I1	I1
Slot 10				A2	C2	E2	G2	I2	J1
Slot 11					B2	D2	F2	G2	J2
Slot 12					A2	C2	E2	H2	I2
Slot 13						B2	D2	F2	H2
Slot 14						A2	C2	E2	G2
Slot 15							B2	D2	F2
Slot 16							A2	C2	E2
Slot 17								B2	D2
Slot 18								A2	C2
Slot 19									B2
Slot 20									A2

B. 1: World Ranking Points Total Example

Step 1: Calculate Event Totals

The table below demonstrates how to calculate the total points earned by an athlete at an event. In each row, you can see the number of pools wins, the bonus for advancing to the elimination stage and then the points earned in the elimination stage. Athlete C is awarded 2.67 points for the number of pool wins. This means they received a 0.67 bonus because there were uneven pools. Athlete C played 3 matches, but Athlete A played 4 matches. Athlete C won 2 of their 3 matches; so, 2÷3 = 0.67; and this bonus is added to their score.

Rank	Name	Event	No. of Pool Wins	KO Bonus	QF	SF	F	Total
1	Athlete A	World Cup Kansas	4	2	4	4	3	17
1	Athlete B	World Cup Seville	3	2	4	4	3	16
2	Athlete C	World Cup Kansas	2.67	2	4	4	0	12.67
2	Athlete D	World Cup Seville	3	2	4	4	0	13
3	Athlete E	World Cup Kansas	4	2	4	0	2	12
3	Athlete F	World Cup Seville	3	2	4	0	2	11
4	Athlete G	World Cup Kansas	2	2	4	0	0	8
4	Athlete H	World Cup Seville	3	2	4	0	0	9

Step 2: Calculate Weighted Total

The table below demonstrates how to calculate the weighted total for each event, applying the coefficient for the event based on which tier the event falls into. In this case, the events are World Cup events, so they are awarded a co-efficient of 2.5. For each athlete an entry bonus (1pt) is added to their total points earned and multiplied by 2.5. That means Athlete A's 17 points are converted to 45 points after the entry bonus and the coefficient have been applied.

Rank	Name	Event	Total	Tier	Entry	Total
1	Athlete A	World Cup Kansas	17	2.5	1	((17+1) x 2.5) = 45
1	Athlete B	World Cup Seville	16	2.5	1	((16+1) x 2.5) = 42.5
2	Athlete C	World Cup Kansas	12.67	2.5	1	((12.67+1) x 2.5) = 34.18
2	Athlete D	World Cup Seville	13	2.5	1	((13+1) x 2.5) = 35
3	Athlete E	World Cup Kansas	12	2.5	1	((12+1) x 2.5) = 32.5
3	Athlete F	World Cup Seville	11	2.5	1	((11+1) x 2.5) = 30
4	Athlete G	World Cup Kansas	8	2.5	1	((8+1) x 2.5) = 22.5
4	Athlete H	World Cup Seville	9	2.5	1	((9+1) x 2.5) = 25

Step 3: Calculate Four Best Results

The process described below demonstrated how to calculate a side's four best results which when added together with equal a side's world ranking points total and this is what a side is ranked on (in descending order) to produce the world ranking list.

1. To identify the result for Event 1, you must:
   - List all events attended within current ranking period (see 3.3.1)
   - Select the four best results ensuring that a maximum of
     - three World Cup events are selected
     - two Challengers are selected if the side have attended a World Cup
     - three Challengers are selected if the side have not attended a World Cup