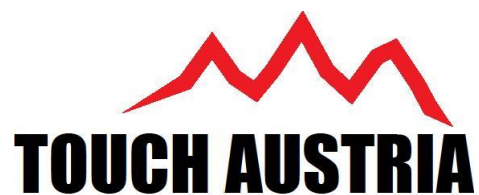




2013 Mainland Cup Touch Tournament

Tournament Structure v1.3

03 July 2013





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Preface

This document has been prepared to provide participating Member countries with background details on the structure of the 2013 Mainland Cup (MC2013) Tournament.

1. General

- 1.1 The following general guidelines will apply to the tournament structure and to the Competition Draw:
 - 1.1.1 Countries will play for the overall 'Mainland Cup' title.
 - 1.1.2 There will be three (3) Open Divisions;
 - 1.1.3 A competition, in any Division will only proceed on the basis of a minimum number of three (3) entries being confirmed for that respective Division. This is a change to the normal policy of a minimum of four (4) teams for the purposes of the Mainland Cup only;
 - 1.1.4 Teams will play a minimum of two and a maximum of three matches per day.
 - 1.1.5 The first round of games on Saturday 13th July will start at 1110Hrs.
- 1.2 It should be noted that the contents of this document may be amended should current FIT Member country National Touch Associations not meet participation compliance. The version number and date of this Tournament Structure document are detailed on the front cover.

2. Procedures

- 2.1 All matches will be twenty (20) minutes each half with a five (5) minute half time break.
- 2.2 All teams will have a minimum break of at least of two time slots between matches;
- 2.3 Divisional Grand Finals will be scheduled on the afternoon of the 14th July.
- 2.4 Pool Round matches will be scheduled in 50 minute time slots. There will (only) be a five (5) minute period between matches. Teams will need to be ready to move onto allocated fields / pitches prior to scheduled start time and will need to move from playing fields / pitches immediately after matches.
- 2.4 All matches in Division Final Series requiring a winning team for progression or seeding position will use the Drop Off procedure if required. Time slots will be 60 minutes for these rounds on Sunday 14th July to accommodate Drop Off requirements in knockout matches;
- 2.5 Competition points for Pool Round matches will apply – i.e. 3 (three) for a WIN, 2 (two) for a DRAW, 1 (one) for a LOSS, 0 (Zero/Nil) for a FORFEIT.
- 2.6 Pool Round Finishing Positions will be decided on Competition Points. If Competition Points are equal, progression will be decided on Touchdown Differences (the difference between the number of Touchdowns scored for, and the number of Touchdowns scored against, and the team with the highest difference will progress). If Points and Differences are both equal, the Percentages for and against system will be used; A team's 'Percentage' is identified by using the fraction resulting from the number of Touchdowns scored being divided by the number of Touchdowns against and multiplying that fraction by 100;



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2.7 A team may use up to fourteen (14) eligible and registered players in any one match, with a maximum of sixteen (16) eligible and registered players allowed throughout the MC2013 tournament.

3. Seeding

3.1 Seeding has been based on finishing positions at the 2012 European Championships (EC2012). For teams who did not play at EC2012, an estimation of the team strength has been made.

6. Mainland Cup Champion

- 6.1 MC2013 will identify and establish the Mainland Cup Champion
- 6.2 The MC Champion team in each Division will be the Grand Final winning team in respective Division finals
- 6.3 All teams and divisions will accrue points.

7. Statistical Summary

7.1. The following table provides a summary of matches at MC2013.

| HN2013 Division | No of Matches | Max / Min Matches | Teams |
|-----------------|---------------|-------------------|-----------|
| MO Division | 26 | 5 / 6 | 9 |
| WO Division | 7 | 4 / 5 | 3 |
| MXO Division | 18 | 4 / 6 | 7 |
| TOTAL: | 51 | - | 19 |



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Men's Open (MO)

| Pool A | Pool B |
|----------------------|-----------------|
| France (1) | Austria (2) |
| Germany (4) | Switzerland (3) |
| Netherlands (5) | Guernsey (6) |
| Switzerland (M30)(8) | Catalonia (7) |
| Luxembourg (9) | |

Divisional Structure

Pool (16 games)

Pool A (10 games) Pool B (6 games)

Round robin

Teams finishing 3rd, 4th & 5th in Pool A and 3rd & 4th in Pool B qualify for the Seeding Pool

1st & 2nd in Pools A & B qualify for the Semi Finals

Seeding Pool (6 games)

Results between teams in same original pools are carried over

Teams only play against the sides from other original pool.

Pool finishing positions for seedings 5th, 6th, 7th, 8th and 9th

Semi Finals (2 games)

Semi Final 1 – 1st Pool A vs 2nd Pool B

Semi Final 2 – 1st Pool B vs 2nd Pool A



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3rd/4th Play-off (1 game)

3rd/4th Play-off – Loser Semi Final 1 vs Loser Semi Final 2

Final (1 game)

Cup Final – Winner Semi Final 1 vs Winner Semi Final 2

Total games: **26**, Minimum games/team: **5**, Maximum games/team: **6**



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Women's Open (WO)

Austria (1)

France (2)

Switzerland (3)

Divisional Structure

Pool Stage (6 games)

Round robin, each team plays each other twice.

Final (1 game)

Cup Final, Winner 1st vs Winner 2nd

Total games: **7**, Minimum games/team: **4**, Maximum games/team: **5**



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Mixed Open (MXO)

| Pool A | Pool B |
|-----------------|-------------|
| Switzerland (1) | Germany (2) |
| Netherlands (4) | France (3) |
| Hungary (5) | Austria (6) |
| Spain (SMX)(7) | |

Divisional Structure

Pool (9 games)

Pool A (6 games) Pool B (3 games)

Round robin

Teams finishing 3rd, 4th in Pool A and 3rd in Pool B qualify for the Seeding Pool

1st & 2nd in Pool A & B qualify for the Play-off Pool

Seeding Pool (2 games)

Result from initial Pool A game between 3rd vs 4th is carried over

Teams only play against the sides from Pool B

Seeding Final (1 game)

Seeding game 5th/6th – 1st Seeding Pool vs 2nd Seeding Pool

Play-off Pool (4 games)

Results from initial Pool games between 1st vs 2nd in each pool are carried over

Teams only play against the sides from other pool.



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3rd/4th Play-off (1 game)

3rd/4th Play-off – 3rd Play-off Pool vs 4th Play-off Pool

Final (1 game)

Cup Final – 1st Play-off Pool vs 2nd Play-off Pool

Total games: **18**, Minimum games/team: **4**, Maximum games/team: **6**