

FREESTYLE PLAYERS ASSOCIATION

Competition Manual: Revised Section 703

Approved by FPA Board April 2008

703. EVENT PROGRESSIONS

The event progression for the tournament determines how many teams advance to the next round. When there is more than one pool, an equal number of teams advances from each pool. If four teams advance from each pool, the four teams with the highest score in Pool A advance, and the four teams with the highest scores in Pool B advance. Scores are never compared between teams from Pool A and teams from Pool B. Ties are broken within a pool to determine advancement to the next round.

All choices of playing order and subsequent round seedings are based on results from the previous round, with ties broken based on Quarterfinal Round seeding.

703.01 Maximum Number of Teams

No more than 64 teams may compete in any division at the FPA World Championships. If more than 64 teams register, the top 56 teams according to world rankings seeding are eligible to compete. The tournament director, in consultation with the FPA Competition Director, may award up to eight wildcards for the remaining competition positions. If less than eight wildcards are awarded, the 64-team field is filled by the teams with the next highest world rankings seeding.

703.02 Baseline Number of Teams In Final

The number of rounds, number of pools and number of teams in the final depend on the number of entrants. The baseline number of finals teams is as follows:

Open Pairs: 8

Open Co-op: 6

Mixed Pairs: 6

Women: 4

The size of the final may only be expanded according to the number of teams entered in the category. Consult sections 703.03 - 703.10 for more information.

703.03 Fields of 2-8 Teams

All teams compete in one pool.

At a major championship with 2-8 teams, there should be two rounds, schedule-permitting.

If the number of teams does not exceed the number of finals teams, the first round is used as a seeding round. Results from the first round determine playing order in the finals.

If the number of teams exceeds the number of finals teams, the first round determines which teams advance to the finals and their playing order in the finals.

703.04 Fields of 9-16 Teams

If there are more than 12 Women's teams, the Women's final expands to six teams.

Rounds of Competition: Semifinal and Final.

Routine Length: five minutes for Open Co-op and four minutes for all other categories.

Semifinals: Teams compete in two pools. For Open Co-op, Mixed Pairs and Women, the top three teams in each pool advance to the final.

Finals: Teams are seeded into one finals pool based on performance in the semifinals.

703.05 Fields of 17-23 Teams

Rounds of Competition: Quarterfinal, Semifinal and Final.

Size of Finals: Six teams for Open Co-op, Mixed Pairs and Women, and eight teams for Open Pairs.

Routine Length: For the quarterfinal round, Open Co-op is four minutes and all other categories are three minutes. Semifinal and finals routine length is five minutes for Open Co-op and four minutes for all other categories.

Quarterfinal: Teams are seeded into four quarterfinal pools. Playing order is determined by random draw. Four teams from each pool advance to the semifinals.

Semifinal: Teams are seeded into two semifinal pools based on performance in the quarterfinals. Playing order is determined by performance in the Quarterfinals (see section 704.03).

Finals: Teams are seeded into one finals pool based on performance in the semifinals.

703.06 Fields of 25-32 Teams

Rounds of Competition: Quarterfinal, Semifinal, Final

Size of Finals: Eight teams for any category in which at least 25 teams enter.

Routine Length: For the quarterfinal round, Open Co-op is four minutes and all other categories are three minutes. Semifinal and finals routine length is five minutes for Open Co-op and four minutes for all other categories.

Quarterfinal: Teams are seeded into four quarterfinal pools (see section 704). Playing order is determined by random draw. Four teams from each pool advance to the semifinals.

Semifinal: Teams are seeded into two semifinal pools based on performance in the quarterfinals. Playing order is determined by performance in the Quarterfinals (see section 704.03).

Finals: Teams are seeded into one finals pool based on performance in the semifinals.

703.07 Fields of 33-40 Teams

Rounds of Competition: Preliminary (mini), Quarterfinal, Semifinal, Final

Teams seeded 1-24 in the raw (no wildcard) seeding data advance automatically to the Quarterfinal round. Teams seeded 25-40 compete in the Preliminary.

Preliminary: Teams compete for four minutes in Open Co-op and three minutes in all other divisions. Teams are seeded into two pools. The top four teams from each pool advance to the quarterfinal round.

See Section 703.06 for the event progression of the Quarterfinal, Semifinals and Finals rounds.

703.08 Fields of 41-48 Teams

Rounds of Competition: Preliminary (full), Quarterfinal, Semifinal, Final

Teams seeded 1-24 in the raw (no wildcard) seeding data advance automatically to the Quarterfinal round. All teams seeded 25-48 compete in the Preliminary.

Preliminary: Teams compete for four minutes in Open Co-op and three minutes in all other divisions. Teams are seeded into four pools. Playing order is determined by random draw. The top two teams from each pool advance to the Quarterfinal round.

See Section 703.06 for the event progression of the Quarterfinal, Semifinals and Finals rounds.

703.09 Fields of 49-56 Teams

Rounds of Competition: Qualification (mini), Preliminary, Quarterfinal, Semifinal, Final

Teams seeded 1-24 in the raw (no wildcard) seeding data advance automatically Quarterfinal round. Teams seeded 25-40 advance automatically to the Preliminary round. Teams seeded 41-56 compete in the Mini Pre-Qualifier.

Qualification: Teams compete for four minutes in Open Co-op and three minutes in all other divisions. Teams are seeded into two pools. Playing order is determined by random draw. The top four teams from each pool advance to the Qualifier round.

See Section 703.08 for the event progression of the Qualifier round.

See Section 703.06 for the event progression of the Quarterfinal, Semifinals and Finals rounds.

703.10 Fields of 57-64 Teams

Rounds of Competition: Qualification (full), Preliminary, Quarterfinal, Semifinal, Final

Teams seeded 1-24 in the raw (no wildcard) seeding data advance automatically Quarterfinal round. Teams seeded 25-40 advance automatically to the Preliminary round. Teams seeded 41-64 compete in the Mini Pre-Qualifier.

Qualification: Teams compete for four minutes in Open Co-op and three minutes in all other divisions. Teams are seeded into four pools. Playing order is determined by random draw. The top two teams from each pool advance to the Qualifier round.

See Section 703.08 for the event progression of the Qualifier round.

See Section 703.06 for the event progression of the Quarterfinal, Semifinals and Finals rounds.