



WDBS Draw Information Guidelines 2018

Draw structure

Most competitions comprise a round-robin group stage with a number of players progressing to a knockout stage. The structure of the groups is dependent on the number of players competing and to avoid unduly unequal group sizes the draw is done on the day of the event when it is known for certain which players are in attendance.

Ideally groups will generally comprise four or five players, or occasionally six. All players within a group will play a match, generally best of three frames, against each of the other players within the group.

The draw for each event is drawn randomly, either by drawing numbers against a list of players, or by using online software e.g. mysnookerstats.com. This is subject to change in the future as we are considering the implementation of seeding at least some players within each group based on past performance.

Progression to knockout stages

Generally, no more than half the players from the round-robin stages will progress to the knockout stages, so the number of qualifiers from each group may vary but will usually be two or three.

At the conclusion of the group stage, positions within each group are determined by looking at:

- Number of wins
- Frame difference
- Number of frames lost
- Head to head

When comparing players from different round robin groups (within each disability category) this will be done by reference to frame averages (frames won minus frames lost, divided by the number of matches played) and this should reflect the possible difference in number of matches played in each group.

If players are still tied to determine group positions, or players within different groups are tied on frame averages, then it will be necessary to play a tie-breaker. **If it is to determine which players progress to the knockout stage** this tie-breaker will take the form of a one-frame shoot-out between the tied players.

For example, if three players are tied for one qualifying position then initially player A will play player B. The winner will then play Player C. If the player wins both then he will progress. If three players are tied for two qualifying positions, then initially player A will play player B and then the loser will play Player C. If the same player loses that shoot-out then he will not progress and A and B will.

If it is to determine seeding positions with some players to be seeded through an extra round for the knockout stages, then it will take the form of a round-robin black ball shoot-out in the same format as above.

If it is simply to determine seeding positions with each player to start in the same round regardless, then this will be decided by a coin toss or random draw.

Seeding for knockout draw

The number of players to progress to the knockout rounds may not provide a perfect 4, 8 or 16 etc, in the knockout so the best players during the group stage may be seeded through to the next round.

The knockout stage will be seeded according to group positions. The group winners will be seeded first, then the group second places, then the group third places etc, all based on comparing frame averages. Tied places will be determined by random draw or toss of a coin.

It is quite possible for two players from the same qualifying group to be drawn against each other in the knockout stages.

If you have any questions about anything stated above please contact Tournament Director [Clive Brown](#).