



AASCA

ASSOCIATION OF AMERICAN SCHOOLS
OF CENTRAL AMERICA

*AASCA will be a model association that develops
democratic leadership for today and tomorrow.*

AASCA Tournament Format (Large and Small Schools)

A) TOURNAMENT FORMAT DEPENDING ON THE NUMBER OF ENTRIES (TEAMS):

1. Whenever **4 teams** are participating: There will be a Round Robin. Followed by Semi-final games 1st vs. 4th and 2nd vs. 3rd, winning teams will play for First Place and defeated teams will play for Third Place. (Every team will have played a total of 5 games).
2. Whenever **5 teams** are participating: There will be a Round Robin (every team play 4 games). Then the tournament may proceed in any of these forms:
 - The first qualified team advances in bye to the final game; the teams that have ranked in the 2nd and 3rd positions will play a semi-final game in order to advance to the final games. The winning team advances to the final games, the losing team plays game for Third Place. Teams that have ranked in 4th and 5th positions will play a semi-final between them. The winning team advances to play the game for Third Place. (Maximum matches played 6, minimum 5)
 - Semi-final games are played according to the teams ranking order after the Round Robin: 1st vs. 4th and 2nd vs. 3rd. Defeated teams play game for Third Place and winning teams play game for First Place. If the coach and administrator of the team ranked in 5th place wish to play an extra game, it may be played with one of the junior teams of the hosting school or against a local team. (Maximum matches played 6, minimum 5)
3. Whenever **6 teams** are participating: the tournament may proceed in any of the following prioritized ways:
 - A Round Robin is played (5 games per team), the game for First Place will be disputed amongst the teams ranked in the first two positions. Third Place game will be played between the teams ranked in 3rd and 4th place. Consolation round games are played between teams ranked in 5th and 6th place in order to establish final positions. (Each team plays a total of 6 games)
 - Teams are separated into two groups; bye system is applied. Teams that qualify in the first place of each group advance to a crossed semi-final match. Teams qualified in second and third place of each group play a crossed eliminator against each other. Winning teams dispute a crossed semi-final. Semi-final defeated teams play for Third place and Semi-final winning teams play for First place. Those teams that didn't advance to semi-finals play for 5th place against each other in a consolation round. (Each team plays a maximum of 5 games and a minimum of 4 games)
4. Whenever **7 teams** are participating: the tournament may proceed in any of the following ways:
 - Teams are separated into two groups; one made up of three teams and the other of four teams. Bye system is applied for the team that ranks in first place of each group. Teams qualified in 2nd and 3rd place of each group, play crossed matches against each other in order to advance to semi-finals. Defeated teams play for 5th place and winning teams play crossed semi-final. Semi-final winning teams play for First place and semi-final defeated teams play for Third place. If the coach and administrator of the team ranked in 7th place wish to play an extra game, it may be played with one of the junior teams of the hosting school or against a local team. (Each team plays a maximum of 5 matches and a minimum of 4).
 - A Round Robin is played; there are no final games. The cumulative result of all games played determines final position standings. Teams ranked 1st to 4th place are awarded First to Fourth Tournament Places. (Each team plays a total of 6 matches).



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5. Whenever **8 teams** are participating: Teams are separated into two groups of 4 teams each. Teams ranked in the first 2 places of each group advance to play a crossed Semi-final game. Defeated teams play for Third Place and winning teams play for First Place. The four remaining teams that didn't advance to Semi-final play a "consolation league" 3a vs. 4b and 4a vs. 3b, winning teams play for Fifth Place and defeated teams dispute the Seventh Place. (Each team plays a total of 5 matches).

6. Whenever **9 teams** are participating: Two groups shall be formed, one group with 5 teams and the other group with 4 teams. Teams ranked in the first two places of each group advance to a crossed Semi-final game. After the semi-final match, defeated teams play for Third Place and winning teams play for First Place. The 4 remaining teams that didn't advance to Semi-final play a "consolation league" 3a vs. 4b and 4a vs. 3b, winning teams play for Fifth place and defeated teams dispute the Seventh Place. If the coach and administrator of the team ranked in 9th place wish to play an extra game, it may be played on Saturday, with one of the junior teams of the hosting school or against a local team. (Maximum 5 games per team, minimum 4).

7. Whenever **10 teams** are participating: Two groups shall be formed, each group shall have 5 teams. Those teams ranked in the first two places of each group advance to a crossed Semi-final game. After Semi-final match, defeated teams play for Third Place and winning teams play for First Place. The four remaining teams that didn't advance to Semi-final play a "consolation league" 3a vs. 4b and 4a vs. 3b, winning teams play for Fifth Place and defeated teams dispute the Seventh Place. Teams qualified in places 5a and 5b play amongst them one or two matches on Saturday. (Maximum matches per team 6, minimum 5).

Organizers must consider the above-mentioned tournament format types so that each team gets to play at least five matches. Teams will not play more than two matches per day. There shall be complementary matches for those teams eliminated during the consolation bracket. Complementary games shall also take place for those teams eliminated in groups of 8, 9 and 10 teams (example: 3rd group B vs. 3rd group A for Fifth Place).

NOTE: The BYE system, sets the two top teams directly into the Semi-final games. The next four best-ranked teams shall dispute crossed matches amongst them in order to advance to Semi-finals. Semi-finals will also have a crossed character, this means that the team ranked 2nd of its group doesn't get to play against the group's 1st team again.

Example:

"Repechaje" (WILD CARD): 2a vs. 3b (match B) and 2b vs. 3a (match A)

SEMI-FINALS: 1a vs. Winning team (match A) and 1b vs. Winning team (match B)



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B) GROUP DRAW:

In order to have a tournament as evenhanded as possible, to play against teams from the different countries involved, and to avoid manipulations, group formations shall be determined as follows:

1. Seed the First and Second Place winners, according to the previous tournament, as heads of each group.
2. Teams that represent the same country must be placed in different groups.
3. Observing past criteria, the Organizing Committee is able to allocate the remaining teams within the groups.
4. After proceeding with numeral 3, the remaining teams are assigned to the different groups by means of a draw.

Examples in Large School leagues:

- **Soccer 2003-04:**

	Current Champ		Current 2nd place
Boys	CAG		EIS
Girls	CAG		EAS
<u>Groups (Boys)</u>			<u>Groups (Girls)</u>
A B		A	B
CAGEIS		EAS	CAG
AST IAG		IAG	

By draw: ANS, EAS, and Lincoln

By draw: AST, EIS, Lincoln and ANS

- **Basketball 2003-04:**

	Current Champ		Current 2nd place
Boys	ANS		EIS
Girls	EAS		EIS
<u>Groups (Boys)</u>			<u>Groups (Girls)</u>
A B		A	B
ANS EIS		EAS	EIS
AST		AST	

By draw: IAG, CAG, EAS, and Lincoln

By draw: ANS, CAG, IAG and Lincoln

- **Volleyball 2004-05:**

	Current Champ		Current 2nd place
Boys	ANS		EAS
Girls	EAS		EIS
<u>Groups (Boys)</u>			<u>Groups (Girls)</u>
A B		A	B
ANS EAS		EAS	EIS
(CISS)		AST	

By draw: EIS, AST, CAG, IAG & Lincoln

By draw: ANS, CAG, IAG & Lincoln
