



# H-T-H Relay, Double Elimination Tournament Draw Sheet/Bracket Procedures

## DEFINITION OF TERMS

**Head-to-Head Relay:** Two teams of 4 stackers “race” against one another at the same time (“head-to-head”) in the Sport Stacking Court (see WSSA Rule Book).

**Match:** Consists of the best 2 out of 3 races. The first team to win two races wins the match.

**Double Elimination Tournament:** Also known as the “second chance” or “continuous consolation.” A team is eliminated from play only after losing two matches. A team can lose their first match and then come back and win the tournament.

**Draw Sheet:** Contains the brackets where team names are placed designating who races who in each match.

**Bracket:** Place on the draw sheet where two teams are paired designating a match. After each match is completed, teams will move to a new bracket unless being eliminated, having lost two matches.

**Division Managers (DMs):** Officials responsible for overseeing the Age Division Double Elimination Tournament. One DM manages the draw sheet as the tournament progresses by writing the winning and losing teams in their proper brackets on the draw sheet. They also coordinate which on-deck (warm-up) tables and which competition tables each team reports to.

**Bye:** An empty bracket slot on the draw sheet. The word “Bye” is written in each empty slot.

## POSITIONING OF TEAMS & BYES ON THE DRAW SHEETS

- If the WSSA StackTrack Management Software is used (mandatory for “Sanctioned” tournaments), once teams are entered into the program they will be automatically positioned on the draw sheets for each designated age division.
- If StackTrack is not being used, team names will need to be manually entered on the draw sheets for each designated age division.
- Byes will be listed in the first round and need to be “carried out” into the losers bracket/left side of the draw sheet. When the number of byes is uneven, the extra bye is placed in the bottom half of the draw sheet. Byes should be positioned symmetrically.

## DRAW SHEET MANAGEMENT

- The DM in charge of the draw sheet will have a clipboard with a completed draw sheet of the paired teams. This DM will call teams to the designated on-deck tables.
- DMs and Judges will work together to facilitate moving teams from the on-deck tables to the competition tables.
- Start with Match #1 and proceed numerically until the Final Match (or if there are more than 16 teams in a division and multiple mini-tournaments are required, the final two teams from each mini-tournament will be placed in a mini-finals tournament, see below).
- When the match is completed between the two teams, the DM will move the losing team to the left and the winning team to the right on the draw sheet. (Note: Once a team enters the loser’s

bracket and the team continues to win, they will move left until they come to the last bracket on the left whereby the winner of this bracket moves to the winner's bracket on the right.)

- **As the tournament proceeds the DMs must be very careful to ensure that the teams are positioned correctly! If there is any question, stop immediately and resolve before running another match!**
- It is important that DMs strive to keep the tournament running evenly through the rounds. Look ahead to ensure wait time for competition is minimized. **Follow the match #s in order.**
- After all the teams have completed their first match, the winning teams will move to the right and the losing teams will move to the left. (In the case of a bye, the "team" automatically wins the match and moves to the right and the bye moves to the left.)
- All teams on the right side of the bracket will continue to move to the right if they win. Once a team loses their first match, they will then be positioned on the left side of the bracket into the location designated on the draw sheet (i.e. loser of match number three, moves to the left to the 'L3' bracket location on the draw sheet.)
- The winner of the loser bracket/left side will then be positioned in the Final Match bracket (on the winner bracket/right side).
- Draw sheets come in different sized brackets to accommodate the number of teams involved in a tournament. (Up to 4, 8 or 16 team brackets are available.)
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## **MINI-TOURNAMENTS**

When there are more than 16 teams in a single Age Division, multiple mini-tournaments (using 16 team brackets) should be run using the following procedures:

- **17 to 32** teams in a division equal **two** 16-team draw sheets. **33 to 48** teams equal **three** 16-team draw sheets. **49 to 64** teams equal **four** 16-team draw sheets.
- Run each mini-tournament as described above.
- Each mini-tournament ends when there are two teams left. (These two teams will not race each other. They now move to a **new, mini-finals double elimination bracket draw sheet.**)
- The size of the mini-finals draw sheet (4 or 8 team brackets) is based on the number of mini-tournaments that took place in the division – **Two** mini-tournaments equals **4 teams** in the mini-finals and a **4 team draw sheet**; **Three** mini-tournaments equals **6 teams** in the mini-finals and an **8 team draw sheet (with two byes)**; **Four** mini-tournaments equals **8 teams** in the mini-finals and also an **8 team draw sheet (but with no byes)**.
- It is best to place the two teams from each mini-tournament on opposite ends of the mini-finals draw sheet. This will eliminate a possible quick re-match, during the 'finals,' of teams from the same mini-tournament.
- The mini-finals tournament is then run to determine first, second, third, and fourth places.  
**Note: All teams start with no wins or losses in this mini-finals double elimination tournament!**

**If there is any question at all who won or lost a match and/or the placement of teams in a bracket on the draw sheet...**

**STOP!!! DO NOT RUN ANOTHER MATCH UNTIL THE PROBLEM IS RESOLVED!**

**Consult with your Division Management Team and/or Tournament Director to reach resolution before continuing!**