

Boccia England
Player Ranking System

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1. Introduction

1.1. This document details the Player Ranking System that will be followed for the purposes of [Boccia England competitions](#).

1.2. It provides the guidelines on how the Ranking List is calculated and updated.

2. The Points System

Maximal point (for 1st Place) increased as the 'possible KO sides' increase

Generally, there should be basic point(s) allocated to participants in a ranking event and 'bonus points' given to players that achieve a higher rank by winning others.

For 1 pool condition:

- Entry of 3 players: 5 (1st), 3 (2nd), 1 (3rd)
- Entry of 4 players: 7 (1st), 5 (2nd), 3 (3rd), 1 (4th)
- Entry of 5 players: 8 (1st), 6 (2nd), 4 (3rd), 2 (4th), 1 (5th)
- Entry of 6 players: 10 (1st), 8 (2nd), 6 (3rd), 4 (4th), 2 (5th), 1 (6th)
- Entry of 7 players: 11 (1st), 9 (2nd), 7 (3rd), 5 (4th), 3 (5th), 2 (6th), 1 (7th)

For 2 pools condition:

- 10 (1st), 8 (2nd), 6(3rd), 4(4th), 2 (5th), 1 (6th)
- 11 (1st), 9 (2nd), 7 (3rd), 5 (4th), 3 (5th), 2 (6th), 1 (7th)
- 11 (1st), 9 (2nd), 7 (3rd), 5 (4th), 3 (5th), 2 (6th), 2 (7th), 1 (8th).
- In conditions with more than 1 pool, points can be allocated using the following formula:

Item	Point
Bottom third non-KO	1
Middle third non-KO	2
Top third non-KO players & KO player	3
Bonus for KO advancers	2
Bonus for each win of KO matches	2
Bonus for top half of losers in KO round except for places 1, 2, 3,	1
Bonus for 1 st , 2 nd , 3 rd places	2

For example, the maximum point for the 1st place winner should be:

11 for KO-4

13 for KO-8

An example of this in practice is as follows:

Entry = 18 with KO-8	Place								
	1	2	3	4	5-6	7-8	9-11	12-15	16-18
Bonus for 1 st , 2 nd , 3 rd place	2	2	2						
Bonus for top half of losers in KO round except for place 1, 2, 3, 4					1				
Bonus for win of KO match	6	4	2	2					
Bonus for KO players	2	2	2	2	2	2			
KO players and top 1/3 non-KO players	3	3	3	3	3	3	3		
Middle 1/3 non KO-players								2	
Bottom 1/3 non-KO players									1
Total Points	13	11	9	7	6	5	3	2	1

The complete list of points allocated based on entry numbers can be found in appendix 1.

2.1. Points for players with equal positions

Based on the final positioning criteria for players not progressing beyond pools, if any players are tied after all criteria have been followed then the same ranking points should be allocated. For example, using the above example, if two players final positions are both 11th out of 18, they would both get 3 points, the following player will be ranked 13th and get 2 points.

3. The England Player Ranking System

3.1. Players will be ranked according to classification, with 4 lists, BC1, BC2, BC3, BC4 and BC5.

3.2. For the purposes of seeding, a current international ranking will always supersede an England Player Ranking.

3.3. Only the competitions listed by Boccia England will be included in the Player Ranking System. Those competitions are as follows:

- GB Championships
- [The BE Cup Qualifiers](#)
- The BE Cup Play Offs
- The BE Cup Finals
- Heathcoat Cup Finals

3.4. The UK Championships will be ranked as a 'National' competition.

3.5. A Player's ranking points total is calculated from a maximum of four competitions. The four competitions are selected automatically based on the highest points.

3.6. Coefficients will be applied giving a weighting, based on the level of competition and when the competition took place. Results from the present and two previous seasons will be considered:

EVENT	National (GB Championships/The BE Cup Finals/National Championships)	Regional (The BE Cup Play offs & Qualifiers/Heathcoat Cup Finals)
Competition in the Present Season	n/a	*1
Competition in the Previous Season	*3	*.75
Competition two Seasons Previous	*2	*.5

3.7. Rules for ranking

3.7..1. Sum the points for all recognised ranking competitions

- Each competition gets a corresponding [Coefficient] according to the rules above
- Each Player gets a [Point] according to position they achieved in each competition (See appendix 1)
- The Sum Point of a player = summation of ([Point] x [Coefficient])

For Example, Player 1:

Competition	Point	Coefficient	Points after Coefficient
2017/18 The BE Cup Play Offs	7	*1	7
2017 GB Championships	6	*3	18
2017 The BE Cup Finals	11	*3	33
2016/17 The BE Cup Play Offs	9	*.75	6.75 **
2016 The BE Cup Finals	9	*2	18
Sum Point			76

**lowest points not included in the total.

3.7..2. The Player Ranking System will rank players according to their **Sum Point**, with the player with the highest Sum Point Ranked No. 1.

3.7..3. The ranking of Players with the same Sum Point will be determined by comparing

their points in the competitions, with the most recent taking priority.

3.8. Updates of the Ranking List

3.8..1. The update of the ranking list will take place at two points during a season allowing for the most accurate seeding based on the most recent results, this will be as follows:

- At the end of the season.
- Ahead of The BE Cup Finals

