



The GRAND TOUR European Paintball Championship

5-MAN DIVISION FORMAT

Teams will play 10 preliminary round games.

Teams will qualify for the quarter final round in the following manner:

- If there are **less than 10 teams** in the classification there will **be no quarter final** round and the top four teams will qualify directly for the semifinal round.
- If there are **10 to 20 teams** in the classification, the **top 8 teams** therein will qualify and play in the quarter final round.
- If there are **21 to 30 teams** in the classification, the **top 12 teams** therein will qualify and play in the quarter final round.
- If there are **over 30 teams** in the classification, the **top 16 teams** therein will qualify and play in the quarter final round.

The **top two teams** in each group of a **two group's** quarter final round will qualify and play in the semi final round.

The **top one team** in each group of a **three group's** quarter final round and **the highest scoring** team of the teams who took second place in their group will qualify and play in the semi final round.

The **top one team** in each group of a **four group's** quarter final round will qualify and play in the semi final round.

Team positions at the end of a round of play are determined by total points earned by the teams in such round.

After the quarterfinals the 1st place team plays 4th place in a semifinal whilst 2nd plays 3rd in a semifinal, both in best of three games. Then in the finals the winner of 1v4 plays the winner of 2v3 for 1st & 2nd place, whilst the losing teams compete for 3rd & 4th place in a best of three.

Team positions at the end of a round of play are determined by total points earned by the teams in such round, subject to the tie breaking provisions contained in here.

Two teams under same ownership, management or club structure, cannot play each other at one event in preliminary games and quarter finals, so that such teams cannot play each other until the semi-finals (the final 4).

If the normal seeding has such two teams playing each other, the lower ranked team of the two will be moved down one or two places (whichever is applicable) in the seeding, to ensure they do not play each other.

If the lower ranked team is at the bottom of its division and can thus not be moved down sufficiently, the higher ranked team will be moved down in the seedings by one or two places (whichever applicable). If neither team can be moved down sufficiently in its division, the lower ranked team will be moved up by one or two places (whichever applicable).

The ranking will be based on the Grand Tour League ranking system for the preliminary round and the previous round scores for any subsequent rounds.

Points.

Scoring for games will be conducted as follows:

- **3 points** for a valid flag hang.
- **2 points** for a "flag in transit". A flag in transit occurs if the opponent's flag is at the end of the game in possession of a live player. If both parties are in possession of the flag, the Matchpoints will be only awarded to the first to pull the opponents flag.
- **1 point** to both the teams for a draw. A draw will be any game where the flag was not grabbed or the last possible flag carrier was eliminated at the end of the game.
- **0 points** for a loss.

A team will also receive **Elimination Difference (E/D)** points. E/D points are calculated as the numeric difference between the number of own players being alive at the end of the game and the number of live opponents. Therefore the E/D can range from positive 5 (+5) to negative 5 (-5). Elimination Difference Points are only relevant in case of a tiebreak between teams.

Points are awarded at the conclusion of the game by the Head Referee.