

SAPL Interclub Format Adjustment

The committee of the League has approved a couple of minor adjustments to the format for State Interclub games, which will be in effect for Rounds 4,5 & 6 of the current season.

These adjustments are designed to make all matches more competitive, and ensure that club points earned are reflective of the teams' efforts.

There will still be 5 games played during the day, the first 3 games will still be in a pool of 4 and the two games after lunch will determine rank and club points.

Thanks to Anthony Pietsch, of the Adelaide Hills club, for his work in putting these changes to the League.

Adrian Clements
Tournament Director

Interclub League rounds – Division 1

Morning Games

Form Pools based on results in previous round, as is done now, but arrange games in each pool as:

Game I: *a* v *d* and *b* v *c*

Game II: *a* v *c* and *b* v *d*

Game III: *a* v *b* and *c* v *d*

where *a*, *b*, *c* and *d* are the four teams in a pool, ranked from highest seed to lowest seed.

Afternoon Games

In round 4, **the winner of Pool A plays the winner of Pool D**, and the winner of Pool B meets the winner of C. Similarly, A2 plays D2; B2 plays C2; A3 plays D3; **and so on.**

In round 5, winners play winners and losers play losers (as is done now).

'Weighted' Ranking System

The teams which lose both round 4 and 5 games get penalised , while those that win both of the afternoon games are rewarded, as follows:

rounds I-III <i>Position in pool</i>	round IV	round V	Final Ranking	Club Points
1st	<i>W</i>	<i>W</i>	1	30
1st	<i>W</i>	<i>L</i>	2	24
1st	<i>L</i>	<i>W</i>	4	15

1st	<i>L</i>	<i>L</i>	6	12
2nd	<i>W</i>	<i>W</i>	3	18
2nd	<i>W</i>	<i>L</i>	5	12
2nd	<i>L</i>	<i>W</i>	8	9
2nd	<i>L</i>	<i>L</i>	10	6
3rd	<i>W</i>	<i>W</i>	7	9
3rd	<i>W</i>	<i>L</i>	9	6
3rd	<i>L</i>	<i>W</i>	12	3
3rd	<i>L</i>	<i>L</i>	14	- *
4th	<i>W</i>	<i>W</i>	11	3
4th	<i>W</i>	<i>L</i>	13	- *
4th	<i>L</i>	<i>W</i>	15	- *
4th	<i>L</i>	<i>L</i>	16	- *

Relegated - *

Division II games will be played using the existing System.