

STATE TOURNAMENT PROCEDURE MANUAL

PURPOSE

The purpose of this document is to provide a written record of the procedures of the annual MLAG state tournament. This document has no bearing on any national tournament and is only applicable to the MLAG state Tournament. The MLAG Executive Committee reserves the right to amend this document to address special circumstances

WHAT IS IT?

The Michigan League of Academic Games' annual state tournament is held every March as a culmination of a year of gaming activity. The tournament is designed to determine league champions in eleven different events in five different age levels, and to prepare league teams for competition in national tournaments.

WHO IS ELIGIBLE?

Any school that has registered with the MLAG and has attended at least 4 regular season Saturday tournaments before the registration deadline is eligible to attend the tournament. Any student from such a school that has attended at least 3 Saturday tournaments is eligible to attend.

WHAT IS PLAYED

Students are split up into 5 different age divisions:

Minor	fourth grade and below
Elementary	fifth and sixth grade
Middle	seventh and eighth grade
Junior	ninth and tenth grade
Senior	eleventh and twelfth grade

Students may compete in any division at or above their age group. Competition takes place in eleven different events.

Cube Games

Basic Equations (Minor, Elementary and Middle Division only)
Basic On-Sets (Minor, E, M)
Basic Wff 'n Proof (E, M)
Regular Wff 'n Proof (M, J, S)
Adventurous Equations (E, M, J, S)
Advanced On-Words (Minor, E, M)
Adventurous On-Sets (E, M, J, S)
Linguishtik (E, M, J, S)

Reading Games

Presidents (All Divisions)
Propaganda (E, M, J, S)
World Card (E, M, J, S)

At least six teams must register for a game for it to take place at the tournament.

HOW IT IS ORGANIZED?

Players must compete in teams of five for each game. Players may not compete individually. Within the team, students should be ranked with your best player ranked #1, second best ranked #2, etc. It is recommended that schools register the same teams for each game they play.

Combo Teams

Schools may choose to register individual players who will be placed onto combo teams by the Steering Committee. These players will be placed onto teams with other individuals from different schools based on the games that they play. These players cannot be pulled back from these combo teams if another player drops out. Coaches will be informed of the combo team members and games prior to the tournament.

Every school *must* bring at least 3 of each game they play for every five students they bring to the tournament. Teams that do not have the required number of games may not be allowed to enter the gaming room

Each team must be at their scheduled gaming room ten minutes before the listed start time of a round. All gaming sessions will begin no earlier than the scheduled time. Any team that arrives after the round has begun will receive zeros for any shake they miss. Students may not enter a shake if they are not at the table when the goal is set.

Cube Games

There are four rounds in each game. Teams will be divided into divisions of no less than six teams and no more than twelve teams, with every effort made to stay as close to nine teams per division as possible. The placement of the teams will be determined by the Steering Committee as governed by the Draw Procedure.

In each round, every team has a designated table assignment and players will be seated according to their rank. For example, if a team called the Average Five is listed at table D for round 3, and Joe Average is their number one player for that team, he would play at table D1. If Jessica Average is their second player she would sit at table D2. **Players do not bump.** Each team is given a new table assignment each round. The players must play in the same order (first player at table one, second player at table 2, etc.) for every round of that game. If it is determined that a team has played out of order, all players that sat in the wrong seats will receive a 0, with the remaining two players at that table receiving 6 and 4 or 5 and 5 depending on the raw score.

Reading Games

In the reading games, the players will be assigned random tables at which they will play all rounds.

PLAYING RULES

All games will be played according to the rules in the Official Michigan League of Academic Games Tournament Rules Book. If there is a dispute about a rule interpretation, about a judge's ruling, or about anything that might arise, the Executive Director will be the final authority.

STATE TOURNAMENT PLAYOFFS

CUBE GAMES

If there is more than one division in a cube game, state champions will be determined by playoffs. At the end of four rounds the teams with the highest total score in each division will qualify for the playoffs, including teams that are tied for first.

Wildcards

The playoffs will always include a multiple of three teams. If there are not enough divisions to reach a multiple of three, one or two wildcard teams will be included in the playoffs to reach a multiple of three. The non-division winning team with the highest score will advance to the playoffs as a wildcard. If there is a tie among teams for the wildcard spot, the team with the higher fourth round score will advance. If there is a tie among fourth round scores, third round scores will be used, then second round scores.

Seating for Playoffs (Cube Games)

Upon entering the playoffs, each team that qualifies will receive a seed based on their score in the regular rounds.

- The highest scoring team will receive the number one seed, the second highest the number two seed, and so on down to the last qualifying team. Wildcard teams are always seeded lower than division winners, regardless of scores.
- If there is a tie among two teams, the team with the higher fourth round score will receive the higher seed.
- If the two teams have the same fourth round score, the third round score will be used, if they have the same third round score the second round score will be used to determine seeding. In the unlikely event that two teams have the exact same score for all four rounds, a coin toss will be used to determine seeding.
- In the playoffs, the teams will be organized into three team matches, with the top seed playing the bottom two teams, the second seed playing the next two lowest seeds, and so on until all teams are matched up. When a two player match is necessary, the top seeded team plays in that match.
- Once the matches have been determined, the playoffs will begin. Each team will sit in the same order they sat in during the regular rounds.
- Each playoff round will be the same as a regular round, thirty minutes plus a five minute warning (35 minutes in all).
- At the end of the round, the team with the highest team score will advance to the next round, or will win the state championship if it is the final round.
- In the case of a tie, a sudden death one shake playoff will be played to determine the winner. At the end of the sudden death, the team with the highest *team* score wins and advances.
- Playoffs will continue until a champion is determined. There are no co-champions from different schools.

READING GAMES

There will be no playoffs in these games. In the reading games, state champions will be determined by highest total team score.

TROPHIES AND AWARDS

Cube Games

In each division, 1st, 2nd, & 3rd place team trophies will be awarded. In addition, individual awards will be given to each member of those teams. The state champion for each game will receive an individual trophy for each team member, a state championship team trophy, and a traveling trophy. The traveling trophy belongs to the school of the winning team for one year. The trophy lists all the previous winners of that particular event. Recipients of the traveling trophy are responsible for engraving their school's name and the year they won the event on the front plaque. The cost of the engraving will be reimbursed by the MLAG. The traveling trophy must be returned to the Super Tournament the next year.

Reading Games

Team trophies will be awarded to the three teams with the highest overall scores. Individual awards will be given to each member of those teams. In addition, honorable mention awards will be given to a number of teams. The number of teams that receive honorable mention trophies will be approximately to 1/3 of the number of teams competing in that event rounded up.

ALL AWARDS GIVEN AT THE TOURNAMENT SITE MUST BE PICKED UP BEFORE THE END OF THE TOURNAMENT.

STATE TOURNAMENT POSITIONS AND RESPONSIBILITIES

GAME COORDINATOR

Game coordinators will be chosen by the Executive Committee. Training for Coordinators will be provided by the Executive Committee or their designee.

Cube Game Coordinator's Responsibilities

1. Pick up and review coordinators materials at least one hour prior to the scheduled start time of the game.
2. Room Set Up
 - a. Clear the assigned room of students and debris fifteen minutes prior to start time
 - b. Ensure that there is adequate seating in the room
 - c. Distribute materials (table markers, score sheets, variation and order of play sheets(adventurous games), etc)
 - d. Make sure the sound system is working and that water, pencil sharpener and trash receptacles are in the room and in good working order.
3. Admit students to the room and assign sponsor responsibilities
4. Verify seating and check for games (no 1 or 4 player games)
5. Check games to make sure that every table has a complete game.
6. Keep the time of the rounds (30 minutes and 5 minute warning- 35 Minutes total per round)
7. The coordinator serves as the head judge for their assigned room.
8. Clean up the room at the conclusion of the rounds.

Reading Game Coordinator's Responsibilities

1. The coordinator will pick up the materials to set up the gaming room and set up the room prior to reviewing questions. If the reading game coordinator has a team that is competing in the game for which they are coordinating, once the questions have been reviewed, they are not allowed to have contact with their team until the conclusion of the game.
2. Review questions for accuracy, language, and applicability. If the coordinator deems a change should be made, an assistant tournament director will be consulted. Replacement questions, if needed, will be chosen from the list provided.
3. Room Set up

- a. Clear the assigned room of students and debris fifteen minutes prior to start time
 - b. Ensure that there is adequate seating in the room
 - c. Distribute materials [table markers, score sheets, technique cards (Propaganda), wager slip (World Card), gazetteer and wager slip (President)]
 - d. Make sure the sound system is working and that water, pencil sharpener and trash receptacles are in the room and in good working order.
4. Admit students to the room and assign sponsor responsibilities
5. Verify seating (no 1 player games)
6. The coordinator serves as the head judge for their assigned room.
7. Clean up the room at the conclusion of the rounds.

SPONSORS' RESPONSIBILITIES

1. Every sponsor must stay with their students in the gaming room. If a sponsor is responsible for teams in separate gaming rooms, every effort should be made to spend equal time with each group.
2. Sponsors are responsible for having the adequate number of complete games for each of their team. (3 cube games per team). Teams without enough games at the start of each round may not be allowed to enter the game room.
3. Sponsors can be assigned responsibilities from the list below by the game coordinator
 - a. Door duty to ensure that players have proper supplies and assist students to find their seats.
 - b. Collect score sheets at the end of the round and deliver to the score sheet sorter
 - c. Sort score sheets according to tables and inform game coordinator of any missing score sheets.
 - d. Deliver sorted score sheets to the head scorekeeper
 - e. Distribute gaming materials for the next round.
 - f. Judges will be given specific assignments by the game coordinator
 - g. Assist with clean up.
4. Judges are the only staff that is allowed to go to the tables.
5. Sponsors must prepare their students for gaming by:
 - a. Providing pencils or pens, paper, & games
 - b. Making sure students are fed and hydrated
 - c. Making students use the restroom before the round if necessary. In the case of dire emergencies, students will be allowed to use the restroom without penalty during the round.
 - d. Making sure students know their team names and seating order.

Draw Procedure – Minor, Elementary & Middle

- Each school ranks their teams (1=best) for each team when they register for the state tournament
- Once all teams have registered, the number of divisions will be determined with 6 to 12 teams in each division, with every effort made to stay as close as possible to nine team divisions
- The #1 teams from each school will be placed randomly into different divisions, with each division having an equal number of #1 teams.
Example: There are 12 #1 teams in a four division game. The first team drawn goes in A, the 2nd in B, the 3rd in C, etc. until all #1 teams are placed.
- The process is repeated for the #2 teams, with the exception that no #1 teams and #2 teams from the same school can be placed in the same division.
- The remaining teams will be placed into divisions such that no division contains more than one team from a school, unless that school has more teams than divisions. If a school must double up in a division, the #1 and #2 teams should be placed in different divisions.
- The draw procedure will be administered by no less than two steering committee members.
- No steering committee member may administer the draw procedure for a game where they are the coach for one of the teams participating in that game (i.e a high school coach can't do the draw procedure for a junior or senior game)
- The placement of teams and makeup of the divisions is subject to review of the Executive Committee

Draw Procedure – Junior and Senior

-The procedure for the draw will be the same for Junior and Senior as it is for the other age levels with the following differences:

-For each of the cube games, the top two teams in each division will be seeded based on the player rating of each team individual as listed in the high school player rankings. If there are two divisions in one cube game, four teams will be seeded, if there are four divisions, eight teams will be seeded, etc.

-The top teams will be placed so that the top seed plays the lowest seed, the second highest the second lowest, etc. (i.e 1 vs 4, 2vs 3 or 1vs 6, 2 vs 5, 3 vs 4). If those matchups result in two teams from the same school being matched up against each other, the lower seeded team from that school will be switched with another lower seed (i.e if 1 and 6 are from the same school, 1 would be switched with 5).

-The high school player rankings will be maintained by a member of the executive committee and will be made available to high school coaches prior to the registration deadline. The rankings are based on scores from Saturday tournaments from the current year and state and Saturday tournaments from prior years with prior year's results discounted to give more weight to more recent results.

-Once the top teams have been seeded, the remaining teams will be placed into divisions such that no division contains more than one team from a school, unless that school has more teams than divisions.

Super Tournament XXXVI

ELIGIBILITY

A school must attend a minimum of **four (4)** Saturday tournaments by February 6, 2010 to be eligible for the Super Tournament. Students must attend at least **one (1)** tournament by February 6, 2010 to be eligible.

In order for your team to stay in the hotel, they must play a **minimum of three (3) games**, two (2) cube games (Equations, On-Sets, Linguishtik, On-Words, Wff 'n Proof) and one other game (World Card, Presidents, Propaganda).

REGISTRATION AND FEES

Super Tournament registration forms and fees **must be turned in by Saturday, February 13, 2010**. Estimated cost for the tournament is **\$210 per person** (student and adult - 2 nights, 6 meals).

PROPAGANDA

Sections A, B, D and F will be played at the Super Tournament this year.

PRESIDENTS

Elementary and Middle will be using Presidents #1- #24 this year at the Super Tournament. Junior and Senior will be using Presidents #1-#44.

WORLD CARD

The theme for the 2010 Super Tournament is History of Hawaii & Alaska from European contact to 2008 (excepting earlier, major history of indigenous people). Current events will include the year 2009. Please see the World Card section in the Rules Manual for categories and guidelines.