

DRAW STRUCTURE

VERSION 4.1

UNITE. INSPIRE. GROW.

Forward Thinking | Stronger Together | Leading with Humility | Passionately Proud | Fostering Fun





QTF has endeavoured to deliver a draw structure that is fair and equitable to all participants for this year's event. The guiding principles used at previous QTF events inform this year's event draw as follows:



Determination of Round Games and Pools (where possible)

- > Teams are to play a maximum of four (4) games per day.
- Teams are to play a minimum of two (2) games per day on Thursday & Friday (a bye will be classified as a round game).
- Teams will play a minimum of five (5) games over the tournament.
- Teams are to have a minimum of two (2) games break between games, other than Quarter Finals, Semi Finals and Finals on day 3 due to time constraints.
- All Teams will play on the first day of competition (Thursday).
- QTF has attempted to allow all teams to play on the last day of competition (Saturday).
- > Invitational Teams are unable to accrue points, but teams must defeat then in order to earn maximum points and/or points for the draw.

Playing Times

All games in the event will be 14 minutes each way with a two (2) minute half time break. Five (5) mins between games. [Time slots 35 minutes].

- QTF Tournament Management reserves the right to alter duration of games based on any specific tournament requirements and in the best interests of player welfare.
- All finals games must result in an outright winner. In the event of a drawn match at the end of full-time, a drop off will determine the match winner.
- There is no "time off" for serious injury during any Round Matches or Finals.

Determination of Finals Rankings Across Pools

The overall positioning of teams into Quarter Finals and Play-Off matches is determined by the following assessment.

- Overall Points if equal, then;
- > Overall Differential (for and against) if equal, then;
- > Overall Percentage if equal, then;
- > Result of Round game if draw, then;





10G Chall Pool A	10G Chall Pool B	10G Chall Pool C
Arana	BMTA Blue	Gold Coast B
BMTA Red	Brothers A	Hounds Blue
Bundaberg	Gladstone Blue	Ipswich
Palm Beach B	Gold Coast A	Palm Beach A
Redlands Red	Redlands Green	Rockhampton Black
Toowoomba Blue	Rockhampton Red	Toowoomba White

Structure

- Total teams 18
- 3 pools of 6
- 5 round games
- Minimum number of games 5
- Maximum number of games 8

Progression

Top 2 in each pool + 2 best Thirds progress to Quarter Finals; Semi Finals; Grand Final.

- Quarter Final One (QF1) 1st Pool A v 2nd Third
- Quarter Final Two (QF2) 1st Pool B v 1st Third
- Quarter Final Three (QF3) 1st Pool C v 2nd Pool B
- Quarter Final Four (QF4) 2nd Pool A v 2nd Pool C
- Semi Final One (SF1) Winner QF1 v Winner QF3
- Semi Final Two (SF2) Winner QF2 v Winner QF4
- Grand Final (GF) Winner of SF1 v Winner of SF2



10 GIRLS - DEVELOPMENT DIVISION

10G Dev Pool A	10G Dev Pool B
BMTA White	Brothers B
Caboolture	Coolum
Dalby	Emerald
Gladstone Gold	Gold Coast C
NGCT	Hounds Green
Noosa	Rockhampton White
	South Tweed

- Total 13 teams
- 1 pool of 6, 1 pool of 7
- Pool A: 5 round games; Pool B: 6 round games + bye
- Minimum 5 games
- Maximum 6 games
- No finals to be played.



10B Chall Pool A	10B Chall Pool B	10B Chall Pool C
BMTA Red	Arana	Bundaberg
Gladstone Blue	Gold Coast A	NGCT
Gold Coast B	Ipswich Green	Palm Beach A
Redlands Red	Palm Beach B	Rockhampton Black
Wynnum Manly 1	Rockhampton Red	Toowoomba White

Structure

- Total 15 teams
- 3 pools of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 7

Progression

Top 2 teams in each pool + first two Thirds progress to Quarter Finals, play offs for remaining teams; Quarter Finals; Semi Finals; Grand Final.

- Play Off 1: 3rd Third v 1st Fourth
- Play Off 2: 2nd Fourth v 3rd Fourth
- Play Off 3: 2nd Fifth v 3rd Fifth
- Play Off 4: 1st Fifth v Loser Play Off 2

- Quarter Final One (QF1) 1st Pool A v2nd Third
- Quarter Final Two (QF2) 1st Pool B v 1st Third
- Quarter Final Three (QF3) 1st Pool C v 2nd Pool B
- Quarter Final Four (QF4) 2nd Pool A v 2nd Pool C
- Semi Final One (SF1) Winner QF1 v Winner Q3
- Semi Final Two (SF2) Winner QF2 v Winner QF4
- Grand Final (GF) Winner of SF1 v Winner of SF2



10 BOYS - DEVELOPMENT DIVISION

10B Dev Pool A	10B Dev Pool B
Coolum	Caboolture
Ipswich Black	Ipswich White
Dalby	Toowoomba Blue
BMTA Blue	Hounds
Gladstone Gold	Rockhampton White
Wynnum Manly 2	Redlands Green
Yarrabilba	South Tweed

- Total 14 teams
- 2 pools of 7
- 6 round games + bye
- Total 6 games
- No finals to be played.



12G Chall Pool A	12G Chall Pool B	12G Chall Pool C	12G Chall Pool D
BMTA Red	BMTA Blue	Arana	Gladstone Blue
Bundaberg Maroon	Caboolture	Ipswich Green	Gold Coast B
Palm Beach B	Gold Coast A	Redlands Red	Kawana
Rockhampton Black	Redlands Green	Rockhampton Red	Palm Beach A
Toowoomba White	Hounds Blue	South Tweed	Thuringowa
Wynnum Manly	Townsville Blue	Townsville Green	Toowoomba Blue

Structure

- Total 24 teams
- 4 pools of 6
- 5 round games
- Minimum number of games 5
- Maximum number of games 8

Progression

Top 2 teams progress to Quarter Finals; Quarter Finals; Semi Finals; Grand Final.

- Quarter Final One (QF1) 1st Pool A v2nd Pool D
- Quarter Final Two (QF2) 1st Pool B v 2nd Pool C
- Quarter Final Three (QF3) 2nd Pool A v 1st Pool D
- Quarter Final Four (QF4) 2nd Pool B v 1st Pool C
- Semi Final One (SF1) Winner QF1 v Winner QF4
- Semi Final Two (SF2) Winner QF2 v Winner QF3
- Grand Final (GF) Winner of SF1 v Winner of SF2



12 GIRLS - DEVELOPMENT DIVISION

12G Dev Pool A	12G Dev Pool B
BMTA White	Brothers B
Bundaberg Blue	Coolum
Dalby	Emerald
Brothers A	Ipswich Black
Gold Coast C	Gladstone Gold
Hounds Green	Redcliffe
UQ Rebels	Redlands White
	NGCT

- Total 15 teams
- 1 pool of 7; 1 pool of 8
- Pool A: 6 round games + bye; Pool B: 7 round games
- Minimum 6 games
- Maximum 7 games
- No finals to be played.



12B Chall Pool A	12B Chall Pool B	12B Chall Pool C
BMTA Red	BMTA Blue	Gladstone
Bundaberg Maroon	Caboolture	Gold Coast B
NGCT	Gold Coast A	Kawana
Palm Beach B	Redlands Red	Palm Beach A
Redcliffe	Rockhampton Black	Redlands Green
Rockhampton Red	South Tweed	Toowoomba White
Toowoomba Blue	Townsville Blue	Townsville Green

Structure

- Total 21 teams
- 3 pools of 7
- 6 round games + bye
- Minimum number of games 6
- Maximum number of games 9

Progression

Top 2 teams in each pool + first two Thirds progress to Quarter Finals, Quarter Finals; Semi Finals; Grand Final.

- Quarter Final One (QF1) 1st Pool A v 2nd Third
- Quarter Final Two (QF2) 1st Pool B v 1st Third
- Quarter Final Three (QF3) 1st Pool C v 2nd Pool B
- Quarter Final Four (QF4) 2nd Pool A v 2nd Pool C
- Semi Final One (SF1) Winner QF1 v Winner QF3
- Semi Final Two (SF2) Winner QF2 v Winner QF4
- Grand Final (GF) Winner of SF1 v Winner of SF2



12 BOYS - DEVELOPMENT DIVISION

12B Dev	
Arana	
Bundaberg Blue	
Coolum	
Dalby	
Hounds	
Ipswich	
Noosa	
Wynnum Manly	
Yarrabilba	

- Total 9 teams
- 1 pool of 9
- 8 round games + bye
- Maximum 8 games
- No finals to be played.



14 GIRLS - CHAMPIONSHIP DIVISION

14G Champ Pool A	14G Champ Pool B	14G Champ Pool C	14G Champ Pool D
BMTA Red	BMTA Blue	Palm Beach A	Hounds Blue
Gold Coast B	Brothers A	Redlands Green	Ipswich
Palm Beach B	Bundaberg	Rockhampton Black	Redlands Red
Toowoomba White	Gold Coast A	Thuringowa	Rockhampton Red
Wynnum Manly	Noosa	UQ Rebels	Townsville Blue

Structure

- Total 20 teams
- 4 pools of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 7

Progression

Top two teams in each pool progress to Quarter Finals; Semi Finals; Grand Final. Play offs for remaining teams.

- Play Off 1: 3rd Pool A v 3rd Pool B
- Play Off 2: 3rd Pool C v 3rd Pool D
- Play Off 3: 4th Pool A v 4th Pool B
- Play Off 4: 4th Pool C v 4th Pool D
- Play Off 5: 5th Pool A v 5th Pool B
- Play Off 6: 5th Pool C v 5th Pool D

- Quarter Final One (QF1) 1st Pool A v 2nd Pool D
- Quarter Final Two (QF2) 1st Pool B v 2nd Pool C
- Quarter Final Three (QF3) 2nd Pool A v 1st Pool D
- Quarter Final Four (QF4) 2nd Pool B v 1st Pool C
- Semi Final One (SF1) Winner QF1 v Winner QF4
- Semi Final Two (SF2) -Winner QF2 v Winner QF3
- Grand Final (GF) Winner of SF1 v Winner of SF2



14G Chall Pool A	14G Chall Pool B
BMTA White	Brothers B
Dalby	Caboolture
Gold Coast C	Gladstone
Hounds Green	NGCT
Kawana	Coolum
Redlands White	Redcliffe
South Tweed	Toowoomba Blue
Townsville Green	Yarrabilba

Structure

- Total 16 teams
- 2 pools of 8
- 7 round games
- Minimum number of games 7
- Maximum number of games 9

Progression

Top 2 teams in each pool progress to Semi Finals; Grand Final.

- Semi Final One (SF1) 1st Pool A v 2nd Pool B
- Semi Final Two (SF2) 1st Pool B v 2nd Pool A
- Grand Final (GF) Winner of SF1 v Winner of SF2



14 BOYS - CHAMPIONSHIP DIVISION

14B Champ Pool A	14B Champ Pool B	14B Champ Pool C
Arana	BMTA Red	BMTA Blue
Coolum	Bundaberg	Gold Coast A
Gold Coast B	NGCT	Ipswich
Palm Beach A	Palm Beach B	Redlands Red
Rockhampton Red	Toowoomba White	Townsville Blue
Toowoomba Blue	Wynnum Manly	

Structure

- Total 17 teams
- 2 pools of 6 and 1 pool of 5
- Pool A & B: 5 round games; Pool C: 4 round games + bye
- Minimum number of games 5
- Maximum number of games 8

Progression

Top 2 teams in each pool + first two Thirds progress to Quarter Finals; Semi Finals; Grand Finals; Play offs for 3rd (if required) 4th and 5th in Pool C.

- Play Off 1: 3rd Pool C (if applicable) vs 4th Pool A
- Play Off 2: 4th Pool C v 4th Pool B
- Play Off 3: 5th Pool C v 5th Pool A
- Quarter Final One (QF1) 1st Pool A v2nd Third
- Quarter Final Two (QF2) 1st Pool B v 1st Third
- Quarter Final Three (QF3) 1st Pool C v 2nd Pool B
- Quarter Final Four (QF4) 2nd Pool A v 2nd Pool C
- Semi Final One (SF1) Winner QF1 v Winner QF3
- Semi Final Two (SF2) Winner QF2 v Winner QF4
- Grand Final (GF) Winner of SF1 v Winner of SF2



14B Chall Pool A	14B Chall Pool B
Emerald	Caboolture
Kawana	Dalby
Redcliffe	Gladstone
Redlands Green	Hounds
Townsville Green	Rockhampton Black

Structure

- Total 10 teams
- 2 pools of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 7

Progression

Top two teams in each pool progress to Semi Finals; Grand Final. Play offs for remaining teams.

- Play Off 1: 3rd Pool A v 3rd Pool B
- Play Off 2: 4th Pool A v 4th Pool B
- Play Off 3: 5th Pool A v 5th Pool B
- Semi Final One (SF1) 1st Pool A v 2nd Pool B
- Semi Final Two (SF2) –1st Pool B v 2nd Pool A
- Grand Final (GF) Winner of SF1 v Winner of SF2



16 GIRLS - CHAMPIONSHIP DIVISION

16G Champ Pool A	16G Champ Pool B
BMTA Blue	BMTA Red
Gold Coast A	Gold Coast B
Ipswich	Palm Beach A
Redlands Red	Toowoomba White
Rockhampton	Townsville Blue

Structure

- Total 10 teams
- 2 pools of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 7

Progression

Top two teams in each pool progress to Semi Finals; Grand Final. Play offs for remaining teams.

- Play Off 1: 3rd Pool A v 3rd Pool B
- Play Off 2: 4th Pool A v 4th Pool B
- Play Off 3: 5th Pool A v 5th Pool B

- Semi Final One (SF1) 1st Pool A v 2nd Pool B
- Semi Final Two (SF2) -1st Pool B v 2nd Pool A
- Grand Final (GF) Winner of SF1 v Winner of SF2



16G Chall Pool A	16G Chall Pool B
BMTA White	Hounds
Brothers	Kawana
Bundaberg	Noosa
Caboolture	Redcliffe
Palm Beach B	Redlands Green
Toowoomba Blue	Townsville Green

Structure

- Total 12 teams
- 2 pools of 6
- 5 round games
- Minimum number of games 6
- Maximum number of games 7

Progression

Top two teams in each pool progress to Semi Finals; Grand Final. Play offs for remaining teams.

- Semi Final One (SF1) 1st Pool A v 2nd Pool B
- Semi Final Two (SF2) -1st Pool B v 2nd Pool A
- Grand Final (GF) Winner of SF1 v Winner of SF2



16 BOYS - CHAMPIONSHIP DIVISION

16B Champ Pool A	16B Champ Pool B
Arana	BMTA Blue
BMTA Red	Gold Coast A
Bundaberg	Ipswich
Gold Coast B	Noosa
Palm Beach	Redlands Red
Rockhampton Black	Rockhampton Red
Toowoomba White	Townsville Blue

Structure

- Total 14 teams
- 2 pools of 7
- 6 round games + bye
- Minimum number of games 6
- Maximum number of games 8

Progression

Top 2 teams in each pool progress to Semi Finals, Grand Final.

- Semi Final One (SF1) 1st Pool A v 2nd Pool B
- Semi Final Two (SF2) 1st Pool B v 2nd Pool A
- Grand Final (GF) Winner of SF1 v Winner of SF2



16B Chall	
Caboolture	
Gladstone	
Gympie	
Kawana	
Mackay	
Redcliffe	
Redlands Green	
Toowoomba Blue	
Townsville Green	

Structure

- Total 9 teams
- 1 pool of 9
- 8 round games + bye
- Minimum number of games 8
- Maximum number of games 10

Progression

Top 4 teams will progress to Semi Finals; Grand Final.

- Semi Final One (SF1) 1st v 4th
- Semi Final Two (SF2) 2nd v 3rd
- Grand Final (GF) Winner of SF1 v Winner of SF2



18 GIRLS

18 Girls Pool A	18 Girls Pool B
Arana	ВМТА
Gold Coast	Caboolture
Rockhampton	Ipswich
Toowoomba	Palm Beach
UQ Rebels	Redlands

Structure

- Total 10 teams
- 2 pools of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 6

Progression

Top two teams in each pool progress to Semi Finals; Grand Final. Play offs for remaining teams.

- Play Off 1: 3rd Pool A v 3rd Pool B
- Play Off 2: 4th Pool A v 4th Pool B
- Play Off 3: 5th Pool A v 5th Pool B

- Semi Final One (SF1) 1st Pool A v 2nd Pool B
- Semi Final Two (SF2) -1st Pool B v 2nd Pool A
- Grand Final (GF) Winner of SF1 v Winner of SF2



18 BOYS

18 Boys Pool A	18 Boys Pool B
ВМТА	Arana
Caboolture	Bundaberg
Ipswich	Cairns
Palm Beach	Gold Coast
Rockhampton	Redlands
Townsville	Toowoomba

Structure

- Total 12 teams
- 2 pools of 6
- 5 round games
- Minimum number of games 5
- Maximum number of games 8

Progression

Top 4 teams in each pool progress to Quarter Finals. Semi Finals, and Grand Final.

- **Quarter Finals**
 - \circ QF 1 1st Pool A v 4th Pool B
 - o QF 2 3rd Pool A v 2nd Pool B
 - o QF 3 2nd Pool A v 3rd Pool B
 - \circ QF 4 4th Pool A v 1st Pool B
- Semi Finals
 - o SF1 Winner QF 1 v Winner QF 2
 - o SF2 Winner QF 3 v Winner QF 4
- **Grand Final**
 - o Winner SF1 v Winner SF2

