



SEATING AND EVENT FORMAT SPECIFICS

This document has been written to lay out the specifics of the 2022 Vienna event. The organizers may deem it necessary to make changes on site and these changes will be communicated to players.

Date: 17th August 2022

1. Determining Seating

During the registration period, every player will draw to be assigned their initial Seat number in accordance with the following:

- The Seats will be divided into 4 equally sized Slots, denoted as Slots 1, 2, 3, and 4.
 - The Slots will be used primarily to minimize the number of collisions between players of similar regions and country for the Qualifying Rounds.
 - WRC staff and invitees will be considered their own organization for the sake of slotting.
- In the case that there is a number of players that is not a multiple of 4 due to absence or emergency before the tournament begins, substitutes will be added to make the total player count a multiple of 4.
 - All substitutes will be placed within the same Slot to avoid multiple substitutes playing at the same table during the qualifier rounds. The Slot will be determined before registration begins.
- During the registration period, players will draw from a container that will contain the remaining available Seats for their Slot based on organization, country, and any relevant factors. The Slot and Seat number will be recorded, which will determine the player's schedule during the Qualifying rounds.
- Players who do not arrive during the registration period will have their seating resolved by the staff through random draw with any Seat remaining that the player would be eligible for.

2. Tournament Structure

The tournament will be divided into two sections: Qualifying Rounds and Knockout Rounds.

2.1. Qualifying Rounds

All players will participate in the qualifying rounds. For WRC 2022, 10 Qualifying Rounds are scheduled, 1 hanchan in length each.

- Round 1 matchups will be determined by each player with the same Seat number of each slot being matched against each other.
- Seating for the remainder of Rounds will be predetermined based on players' Round 1 seating by moving every player a number of tables based on their Slot number.
 - For example, a player who is Slot 2 of Table 10 for Round 1 will be moved to Table 12 for Round 2, Table 14 for Round 3, and so on.
 - Table counting will wrap from the highest table number back down to Table 1.
- Players will use traditional lot draws to determine seating at the table.

2.2. Knockout Rounds

After the Qualifying Rounds have concluded, the 32 players with the highest score will move onto the Knockout Rounds. There will be 4 Knockout Rounds, each being 2 Hanchan in length.

2.2.1. Tiebreaker Criteria

In the case that there is a tie such that multiple players would have the same score for 32nd place, the following tiebreakers will be used in respective order to determine which players will qualify for the Knockout Rounds. (This is the same criteria outlined in the WRC2022 handbook.)

- The player(s) with the greater number of 1st place finishes.
 - Ties for first place do count for the sake of this tiebreaker.
- The player(s) with the fewest number of last place finishes.
 - Ties for last place do count for the sake of this tiebreaker.
- The player(s) with the highest scoring single hanchan.
- A coin toss or any other fair random chance to finish resolving ties.

2.2.2. Format

During the Knockout Rounds, the remaining players will be initially seated based on their prior performance in the Qualifying Rounds and then based on their performance in each Knockout Round. Players will play two Hanchan at each table with the same players.

- There is **NO** point carryover from the Qualifying Rounds nor will there be any point carryover between each Knockout Round. Every Knockout Round will begin with all players at ± 0 Tournament Points.
- The two results of the two Hanchans are calculated separately, including uma. For every Round aside from the Finals, the two players with the lowest Round scores are eliminated. Penalties will only apply to the Round they are given in.
- Players will use traditional lot draws to determine seating at the table for each of the two Hanchan separately.
- For the Round of 32, players will be seeded based on their performance in the Qualifying Rounds (highest scorer will get Seed 1, next highest gets Seed 2, etc) and then matchups will be assigned in the following manner:
 - Table 1: 1 – 16 – 17 – 32
 - Table 2: 4 – 13 – 20 – 29
 - Table 3: 5 – 12 – 21 – 28
 - Table 4: 8 – 9 – 24 – 25
 - Table 5: 2 – 15 – 18 – 31
 - Table 6: 3 – 14 – 19 – 30
 - Table 7: 6 – 11 – 22 – 27
 - Table 8: 7 – 10 – 23 – 26
- For the Round of 16, players will be matched up based on their Round of 32 table and position in the following manner (the notation 1:1 will indicate Table 1, 1st place respectfully):
 - Table A: 1:1 – 2:2 – 3:1 – 4:2
 - Table B: 1:2 – 2:1 – 3:2 – 4:1
 - Table C: 5:1 – 6:2 – 7:1 – 8:2
 - Table D: 5:2 – 6:1 – 7:2 – 8:1
- For the Round of 8, players will be matched up based on their Round of 16 table and position in the following manner (the notation A:1 will indicate Table A, 1st place respectfully):
 - Table E: A:1 – B:2 – C:1 – D:2
 - Table F: A:2 – B:1 – C:2 – D:1
- For the Final Round and Table, the top 2 players of Tables E and F will play. Rankings will be based on each player's Final Round score.
 - Time limit restrictions will be lifted for the Final Round so both Hanchans must be played to completion.

3. Emergency Provisions

Due to possible circumstances outside the control of the tournament, including but not limited to players unable to attend or illness during the tournament or other problems that may arise, the WRC reserves the right to address such issues with expediency while ensuring the fairness of the competition. While a decision will need to be made on a case-by-case basis, outlined below are a general series of provisions that will be followed for possible expected situations.

3.1. 4 or More Player Absences

While the WRC will have substitutes and other players available as to ensure we can have a multiple of 4, under the circumstance that 4 or more players have become absent, via dropping out or otherwise unresponsive in a reasonable manner, before or during Qualifying Rounds and there is not an appropriate number of substitutes to fill in all the absences, players may be moved from one Slot to another as to minimize collisions as outlined in the "Determine Seating" section while maintaining a similar schedule for the remaining rounds as outlined in the "Qualifying Rounds" section.

3.2. Knockout Round Replacements

In the case that a player who qualifies for the Knockout Rounds has to drop out of the tournament, runner up candidates will be selected to replace them in the following manner:

- If a player drops after qualifying for the Round of 32, the next highest ranked player available from the Qualifying Rounds will be selected, with players being reseeded as if the original player did not qualify.
 - For example, if the seed 30 player was to drop out from the Round of 32, then the players who are seed 31 and 32 will become seed 30 and 31 respectively and the player who came 33th place in the Qualifying Rounds will become seed 32.
- For a player that drops out after qualifying for the Round of 16, 8, or the Finals, the player in the prior Knockout Round who had the smallest differential to the 2nd place player at their table will be selected to replace them. If two players tie in said differential, the tiebreaker would be the player with the higher raw score.
 - For example, in the Round of 8, a player has to drop out. The overall scores for the Round of 16 are as follows for the given tables.
 - Table A: +40, +20, 0, $\Delta 60$
 - Table B: +25, +5, $\Delta 5$, $\Delta 25$
 - Table C: +30, 0, $\Delta 10$, $\Delta 20$
 - Table D: +80, +20, +5, $\Delta 105$
 - The player who came in 3rd place at Table B would be the person chosen to replace the dropped out by being tied for the smallest differential (only 10 between them and 2nd place) and then having the highest raw score as a

tiebreaker ($\Delta 5$ being greater than $\Delta 10$). If a second player were to drop out, the 3rd place player at Table C then would be the next person selected.

- If a player were to drop out after the first Hanchan in any of the Knockout Rounds, the same selection procedure as outlined above would be used for the replacement player, with the following difference:
 - If the player who dropped out was currently (or tied for) last place player at the table after the first Hanchan, the inheriting player will take their current score.
 - Otherwise, the player will start 10 Tournament Points behind the current last place player(s), irregardless of the score that the player who dropped out had.