UBC 2026
CONTENDER
PLAYOFFS

Official Tournament Rules

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1. Purpose

The UBC Semi Finals Play-off is a four-player tournament designed to determine a single winner, the contender, who will challenge the reigning UBC Champion.

The format includes:

- An initial four-player stage,
- Automatic elimination of players who no longer have a mathematical chance to win,
- A three-player stage when applicable, and
- A final two-player stage if necessary.

The objective is to identify the player who finishes with the highest total points. If two or more players are tied for first place, the player with the best (lowest) average error rate over the tournament is declared the winner.

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2. Players

The tournament consists of exactly four players, the winners of the four regional contender tournaments.

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3. Match Scoring (Standard UBC Format)

Each match awards a total of two (2) points.

3.1 Points for Match Result

- 1 point is awarded to the player who wins the match.

3.2 Points for Error Rate

- 1 point is awarded to the player with the lower error rate in the match.

Thus, every match awards exactly two points and can end 2-0, 1-1 or 0-2.

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4. Maximum Number of Matches

No player may play more than twelve (12) matches in the tournament.

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5. Determining Mathematical Elimination

A player is mathematically eliminated when, considering all remaining matches available to all players (subject to the 12-match-per-player limit), there is no possible sequence of future results that would allow that player to finish tied for first place.

A tie for first is considered sufficient because any tie is resolved by average error rate.

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6. Four-Player Stage

6.1 Round Robin Format

The tournament begins with four players competing in a round-robin format.

Each round consists of six matches, with every player playing each of the other three players once during the round.

6.2 Maximum Four-Player Schedule

The four-player stage may continue until:

- One or more players are mathematically eliminated, or
- The players reach their individual maximum of 12 matches.

6.3 Elimination During Four-Player Stage

If one player is mathematically eliminated, that player is removed from the tournament and the remaining three players advance to the Three-Player Stage.

If two or more players are mathematically eliminated simultaneously:

- If only one player remains with a mathematical chance to win, that player is declared the tournament winner.
- If exactly two players remain with a mathematical chance to win, the tournament proceeds directly to the Two-Player Final Stage.

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7. Three-Player Stage

7.1 Three-Player Round Structure

Each three-player round consists of three matches:

1. Player A vs Player B (Player C sits out)
2. Player A vs Player C (Player B sits out)
3. Player B vs Player C (Player A sits out)

Each player participates in two matches per round.

7.2 Completion of a Three-Player Round

Once a three-player round begins, all three matches in that round must be completed unless the tournament winner has already been determined.

This rule ensures that all remaining players have played the same number of matches at the conclusion of each three-player round.

7.3 Elimination During a Three-Player Round

If a player becomes mathematically eliminated during the first or second match of a three-player round, that player must still complete any remaining scheduled matches in that round.

After the three-match round is complete, all mathematically eliminated players are removed.

7.4 Continuation

Three-player rounds continue until:

- Only two players remain with a mathematical chance to win,
- One player is mathematically guaranteed to finish first, or
- All remaining players have reached the 12-match-per-player limit.

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8. Two-Player Final Stage

When only two players remain with a mathematical chance to win, the tournament continues as a heads-up competition.

The two-player stage continues until:

- One player is mathematically guaranteed to finish first, or
- Both remaining players reach the 12-match-per-player limit.

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9. Maximum Match Limit and Scheduling

At all times:

- No player may exceed twelve (12) matches.
- Scheduling of future matches must respect this limit.

- Mathematical elimination calculations must take into account only matches that remain legally available under this limit.

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10. Determining the Winner

The winner is the player who finishes with the highest total points.

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11. Tie-Breaker

If two or more players are tied for first place after all scheduled play is complete, the winner is the tied player with the lowest average error rate across all matches played in the tournament.

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12. Tournament Completion

The tournament ends immediately when:

1. One player is mathematically guaranteed to finish tied for first or better than all other players and wins any necessary tie-breaker, or
2. All remaining players have reached the maximum of 12 matches.

At that time, the winner is determined using total points and, if necessary, average error rate.

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13. Analysis settings to decide points and average error rate

The same settings as the UBC final.