

INDOOR LEAGUE

JPH APPENDIX 2

COMPETITION PLAN AND RANKING

1. JPIL Elite

1.1. U16

- 1.1.1. There will be one (1) pool of ten (10) teams who play each other once.
- 1.1.2. Ranking in the pool is determined according to Regulation 1.7
- 1.1.3. Crossover and final classification matches will be played on the Championship date as follows below
- 1.1.3.1. Teams are ranked within the 5th - 7th classification pool according to Regulation 1.7.
- 1.1.3.2. Teams are ranked within the 8th - 10th classification pool according to Regulation 1.7.

Team		Team	To Determine
8 th ranked	vs	9 th ranked	Classification 8 th -10 th
9 th ranked	vs	10 th ranked	Classification 8 th -10 th
8 th ranked	vs	10 th ranked	Classification 8 th -10 th
5 th ranked	vs	6 th ranked	Classification 5 th -7 th
6 th ranked	vs	7 th ranked	Classification 5 th -7 th
5 th ranked	vs	7 th ranked	Classification 5 th -7 th
1 st ranked	vs	4 th ranked	Semi Final 1
2 nd ranked	vs	3 rd ranked	Semi Final 2
Loser (Semi Final 1)	vs	Loser (Semi Final 2)	3 rd & 4 th
Winner (Semi Final 1)	vs	Winner (Semi Final 2)	Champions & Runner up

1.2. U19

- 1.2.1. There will be one (1) pool of eleven (11) teams who play each other once.
- 1.2.2. Ranking in the pool is determined according to Regulation 1.7
- 1.2.3. Crossover and final classification matches will be played on the Championship date as follows below
- 1.2.3.1. Teams are ranked within the 9th - 11th classification pool according to Regulation 1.7.

Team		Team	To Determine
9 th ranked	vs	10 th ranked	Classification 9 th -11 th
10 th ranked	vs	11 th ranked	Classification 9 th -11 th
9 th ranked	vs	11 th ranked	Classification 9 th -11 th
5 th ranked	vs	8 th ranked	Crossover 3
6 th ranked	vs	7 th ranked	Crossover 4
Loser (Crossover 3)	vs	Loser (Crossover 4)	7 th & 8 th
Winner (Crossover 3)	vs	Winner (Crossover 4)	5 th & 6 th
1 st ranked	vs	4 th ranked	Semifinal 1
2 nd ranked	vs	3 rd ranked	Semifinal 2
Loser (Semifinal 1)	vs	Loser (Semifinal 2)	3 rd & 4 th
Winner (Semifinal 1)	vs	Winner (Semifinal 2)	Champions & Runner up