



QLD ALL SCHOOLS TOUCH FOOTBALL **PROGRESSION TO FINALS FORMAT 2025**

(*note the number beside the Pool is the seed ranking. i.e. Pool E5 means that the 5th seed is placed in Pool E)

7 POOL DRAW (18 Boys)

Progression – Top two teams from each Pool progress to Final 16, together with the best two THIRDS.

Final 16

Game 1. Winner Pool A1 vs. 2nd best third16

Game 2. Winner Pool D8 vs. Pool E Second 9

Game 3. Winner Pool B4 vs. Pool G Second13

Game 4. Winner Pool C5 vs. Pool F Second12

Winners of above Games Progress to Semi Final No.1

Game 5. Winner Pool E2 vs. BEST third15

Game 6. Pool A second 7 vs. Pool B Second 10

Game 7. Winner Pool F3 vs. Pool D Second 14

Game 8. Winner Pool G6 vs. Pool C Second 11

Winners of above games Progress to Semi Final No.2

Grand Final – Winners of Semi Finals

Quarter Finals

Winner Game 1 vs. Winner Game 2

Winner Game 3 vs. Winner Game 4.

Winner Game 5 vs. Winner Game 6.

Winner Game 7 vs. Winner Game 8.

9 POOL DRAW (13 Boys)

Progression – Top team from each Pool plus 7 best seconds, to progress.

Final 16

Game 1. Winner Pool A1 vs. 7th best second16

Game 2. Winner Pool D8 vs. Winner Pool E9

Game 3. Winner Pool B4 vs. 4th best second13

Game 4. Winner Pool C5 vs. 3rd best second12

Winners of above Games Progress to Semi Final No.1

Game 5. Winner Pool F2 vs. 6th best second15

Game 6. Winner Pool I7 vs. BEST second10

Game 7. Winner Pool G3 vs. 5th best second14

Game 8. Winner Pool H6 vs 2nd best second11

Winners of above games Progress to Semi Final No.2

Grand Final – Winners of Semi Finals.

Quarter Finals

Winner Game 1 vs. Winner Game 2

Winner Game 3 vs. Winner Game 4.

Winner Game 5 vs. Winner Game 6.

Winner Game 7 vs. Winner Game 8.

10 POOL DRAW (18 Mixed)

Progression – Top team from each Pool plus 6 best seconds, to progress.

Final 16

Game 1. Winner Pool A1 vs. 6th best second16

Game 2. Winner Pool D8 vs. Winner Pool E9

Game 3. Winner Pool B4 vs. 3RD best second13

Game 4. Winner Pool C5 vs. 2ND best second12

Winners of above Games Progress to Semi Final No.1

Game 5. Winner Pool F2 vs. 5th best second15

Game 6. Winner Pool I7 vs. Winner Pool J10

Quarter Finals

Winner Game 1 vs. Winner Game 2

Winner Game 3 vs. Winner Game 4.

Winner Game 5 vs. Winner Game 6.

Game 7. Winner Pool G3 vs. 4th best second14

Winner Game 7 vs. Winner Game 8.

Game 8. Winner Pool H6 vs BEST second 11

Winners of above games Progress to Semi Final No.2

Grand Final – Winners of Semi Finals.

11 POOL DRAW (13 Girls)

Progression – Top team from each Pool plus 5 best seconds, to progress.

Final 16

Game 1. Winner Pool A1 vs. 5th best second16

Game 2. Winner Pool D8 vs. Winner Pool E 9

Game 3. Winner Pool B4 vs. 2nd best second13

Game 4. Winner Pool C5 vs. BEST second12

Winners of above Games Progress to Semi Final No.1

Game 5. Winner Pool F2 vs. 4TH best second15

Game 6. Winner Pool I7 vs. Winner Pool J10

Game 7. Winner Pool G3 vs. 3rd best second14

Game 8. Winner Pool H6 vs Winner Pool K11

Winners of above games Progress to Semi Final No.2

Grand Final – Winners of Semi Finals.

Quarter Finals

Winner Game 1 vs. Winner Game 2

Winner Game 3 vs. Winner Game 4.

Winner Game 5 vs. Winner Game 6.

Winner Game 7 vs. Winner Game 8.

12 POOL DRAW (15 Boys, 18 Girls)

Progression – Top team from each Pool plus 4 best seconds, to progress.

Final 16

Game 1. Winner Pool A1 vs. 4TH best second16

Game 2. Winner Pool D8 vs. Winner Pool E9

Game 3. Winner Pool B4 vs. BEST second13

Game 4. Winner Pool C5 vs. Winner Pool F12

Winners of above Games Progress to Semi Final No.1

Game 5. Winner Pool G2 vs. 3rd best second15

Game 6. Winner Pool J7 vs. Winner Pool K10

Game 7. Winner Pool H3 vs. 2nd best second14

Game 8. Winner Pool I6 vs Winner Pool L11

Winners of above games Progress to Semi Final No.2

Grand Final – Winners of Semi Finals.

Quarter Finals

Winner Game 1 vs. Winner Game 2

Winner Game 3 vs. Winner Game 4.

Winner Game 5 vs. Winner Game 6.

Winner Game 7 vs. Winner Game 8.

16 POOL DRAW (15 Girls)

Progression – Top team from each Pool to progress.

Final 16

Game 1. Winner Pool A1 vs. Winner Pool P16

Game 2. Winner Pool D8 vs. Winner Pool E9

Game 3. Winner Pool C5 vs. Winner Pool F12

Game 4. Winner Pool B4 vs. Winner Pool G13

Winners of above Games Progress to Semi Final No.1

Game 5. Winner Pool H2 vs. Winner Pool O15

Game 6. Winner Pool K7 vs. Winner Pool L10

Game 7. Winner Pool J6 vs. Winner Pool M11

Game 8. Winner Pool I3 vs. Winner Pool N14

Winners of above games Progress to Semi Final No.2

Grand Final – Winners of Semi Finals.

Quarter Finals

Winner Game 1 vs. Winner Game 2

Winner Game 3 vs. Winner Game 4.

Winner Game 5 vs. Winner Game 6.

Winner Game 7 vs. Winner Game 8.

EQUALIZATION METHOD

(Determining the best seconds and thirds for progression to finals)

The overall positioning or ranking of teams and the determining of the Pool winner at the end of the round robin for Progression (to the Finals Series, Final 16 and or quarter finals etc) is as per the **Conditions of Play 6.4**

In determining ranking across multiple Pools to enable Finals progression, issues arise when within any division, there exist Pools with varying team numbers. (e.g. 6, 7 or 8 teams) This then means that teams have not played the same number of round robin games, making comparison across Pools more difficult. To make for a fairer comparison, the number of games played shall be equalized. Therefore, determination shall be based on a Pool of 7 or 6 round robin games. Pools of 8 teams shall have the game against the lowest ranked team at the end of the round robin removed (to make 7 teams) from calculations of Game Points, Differential and Percentages as per below. In the rare case that there are only 6 teams in a Pool, all teams shall have the game vs the lowest ranked team at the end of the round robin added to calculations (i.e. twice or to make up the six games required).

Once equalization has occurred and teams are to be ranked, the following procedure is applied -

1. *Game Points accrued*
2. *Best Differential (for minus against)*
3. *Highest Percentage (for divided by against x 100)*
4. *Drop off if all else equal*