

# International Oarball Union Official Competition Guidelines

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# Leagues Competitions

Recommendations for house, scholastic, and senior league competitions

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## Season Length

Season length recommendations are based upon the number of teams in a league. As a general recommendation, the IOU suggests no more than 24 games per team per season. It is always recommended that every team play the same number of games. In situations with a large number of divisions, particularly when divisions are meant to exclude rather than include dues to an unusual number of teams, these distinctions are not recommended to be advertised and such divisions should be made to be non-regional (ie the farthest teams apart form a division which does not play each other). When divisions are used to include and teams play more games against divisional opponents, these should be marketed and explained to the public in order to foster rivalry.

GP: Games

1x3: 1 division or 3 teams

p/o: Per opponent

n/o: Per non-division opponent

d/o: Per in-division opponent

3 Teams: 1x3; 10 GP, 5 p/o

4 Teams: 1x4; 12 GP, 3 p/o

5 Teams: 1x5; 12 GP, 4 p/o

6 Teams: 1x6; 15 GP, 3 p/o

7 Teams: 1x7; 24 GP, 4 p/o

8 Teams: 2x4; 24 GP, 3 n/o, 4 d/o

9 Teams: 1x9; 24 GP, 3 p/o

10 Teams: 1x10; 24 GP, 4 p/o

11 Teams: 1x11; 20 GP, 2 p/o [Not Recommended]

12 Teams: 4x3; 24 GP, 1 n/o, 5 d/o

13 Teams: 1x13; 24GP, 2 p/o

14 Teams: 2x7; 24GP, 0 n/o, 4 d/o

15 Teams: 5x3; 24GP, 1 n/o, 6 d/o

16 Teams: 4x4; 24GP, 1 n/o, 3 d/o

17 Teams: 1x17; 16GP, 1 p/o [Not Recommended]

18 Teams: 3x6; 22GP, 1 n/o, 2 d/o

19 Teams: 1x19; 18GP, 1 p/o [Not Recommended]

20 Teams: 2x10; 24GP, 0 n/o, 4 d/o

21 Teams: 7x3; 24GP, 1 n/o, 2 d/o

22 Teams: 11x2; 24GP, 2 n/o, 4 d/o

23 Teams: 1x23; 22GP, 1 p/o

24 Teams: 12x2; 24GP, 1 n/o, 2 d/o

25 Teams: 1x24; 24GP, 1p/o

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## Standings

At the end of each match, each team will be assigned standings points based on the result:

For winning, a team gets two (2) standings points. This is scored as a “Win” and abbreviated as “W”

For losing, a team gets zero (0) standings points. This is scored as a “Loss” and abbreviated as “L”

For a draw in which both teams score at least one (1) goal, each team gets one (1) standings point. This is scored as a “Tie” and abbreviated as “T”

For a draw in which neither team scores a goal, such that the match ends 0-0, each team gets zero (0) standings points. This is abbreviated as “Blank” and abbreviated as “B”

Teams will be sorted in standings accordingly:

1. Standings Points
2. Wins
3. Goal Difference

In the event of a tie in the standings, teams will be sorted accordingly:

1. Head to head record (wins against opponent, goal difference against opponent)
2. Ties
3. Blanks
4. Total Goals Scored
5. Fouls committed (fewer fouls wins)
6. Previous season standings position (higher wins)

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## Playoffs

### Competitive League:

In competitive play, regular season performance should be rewarded with byes into later playoff rounds. For larger competitions, playoffs should be kept to a minimum in scale to reward regular season performance, increase the value of achieving a playoff berth, and minimize costs and logistical difficulties associated with extended playoff tournaments.

In competitive play, it is recommended that playoff rounds be either:  
Single elimination, with a single match determining the outcome of the playoff round

Two-leg series. Two games are played, with score from the first game carrying over into the second game and the round determined by the result of the second game. The first leg may end in a tie, the second uses overtime.

#### 3 Teams:

Championship: 1v2

#### 4 Teams, 5 Teams, 6 Teams, 7 Teams:

Semifinal: A: 2v3

Championship: 1vA

#### 8 Teams, 9 Teams, 10 Teams, 11 Teams:

Quarterfinal: A: 2v5 B: 3v4

Semifinal: C: AvB

Final: 1vC

#### 12 Teams, 13 Teams, 14 Teams:

First Round: A: 3v6 B: 4v5

Quarterfinal: C: AvB

Semifinal: D: 2vC

Championship: 1vD

#### 15 Teams or more:

First Round: A: 5v8 B: 6v7

Second Round: C: 3vA D:4vB

Quarterfinal: E: CvD

Semifinal: F: 2vE

Championship: 1vF

## House League:

In house play, every team is expected to make the playoffs. All rounds are to be single elimination.

### 3 Teams:

Semifinal: A: 2v3

Championship: 1vA

### 4 Teams:

Semifinal: A: 1v4 B: 2v3

Championship: AvB

### 5 Teams:

First Round: A: 2v5 B: 3v4

Semifinal: C: AvB

Championship: 1vC

### 6 Teams:

First Round: A: 3v6 B: 4v5

Semifinal: C: 1vB D: 2vA

Championship: E: CvD

### 7 Teams:

First Round: A: 6v7

Second Round: B: 3vA C: 4v5

Semifinal: D: 1vC E: 2vB

Championship: DvE

### 8 Teams:

First Round: A: 1v8 B: 2v7 C: 3v6 D: 4v5

Semifinal: E: AvD F: BvC

Championship: EvF

# Tournaments

Recommendations for select, club, and international tournament play.

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## Open Tournament

In an open tournament, any applicant who meets the requirements (i.e. age range for selects teams, regionality requirements, ranking requirements) is eligible to apply. Once all of the bracket positions are filled, the application process closes.

Once the application process is complete, a random drawing is used to randomly seed teams into a bracket. Brackets are based entirely on seeding and the number of teams, with no byes:

4 Teams:

Semifinal: A: 1v4 B:2v3

Final: AvB

8 Teams:

Quarterfinal: A: 1v8 B: 2v7 C: 3v6 D: 4v5

Semifinal: E: AvD F: BvC

Final: EvF

16 Teams:

Round of 16: A: 1v16 B: 2v15 C: 3v14 D: 4v13 E: 5v12 F: 6v11 G: 7v10 H: 8v9

Quarterfinal: I: AvH J: BvG K: CvF L: DvE

Semifinal: M: IvL N: JvK

Final: MvN

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## Challenge Series

For a Challenge Trophy, a select, scholastic, club, or international team is said to “own” a trophy for a period of time.

If a club wins a challenge series, they are said to be its owners. If they are not challenged or are not defeated in a challenge, they continue to be the owners of the trophy.

The trophy will have guidelines for the teams who are eligible to challenge. These are:

1. Champion of Champions Trophy: senior teams who have won their respective league may challenge one time in the next calendar year from the date of their championship.
2. Derby Trophy: a select team from the same town (for select teams) or a club team from the same town (for club teams) is eligible to challenge for the trophy one time in a calendar year
3. Test Trophy: national teams from a particular region or pre-determined group may challenge one time in a calendar year.
4. Student-Athlete Trophy: scholastic teams whose unweighted grade point average (GPA) out of 4.0 meets or exceeds that of the owning team may challenge for the trophy one time per calendar year.
5. Open Trophy: Any team in the same category (same age group select, club, national) is eligible to challenge for the trophy one time per year, but must cover the costs of the challenge, including travel, accommodation, and venue.

Challenge events are recommended to be either:

Two-leg series. Two games are played, with score from the first game carrying over into the second game and the round determined by the result of the second game. The first leg may end in a tie, the second uses overtime.

Seven-Match Series. Between four and seven games are played. Once a team wins four matches, they are said to have won the series. All matches are played with playoff rules- overtime, no ties.

# Financial Structures

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## Prize Monies

Prize monies refers to any cash prize earned for performance in a competition. Senior leagues typically offer a prize for championships, and promoters may have a prize for winning or defending a challenge trophy.

Selects: no less than fifty percent (50%) of prize monies won from a select team's performance must be invested into club resources. The remaining fifty percent may be donated to charitable purposes, used for paying team staff, or shared among the ownership group or a sponsoring group.

Scholastic: no less than fifty percent (50%) of prize monies for scholastic players must be invested into club resources. The remaining fifty percent may be equally shared among players, donated to charitable purposes, used for paying team staff, put towards scholastic fees for players or other students, endowed upon the school, or paid to a sponsoring group.

Senior: no less than fifty percent (50%) of prize monies won from a senior team's performance must be shared equally among all roster players. The remaining fifty percent (50%) may be invested into club resources, donated to charitable purposes, used for paying team staff, given as bonuses to particular players, or paid to the ownership or sponsoring group.

National: Twenty percent (20%) of prize monies earned by a national team must be divided equally among its players. Thirty percent (30%) must be put towards development of national youth, scholastic, and senior programs. Ten percent (10%) must be put towards advertising initiatives. Twenty percent (20%) must be used for paying staff. The remaining twenty percent (20%) may be used to pay players or staff, donate to charitable purposes, invest into programs, saved for future national program operations, or paid to sponsoring groups.



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## Revenue Sharing

Any IOU-sanctioned league, challenge trophy, or tournament which negotiates a collective arrangement for broadcast or sponsorship must divide the revenues equally, with each team receiving one share, the league entity receiving one half share, and the IOU receiving one half share.

Teams may individually negotiate sponsorships and broadcast arrangements with local operations. Teams may not collectively make such arrangements nor make arrangements with non-local operations unless the revenues from those negotiations are shared equally among teams, with one half share going to all competitions the team is currently a part of and one half share going to the IOU.

Teams may collectively vote to veto any sponsorship agreement put forth by their league, in which case the negotiated agreement is null and void.

For ticketed events hosted at a team's home ground, the home team is entitled to all revenues associated with that event. The home team is also responsible for all costs associated with hosting the event, including the payment of referees. Unless otherwise arranged, the visiting team is responsible for their own travel arrangements.

For ticketed events hosted at a neutral site, the IOU is entitled to ten percent (10%) of revenue, the league, tournament or challenge trophy is entitled to ten percent (10%), and each team is entitled to forty percent (40%), not including any prize monies associated with the event. For such events, the sanctioning event is responsible for the costs associated with the event, including the payment of referees.

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## Fines, Forfeiting of Shares, and Financial Fair Play

Teams may be fined or forced to forfeit their shares for any of the following reasons:

1. Conduct from players or team staff unbecoming of the International Oarball Union, including violence, hooliganism, hazing, discrimination, obscene behavior, sexual misconduct, bribery, blackmail, or criminal activity
2. Using or attempting to use unfair practices to gain a competitive advantage, including but not limited to use of anabolic steroids or human growth hormones, blood doping, sabotaging opponents,
3. Operating in bad faith in negotiations, discussions, or league operations
4. Not making an adequate effort to attend matches on time
5. Inciting violence, hooliganism, or antisocial behavior from fans
6. Endangering the health and safety of any person
7. Misallocation of funds
8. Failure to document use of funds or to provide documentation upon request of the IOU or sanctioning body
9. Lying to or interfering in the operations of the IOU
10. Using debt instruments to create unsustainable operation

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## Club Ownership Arrangements

Clubs may be owned in whole or in part by any member of their team or any person who lives in their immediate region, or by a nonprofit, cooperative, or governmental entity that operates in their region.

Clubs may confer voting rights onto owners. Clubs must confer voting rights onto all players signed to the club. Clubs may confer voting rights onto all people who live in their immediate region as well.

Clubs may make temporary arrangements with sponsors such that a corporation, collective entity, or person who lives outside of the immediate region invests into the club to cover its costs for a particular season or event on the understanding that they are given an agreed percentage of prize money earned from that competition. Such arrangements do not entitle voting rights, and persons or entities engaged in a sponsorship arrangement are not permitted to interfere with any votes.

Clubs may choose to use a council arrangement, in which all decisions are made collectively, or they may elect representatives who are responsible for decision making.

Any sale of club shares must be approved by the IOU.