

Prognosticators Predictions Rules and Scoring System - Tournament Edition

1. When making a prediction only one score can be submitted by stating the score, i.e., UConn 83 – DePaul 52, or at least the winner, UConn 83 - 52. **NO** posts like, one for if so and so is playing and another if they are not playing or agreeing with someone else's prediction without posting a stated winner and a score. If two predictions are submitted in the same post, the first score is the one that will be used. If prior to the closing of the predictions for that game, you decided that you wish to change your score **you must submit a new prediction by stating you wish to change your previous prediction.**
2. To earn points for a game you first must pick the winning team before the awarding of points in accordance with the scoring criteria is applied. If you had the exact score, but the wrong team wins no points will be awarded.
3. Scoring system for the Tournament Championships are with the value given for being closest to the exact score and less emphasis on Margin of Victory (**MOV**).

Exact score = 12 points

1 off exact score = 10 points

2 off exact score = 8 points

3 off exact score = 6 points

MOV = 4 points

4 off exact score = 3 points

1 off MOV = 2 points

4. If your score covers more than one of the above, only the higher value will be applied. In the event that no predictions are within the above stated parameters, then the closest to the exact score and all ties will receive 3 points, i.e., one player is within 6 points while another is within 7 points of the exact score, the one within 6 points wins.

5. If someone believes that they have been missed by the gamekeeper, then it is up to that person to bring it to their attention within 12 hours of the posting of the winner(s) game thread. If there is need for a change in scoring a correction will be posted in a new thread stating the correction and an amended Current Standings will be attached to the posting.

Good Luck to all you Tournament Qualifying Prognosticator's out there.

