drawDefinition Attribute Glossary

drawId

a unique identifier

entryProfile

defines attributes for each stage type (QUALIFYING, MAIN, CONSOLATION)

- number of *drawPositions*
- number of *wildcards* to permit
- whether *alternates* are allowed

attributes provide constraints on generation and manipulation of draw structures

strutures

structures contain matchUps. all structures within a drawDefinition must be connected by links

- *structureId* - *required* - unique identifier
- *structureName* - *optional* - e.g. "EAST"
- *structureType* - *optional* - CONTAINER or ITEM; for grouped structures such as ROUND ROBIN where there is no movement (linkage) between ITEMS but where the outcomes of the contained structures may be linked to other structures
- *stage* - *required* - QUALIFYING, MAIN, or CONSOLATION
- *stageSequence* - *optional* - structural link depth within a stage
- *finishingPosition* - *required* - how finishing position is determined, e.g. "losingRound" or "winRatio"
- *entries* - *required* - array
- *matchUps* - *required* - array

entries

an *entry* contains participantIds, participant entry details and a drawPosition, once assigned. *matchUps* do not need to contain participant details

matchUps

an encounter between two participants; a participant may be an individual, a pair, or a team

- **matchUpId** - *required* - unique identifier
- **roundNumber** - *required*
- **roundPosition** - *required for elimination structures* - not relevant in *roundRobin* structures
- **drawPositions** - *required* - used to reference the participants who participate in the matchUp
- **finishingRound** - *optional* - relevant only for elimination structures; defines depth from final round
- **finishingPositionRange** - *optional* - for convenience in determining finishingPositions and either participant progression across structure links, or for point allocation. a range is given for matchUp *winner* and *loser*

links

a **link** defines the movement of participants between structures within a draw. **links** always have *source* and *target* structures

- **structureId** - *required*
- **roundNumber** - *required for targets and for elimination source structures* - determines the finishing round within the source structure for participants who will progress across the link and the entry round into the target structure (FEED_IN structures)
- **finishingPositions** - *required for round robin source structures* - determines which finishing positions within a round robin group will progress across the link
- **feedProfile** - *required for target structures* - determines the method by which participants will be placed in the target structure

feedProfile

method by which participants move across links into target structures

- **DRAW** - positions within target structure will be drawn; seeding may be considered
- **TOP_DOWN** - positions within target structure are assigned starting with the first *roundPosition* of the *roundNumber* of the target structure
- **BOTTOM_UP** - positions within target structure are assigned starting at the final *roundPosition* of the *roundNumber* of the target structure
- **RANDOM** - positions within target structure are assigned randomly