

# EXPLANATION

## MATCH RATIO, UNEVEN GAMES AND THE LADDER

Across this season due to the potential impacts of COVID-19, and despite the best efforts of the Community Competition to provide an even number of games for every team in a competition, the competition management may employ a Match Ratio or “points per game” ladder.

The points per game is a percentage of points achieved vs points available and is calculated as per below:

$$\text{Points \%} = \frac{n(\text{wins}) \times 4 + n(\text{draws}) \times 2 + \text{total E points allocated}}{n(\text{games played}) \times 8}$$

That is, if a team wins every game they play and receive every E point available they will have a win % of 100%.

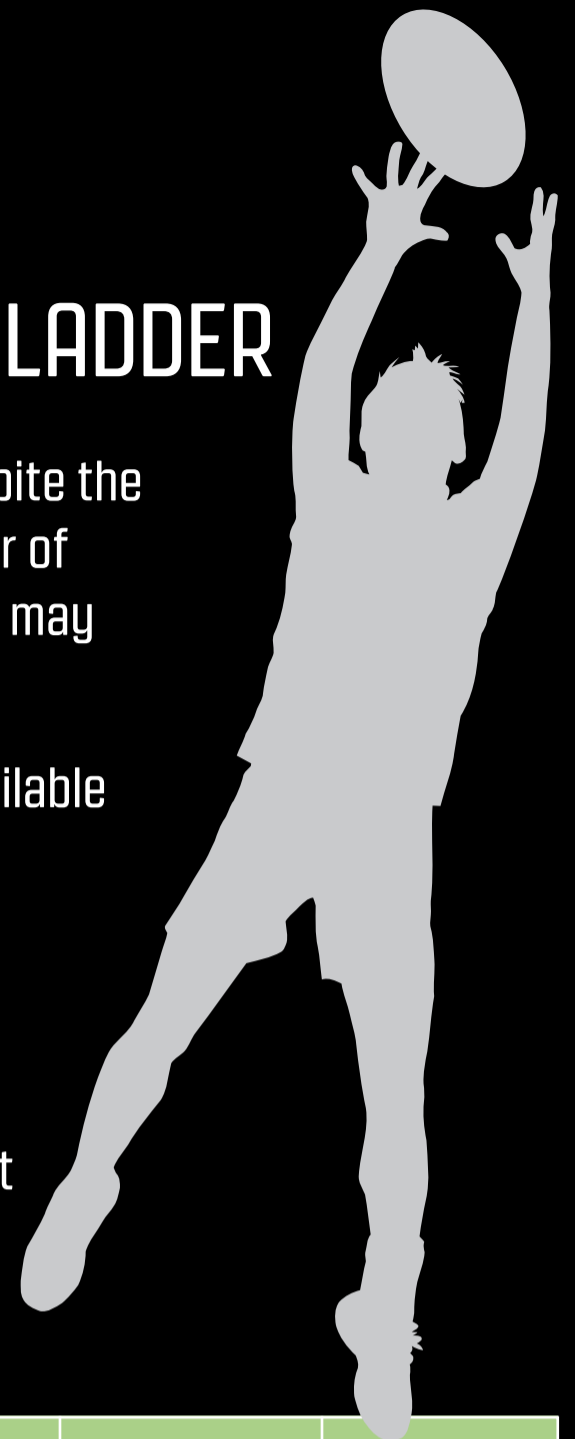
Example

|             | P | W | D | L | Premiership Points | E Points | Total Points | Win %  |
|-------------|---|---|---|---|--------------------|----------|--------------|--------|
| West Coast  | 7 | 7 | 0 | 0 | 28                 | 28       | 56           | 100.00 |
| Hawthorn    | 7 | 6 | 0 | 1 | 24                 | 27       | 51           | 91.07  |
| GWS         | 7 | 5 | 0 | 2 | 20                 | 28       | 48           | 85.71  |
| Geelong     | 7 | 6 | 0 | 1 | 24                 | 23       | 47           | 83.93  |
| Carlton     | 8 | 5 | 0 | 3 | 20                 | 29       | 49           | 76.56  |
| Essendon    | 7 | 5 | 0 | 2 | 20                 | 20       | 40           | 71.43  |
| Fremantle   | 8 | 3 | 0 | 5 | 12                 | 32       | 44           | 68.75  |
| Brisbane    | 7 | 2 | 0 | 5 | 8                  | 28       | 36           | 64.29  |
| Collingwood | 8 | 1 | 0 | 7 | 4                  | 32       | 36           | 56.25  |

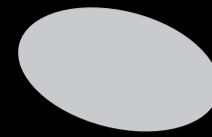
Therefore, despite having more total points in the example above, Carlton is below GWS and Geelong because they have played more games.

Notice should also be paid here to the value of E points.

The win % should not be confused with the normal % which is simply a ratio of points scored vs points conceded for the year.



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## MATCH RATIO, UNEVEN GAMES AND THE LADDER

Across this season due to the potential impacts of COVID-19, and despite the best efforts of the Community Competition to provide an even number of games for every team in a competition, the competition management may employ a Match Ratio or “points per game” ladder if there are an uneven number of games played.

The points per game is a percentage of points achieved vs points available and is calculated as per below:

$$\text{Points \%} = \frac{n \text{ [wins]} \times 4 + n \text{ [draws]} \times 2}{n \text{ [games played]} \times 4}$$

That is, if a team wins every game they play they will receive a win % of 100%.

### Example

|             | P | W | D | L | Premiership Points | Win %  |
|-------------|---|---|---|---|--------------------|--------|
| West Coast  | 7 | 7 | 0 | 0 | 28                 | 100.00 |
| Hawthorn    | 7 | 6 | 0 | 1 | 24                 | 85.71  |
| GWS         | 7 | 6 | 0 | 1 | 24                 | 85.71  |
| Geelong     | 7 | 5 | 0 | 2 | 20                 | 71.42  |
| Carlton     | 7 | 5 | 0 | 2 | 20                 | 71.42  |
| Essendon    | 8 | 5 | 0 | 3 | 20                 | 62.5   |
| Fremantle   | 8 | 3 | 0 | 5 | 12                 | 37.5   |
| Brisbane    | 7 | 2 | 0 | 5 | 8                  | 28.57  |
| Collingwood | 8 | 1 | 0 | 7 | 4                  | 12.5   |

As you can see in the example above, Carlton is below GWS and Geelong because they have played more games.

The win % should not be confused with the normal % which is simply a ratio of points scores vs points conceded for the year.

