

Mob Match

What is it?

A series of matches where your team goes head to head against another over 5km. Every finisher counts and you can run or walk it. Once the match has ended, the results are calculated, and a match winner declared. It's a knockout competition with Group stages, semi-finals and a final.

How does Mob Match work?

All the entered teams per band are drawn into groups of 4. The teams in the group play each other over 3 matches. The winning team from each group then goes into the semi-finals to compete for a place in the group final.

Assuming there are 16 teams in a band:

Registration: Your Team Captain registers your team into the competition.

Match draws: We draw the matches between the teams for each Group.

Entries open: Matches set up as online events, you encourage as many eligible people as you can to enter your match for your team.

Round 1: When the match window opens, your team members run an eligible 5km route and submit their time.

Team members can still register into their match and submit their times up to the end of the match window.

Round 2: Repeat of Round 1 but play different team in your Group

Round 3: Final Group match - repeat of Round 2, play the only team you've not played yet in the Group.

Overall winner from each Group goes through to Semi-finals

Semi-Finals: Winners go through to Group Final

Scoring

Finishing times are ranked fastest first, all the way down to the slowest as per a normal race. Scores are allocated from the slowest to the fastest with the last placed runner scoring 1 point, second to last 2 points and so on. The team with the highest number of points wins the match.

Changes for 2021

- ✚ We've introduced tighter banding to limit the maximum number of finishers permitted for a team. This is to help reduce the chances of a mismatch such as a 500 strong team being drawn against a 20 strong group of running friends.
- ✚ We've introduced **Mob Match Warrior** which allows your team to nominate their best 20 runners to compete against all the other Warrior teams in an extra, separate competition. See further details below.
- ✚ We've set some more specific criteria of what constitutes eligible runners and eligible routes.

More details on these changes are detailed below.

Banding

We are using bands to limit the total number of people who can run for your team in a match. They are there to help you decide which is most appropriate for your team e.g. if you're a small 20 person running group who can encourage 20 other people to run for you, bands 1 or 2 may provide matches that give you a better competition.

Bands 1 & 2 are principally aimed at the Run Britain/unaffiliated smaller groups/teams and are not generally open to the larger Affiliated running clubs/groups/teams - exceptions will be considered, just get in touch with us.

Although bands 3 and 4 are aimed at the Affiliated running clubs/groups there is no restriction on any other groups entering for those bands.

Band	Max. No of participants	Who can enter
1	20	Run Britain/Unaffiliated, small groups/clubs/teams
2	50	Run Britain/Unaffiliated, small groups/clubs/teams
3	125	Any
4	Unlimited	Any

Registering your team

Appoint a team manager to go to the Team registration page and register the team name into the event. There is a one-off entry fee for team entry and no requirement for individuals' details at this stage. Once registered, the team manager receives an email to confirm the registration with instructions to send out to team members.

Entry cost for the competition is per team, not per runner. Once the Team registration window closes, matches will be drawn and individuals will then be able to enter their upcoming match.

NEW for 2021

Mob Match Warrior Competition:

Warrior is an additional, knockout Team competition that allows you to field 20 of your top runners (10 male, 10 female) to compete against each other in each round of Mob Match, regardless of which band you are entered in. It's a single competition where all the entered Warrior teams compete through the rounds, against each other.

There is an additional fee to enter to enter this optional competition which is only open to teams entered into Mob Match.

- Registration: Your Team Captain registers your team into the competition when the Mob Match team is being entered.
- Entries open: When the Mob Match Matches are opened for entry online, you team captain has until 48 hours before the matches start to nominate your Warrior team.
- Round 1: When the match window opens, team members run their eligible 5km route and submit their time into Mob Match. The times submitted by all the individuals entered as Warriors from all competing teams will be ranked and scored (see below) The 16 highest scoring teams will progress to Round 2 with any remaining teams knocked out of the Warrior competition
- Round 2: as per 'Entries open' and Round 1. The top 8 teams progress to Round 3.
- Round 3: as above. The top 4 teams progress to the semi-finals
- Round 4: Last 4 teams compete in semi-finals
- Final: Last 2 teams compete in the final

Warrior Teams

The team manager can nominate different people for each round but once your final nominations have been submitted, no changes can be made to it for the upcoming match. Your team choice must be confirmed at least 48 hours before the match window opens.

Your team should consist of 10 males & 10 females who are 1st or 2nd claim for your club/team/group. Your Warriors run and log their times as normal for Mob Match; we then include their times in the Warrior Results table. The scoring differs from Mob Match – the runner who is placed first according to time in the Warrior table scores 1 point, second scores 2 points and so on. All the scores are added up per team with the lowest scoring team winning, and the highest scoring teams being knocked out. The remaining teams go through to the next round.

As they are separate, the results of the 2 competitions have no direct impact on each other. When a team is knocked out of Mob Match, if their Warrior team is still in the game, nominations are still accepted for that Warrior team for the next round.

When a Warrior team is knocked out, if the Mob Match team is still in the game, we just don't accept Warrior nominations for the next stage for that team.

Questions

What happens now?

We'll have to be a bit flexible until we know how many teams we have as we can't predict how many teams will enter. Initially we're working on the assumption of a maximum of 16 and minimum of 2 teams per band. but as an example, with 16 teams entered you will play against a minimum of 3 teams and a maximum of 5.

We will confirm the exact format once all the teams we have entered. We'll do a draw to place your team in a Group and you will play against all the teams in your group. Once the draw has been done, we create the events for the matches online and open them up for entry.

What classes as an 'eligible' runner for my team?

We really want to encourage as many people as possible to get out and support their teams. However, we also want to make it fair and try to limit the use of ringers (!) so we've added a few restrictions on who can run for your team this time.

Unaffiliated/casual teams (most likely to be band 1 & 2):

Anybody who you regularly meet with to do your activity, members of your Group's Facebook page if you have one, Run Britain groups, corporate teams, book clubbers....
If you're not sure, get in touch with us and we'll have a chat.

Affiliated clubs/Groups:

Any member/social member/volunteer of the club/group is eligible to run/walk for you.

All Teams:

These limits can be extended to include the member's parents and their children i.e not their siblings/cousins, next-door neighbours or members of the local fishing club etc. - although all of those people would be more than welcome to take part just by joining your club!

Eligible 5km Route:

Your 5k route must either start and finish at the same place OR have less than 15m drop in height in total. Anything other than that will be rejected unless both teams have agreed to allow it.

Note: These are fairly basic rules but we are open to 2 teams playing each other to agree more specific restrictions between them for their match, e.g. to restrict entry to 1st claim members only, agree on acceptability of a certain route etc. as long as both sides agree and let us know about them

Rules:

The age limit for participants is 11 on the first day of each match.

Once the matches have been set up online, they will be ready for people to enter. Individuals need to select the correct match and set their team on the registration page.

For each round you can enter one team per band i.e. you can run for in one team in band 1 and another in band 3.

If you are in more than one team, you must complete a separate run for each of your teams, you can't post the same run twice.

You must be registered to submit your times.

The number of times accepted for submission per match will be restricted to the band limit maximum. Submissions will be accepted on a 'first come first entered' basis and once your team's submissions hit the band limit, no new entries will be accepted. E.g. for a match in band 1, we will accept the first 20 time submissions for each team.

Once a time has been submitted, it can only be changed, not removed. Improved times must be updated before the end of the match.

Once you have submitted a time for a team, you can't switch to another team in that band until the next round.

Team members can enter the matches before or during the match up until the match window closes.

Runs/walks not started and finished within the match window do not count.

All times must be submitted before the close of the match window.

Time taken will be your elapsed time, not your moving time

You should record your run and keep it in case of queries around your times.

Entries will not automatically be carried over into your next match, you must register separately for each match you play in