### WHAT IS A TOURNAMENT?

## PRINCIPLES OF CONDUCTING TOURNAMENTS

- I. Tournament must be consistent with the nature of the activity and consider its traditions.
- 2. Tournament must produce a winner in the time available.
- 3. Allow for as much participation as possible considering the purpose of the tournament.
- 4. Tournament must be consistent with the characteristics of the participants (psychological maturity).

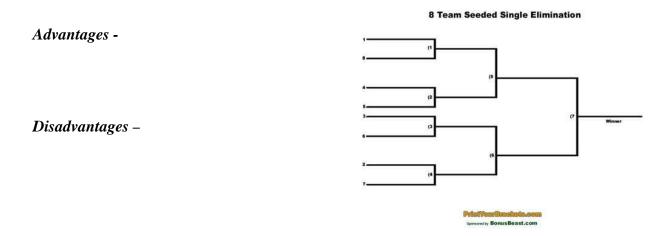
## EIGHT FACTORS TO CONSIDER WHEN PLANNING TOURNAMENTS

- 1. Time available.
- 2. Nature of the activity. Contact or non-contact sport.
- 3. Purpose of the tournament. Intramural or national championship.
- 4. Officials available. Major & minor.
- 5. Facilities and equipment.
- 6. Spectators. How many? Admission
- 7. Budget. Income and expenditures.
- 8. Timing. Conflict with other events.

## **SINGLE ELIMINATION**

Number of games= N-1

Byes divided equally between top and bottom half of draw. When uneven, extra bye goes to the bottom half.



## **CONSOLATION ELIMINATION**

Advantages -

Disadvantages -

# **MODIFIED CONSOLATION ELIMINATION**

Advantages -

Disadvantages -

## **SEEDING**

Strongest competitors, based on past performance, placed in separate brackets so they do not meet in the early rounds.

- Byes normally go to the seeded players.
- Should try to ensure that teams from same city or league do not meet in the first round
- Theory. 25% of entries in a draw may be seeded.

## **DOUBLE ELIMINATION**

Number of games=2(N-1) + (1)For 8 teams.. 2(7) + 1 = 14 or 15 games

Advantages -

Disadvantages -



# **ROUND ROBIN TOURNAMENT**

All competitors/teams play each other. Winners determined by win/loss record or percentages.

Number of games= N(N-1) / 2

Number of rounds= N-1

Advantages -

Disadvantages -

Pool 1

	Neal	Taj	Zelgadis	Zoap		
Neal		0-2	0-2	2-1	2-5 (1-2)	3rd
Taj	2-0		2-1	2-0	6-1 (3-0)	1st
Zelgadis	2-0	1-2		2-0	<b>5-2</b> (2-1)	2nd
Zoap	1-2	0-2	0-2		1-6 (0-3)	4th

## **CHALLENGE TOURNAMENTS**

Several contestants are placed in a particular order, then each entry has the opportunity of improving its position/standing by challenging and defeating one of the entries above it. Well suited to dual sports, rarely used for team sports.

#### Guidelines

- 1. Place entries on schedule as they sign up, by drawing, by seeding if by seeding use reverse rank order.
- 2. Announce rules and procedures
  - start & finish times and dates
  - time limit in which challenges must be played
  - who may be challenged
  - usually a contestant must play a contestant from below if a challenge has been made before he/she may challenge a player above
  - number of times in a row a contestant may challenge the same individual
- 3. Post tournament and include method of contacting contestants to Issue challenge.

Advantages -		
Disadvantages –		

## **LADDER TOURNAMENTS**

Disadvantages -

- Entries arranged in a vertical sequence
- Contestants usually limited to challenging one or two places above
- New contestants enter by challenging the bottom rung and winning.
  - o A new rung must be then added.

Advantages -			

## JUNIOR HIGH VOLLEYBALL TOURNAMENT

- 8 teams.
- 2 courts.
- 10 hours available.
- Matches can be scheduled every hour.
- Traditional round robin play plus playoffs. All teams must have an equal number of matches.
- Tournament can start at 3pm Friday, should end by 9pm Friday, and should finish by 1pm Saturday
- Develop a tournament format and schedule

## **DEVELOP A RESULTS CHART**

Sample Results Pool "A"

#### Team #1 vs.

- > #2 W 2-1
- > #3 W 2-0
- > #4 L 0-2

#### Team #2 vs.

- > #1 L 1-2
- > #3 W 2-1
- > #4 W 2-1

## Team #3 vs.

- > #1 L 0-2
- > #2 L 1.2
- > #4 L 1-2

## Team #4 vs.

- > #1 W 2-0
- > #2 L 1-2
- > #3 W 2-1

# Volleyball Resolution of Ties

- 1. Number of Wins
- 2. Results of matches of teams involved in the tie(s)
- 3. Ratio of games won/games lost only considering the matches of the teams involved in the tie(s)
- 4. Ratio of games won/games lost considering the results of all match

# DETERMINE THE ROUND ROBIN STANDINGS FOR POOL 'A'