

## WHAT IS A TOURNAMENT?

### PRINCIPLES OF CONDUCTING TOURNAMENTS

1. 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.

*Advantages -*

*Disadvantages –*



## CONSOLATION ELIMINATION

### *Advantages -*

### *Disadvantages –*

## MODIFIED CONSOLIDATION 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	5-2 (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**

- 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.
  - A new rung must be then added.

*Advantages -*

*Disadvantages –*

### **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’**