Tournaments

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Tournaments

A Tournaments is a competition held among various teams in a particular activity according to a fixed schedule where a winner is decided.

Types of Tournaments

1. Knock- out or Elimination tournament
2. League or Round Robin tournament
3. Challenging tournaments
   a. Ladder b. Pyramid
4. Combination tournaments
   a) Knock out – Cum- Knock out
   b) Knock out – Cum- League
   c) League – Cum- Knock out
   d) League – Cum- League

Factors deciding to conduct tournament

1. Season
2. Time and duration
3. Ground and equipment
4. Type of activity
5. Officials
6. Finance

Knock- out or Elimination tournament

1. Knock - out or Elimination Tournaments
Single Knock-out or Single Elimination

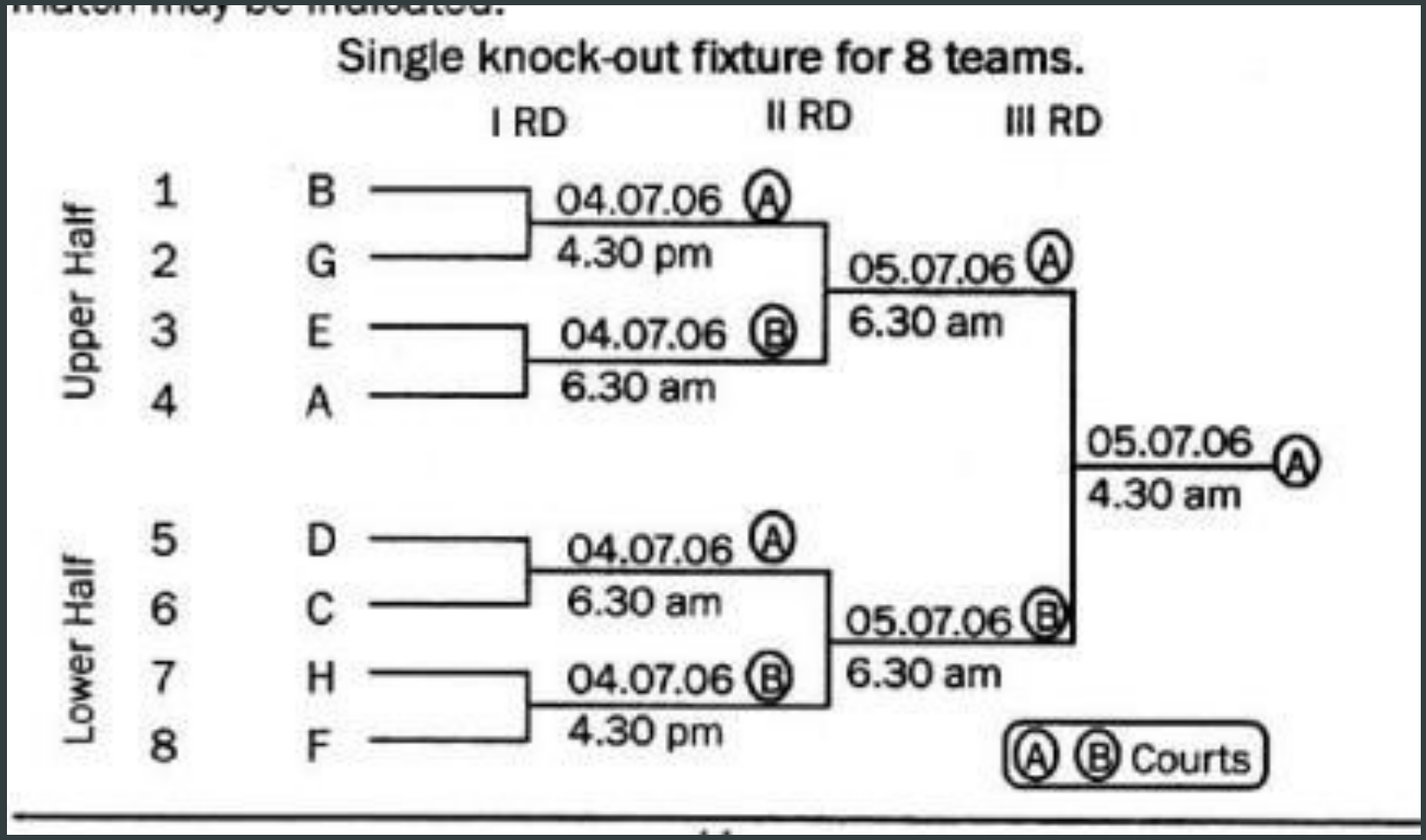
In this type of tournament the teams are once defeated are eliminated immediately and they will not be given another chance to play. The total number of matches to be played in the tournament will be n – 1: That is (Le) Number of team – (minus) 1. For example if 10 teams are competing the total number of matches will be 10 – 1 =9

Method of Drawing Fixtures

a) Drawing fixtures for a certain number of teams competing, the number being the power of TWO (viz) $2, 2^2, 2^3, 2^4, 2^5, 2^6$ etc.i.e. 2.4,8,16,32,64 respectively.

Suppose 8 teams A, B, C, D, E, F, G & H have entered for a tournament, the "fixtures have to be drawn in the following manner.

Fixtures for eight teams



b) Drawing fixtures for a certain number of teams competing, the number not being the power of two viz. 5, 6, 7, 9, 10, 11, 12, 13, 14, 15, 17 to 31, 33 to 63, 65 etc.

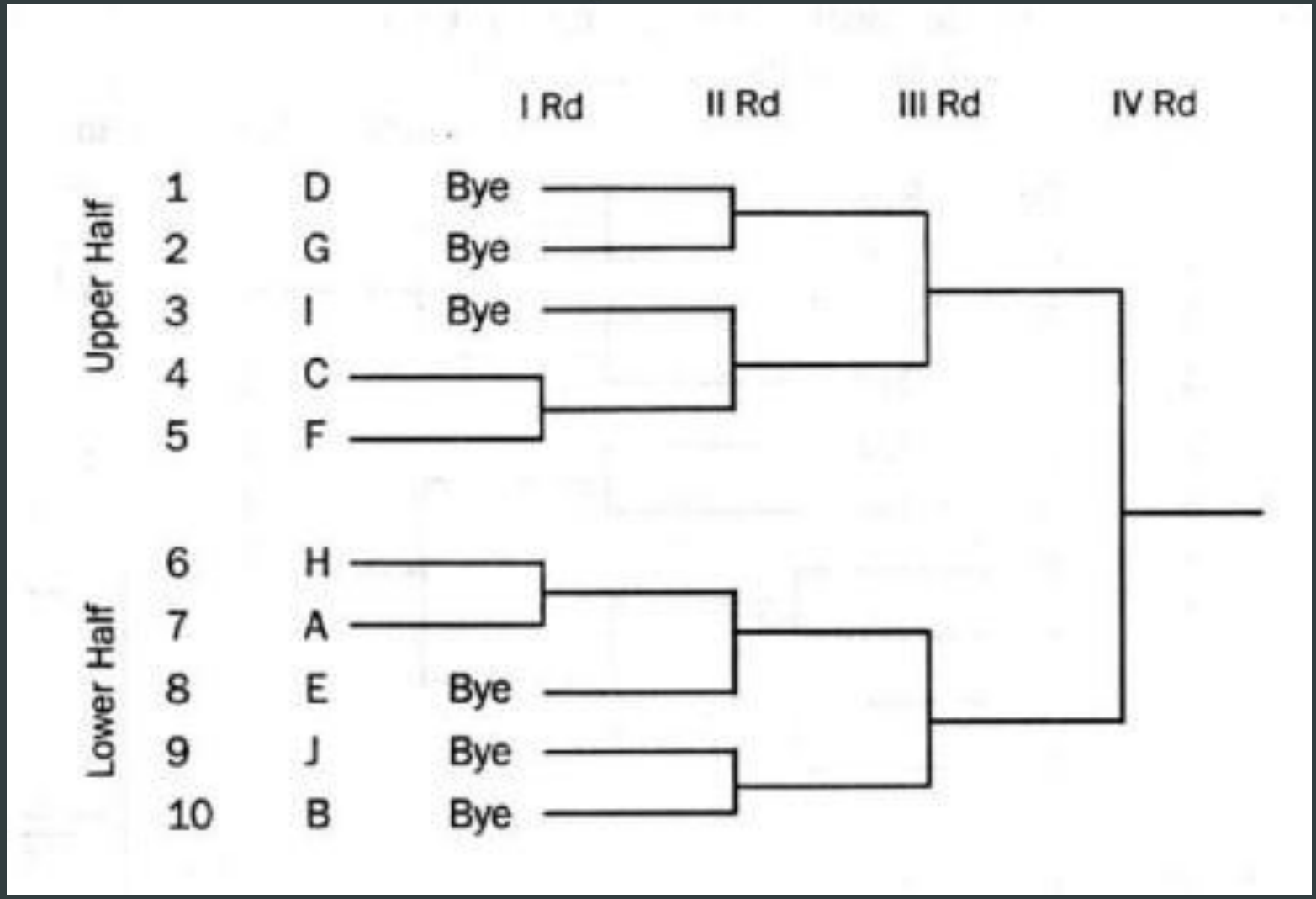
The number of "Byes" to be given shall be decided by subtracting the number of teams from its next higher number which is the power of two. For example, if 10 teams have entered for a competition the next higher number above 10 which is the power of Two 16. Hence the number of Byes to be given shall be 16 – 10 =6

Method of drawing fixtures for 10 teams

Name of the teams: A, B, C, D, E, F, G, H, I & J.

Method of drawing fixtures for 10 teams

Name of the teams: A, B, C, D, E, F, G, H, I & J.



Method of entering Byes and dividing upper half and lower half

Method of determine the number *of* teams in the upper half and in the lower half

a) When there are even number *of* teams:

$\frac{n}{2}$ in the upper half

$\frac{n}{2}$ in the lower half

(n- indicates the number *of* teams)

Example: 10 teams: $\frac{10}{2}$ = 5 in the upper half

$\frac{10}{2}$ = 5 in the lower half

b) When there are odd number *of* teams:

$\frac{n+1}{2}$ in the upper half

$\frac{n-1}{2}$ in the lower half

Example: 19 teams: $\frac{19+1}{2}$ = 10 in the upper half

$\frac{19-1}{2}$ = 9 in the lower half

Method *of* determining the number *of* byes to be given in the upper half and lower half

a) When there are even number *of* byes:

$\frac{nb}{2}$ in the upper half

$\frac{nb}{2}$ in the lower half

(nb: indicates the number *of* byes)

Example: 6 Byes: $\frac{6}{2}$ = 3 in the upper half

$\frac{6}{2}$ = 3 in the lower half

b) where there are odd number of byes:

$\frac{nb-1}{2}$ in the upper half

$\frac{nb+1}{2}$ in the lower half

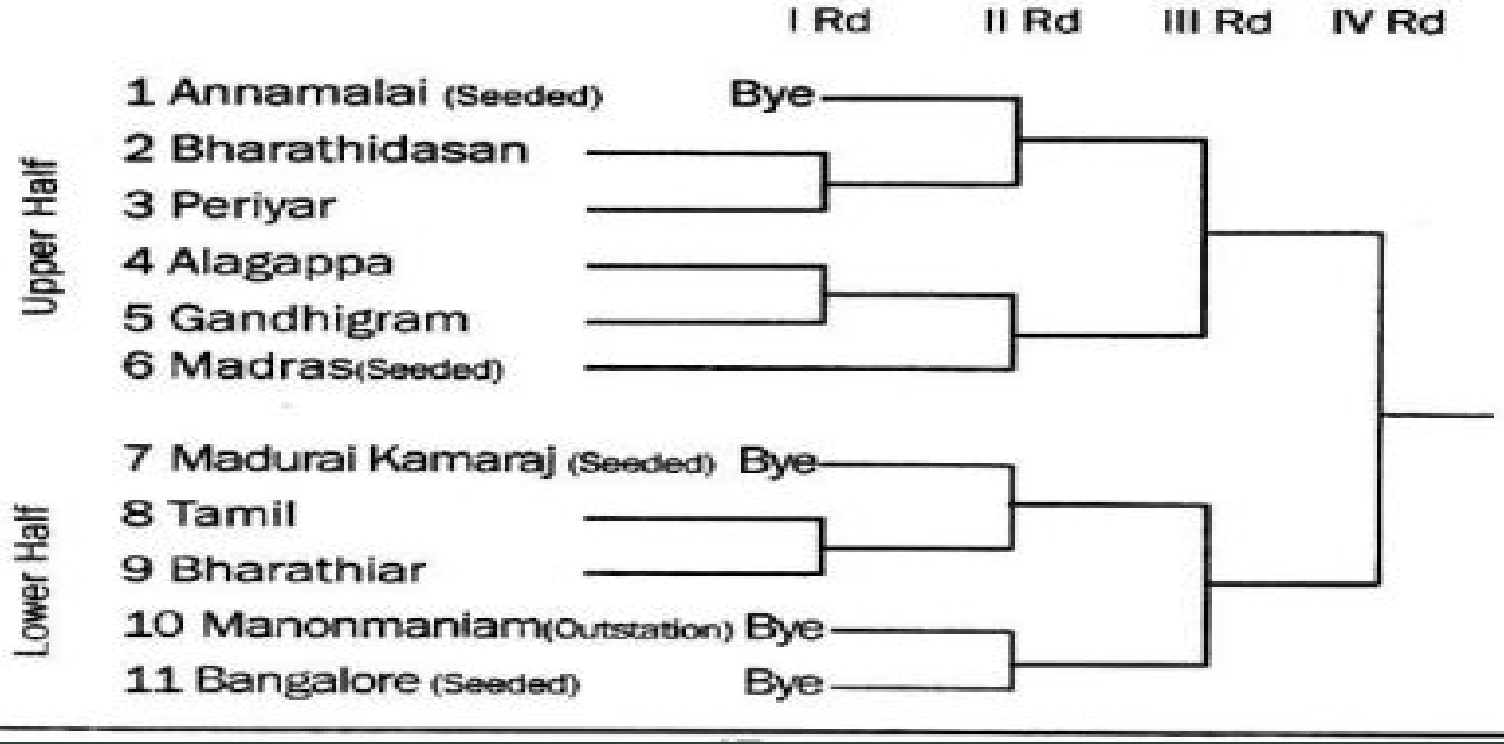
Example: 13 byes: $\frac{13-1}{2}$ = 6 in the upper half

$\frac{13+1}{2}$ = 7 In the lower half

SEEDING METHOD

A knock-out fixture is generally drawn by lots. If the fixture is drawn purely on the basis of lots without taking into consideration of the standard of the teams, it is likely that strong teams may be obliged to meet with each other in the earlier rounds in either half and get themselves eliminated, thereby allowing the weaker teams to come up for semifinals and finals and resulting in unfair and uninteresting competition. To avoid this defect "SEEDING" is done.

Single knock-out fixture for 11 teams (seeding 4 teems)



SEEDING 8 TEAMS

Drawing a fixture for 25 teams with seeding of 8 teams

Name of teams: A, S, C, D, E,F,G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, and Y

8 Seeded teams: M, K, D, O, R, A, T and H (almost equal in ability)

The seeds teams have to be fitted in the fixture facilitating them to meet in the quarter finals. This will be possible only if the seeded teams are equally distributed in each quarter of the fixture. For this purpose the number of the competing teams that may fall in the respective quarters in the fixture should be determined.

Method of determining the number of teams in each quarter of a fixture

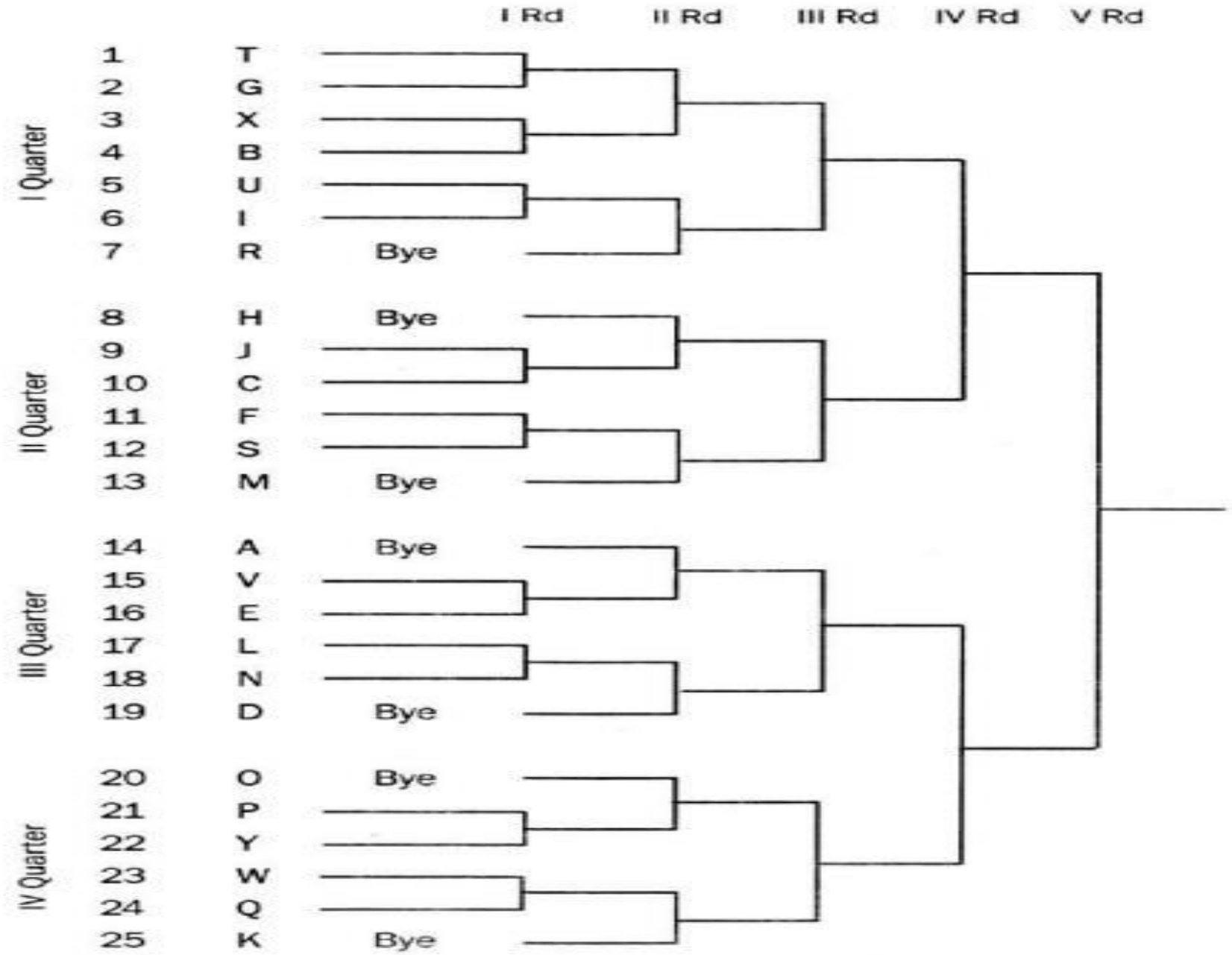
A fixture has two halves - UPPER & LOWER. In each half there are two quarters. The first and the second quarter are in the upper half and the third and the fourth quarters are in the lower half.

To determine the number of teams in each of these quarters the CUE indicated in the following table should be followed.

n/4	nill	Q	Q	Q	Q
n/4	1	Q+1	Q	Q	Q
n/4	2	Q+1	Q	Q+1	Q
n/4	3	Q+1	Q+1	Q+1	Q

n= Total number of teams

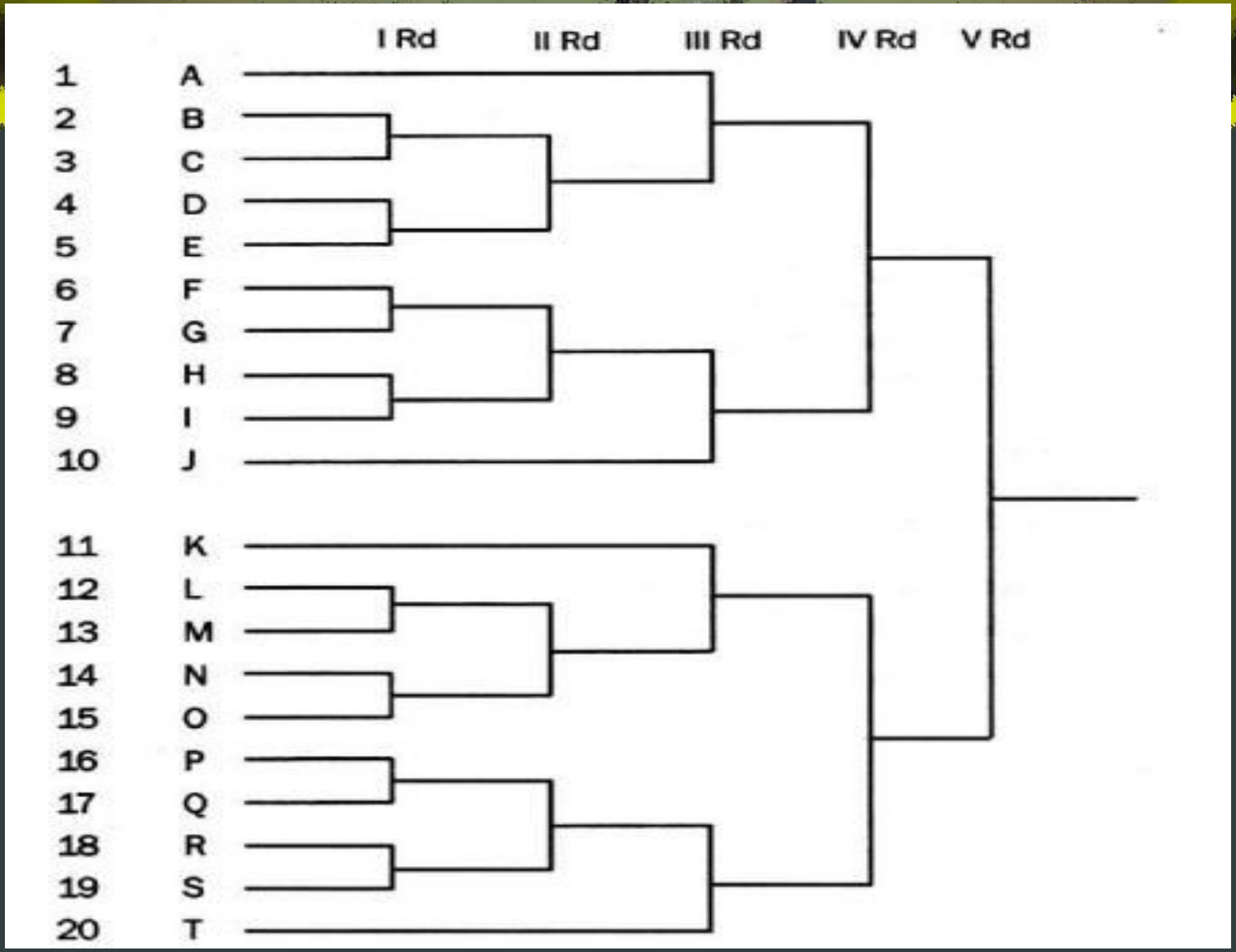
Q= Quotient


I Rd
II Rd
III Rd
IV Rd
V Rd
I Quarter
II Quarter
III Quarter
IV Quarter
1 T
2 G
3 X
4 B
5 U
6 I
7 R Bye
8 H Bye
9 J
10 C
11 F
12 S
13 M Bye
14 A Bye
15 V
16 E
17 L
18 N
19 D Bye
20 O Bye
21 P
22 Y
23 W
24 Q
25 K Bye

SPECIAL SEEDING

Whenever some of the top ranking players or teams take part in a tournament in the fixtures are generally drawn in such way that those players or teams are brought straight way to the Quarter finals or semi finals. This arbitrary method of drawing fixtures may be felt unfair but no doubt it is desirable to keep a sustained interest in the tournament.

A sample fixture is given, where 20 teams take .part including 4 top teams (, A, J, K & T) who are straightaway brought to the quarter finals.


I Rd
II Rd
III Rd
IV Rd
V Rd
1 A
2 B
3 C
4 D
5 E
6 F
7 G
8 H
9 I
10 J
11 K
12 L
13 M
14 N
15 O
16 P
17 Q
18 R
19 S
20 T

2. LEAGUE OR ROUND ROBIN TOURNAMENT

a) Single League

In this type, every team shall play ONCE with every other team. The total number of matches in a single league shall be $n\frac{n-1}{2}$ For example, if 8 teams are competing, the number of matches shall be

$$\frac{8(8-1)}{2} = \frac{56}{2} = 28$$

b) Double League

In this type, every team shall play TWICE with every other team. The total number of matches in a double leaguer shall be ; n (n-1).

Merits and Demerits of Leaguer Tournament

Merits

1. It decides the true winner
2. Greater number of matches can played by the teams.
3. It helps in ranking all the competing teams
4. The teams need not wait for the competition of the other rounds as in single elimination tournament.

Demerits

1. It involves lot of time and facilities.
2. Teams that get defeated often will lose interest in the game.

Method of drawing fixture for single league

(A) Cyclic Method

Fixture for 6 teams: No. Of Matches: $\frac{6(6-1)}{2} = \frac{30}{2} = 15.$

I Round	II Round	III Round	IV Round	V Round
6 — 1	5-1	4-1	3-1	2-1
5 — 2	4-6	3-5	2-4	6-3
4 — 3	3-2	2-6	6-5	5-4

Fixture for 6 teams: No. Of Matches: $\frac{7(7-1)}{2} = \frac{42}{2} = 20.$

I Rd	II Rd	III Rd	IV Rd	V Rd	VI Rd	VII Rd
7-bye	6-bye	5-bye	4-bye	3- bye	2-bye	1-bye
6 – 1	5-7	4-6	3-5	2-4	1-3	7-2
5 – 2	4-1	3-7	2-6	1-5	7-4	6-3
4 – 3	3-2	2-1	1-7	7-6	6-5	5-4

(B) TABULAR METHOD

In this method the fixtures are drawn in a tabular form. The number of columns to be drawn horizontally as well as vertically shall be as follows:

I) For even number of teams, n+1 columns
II) For odd number of teams, n+2 columns.

FIXTURE FOR 6 TEAMS

n + 1 columns
6 + 1 = 7 columns

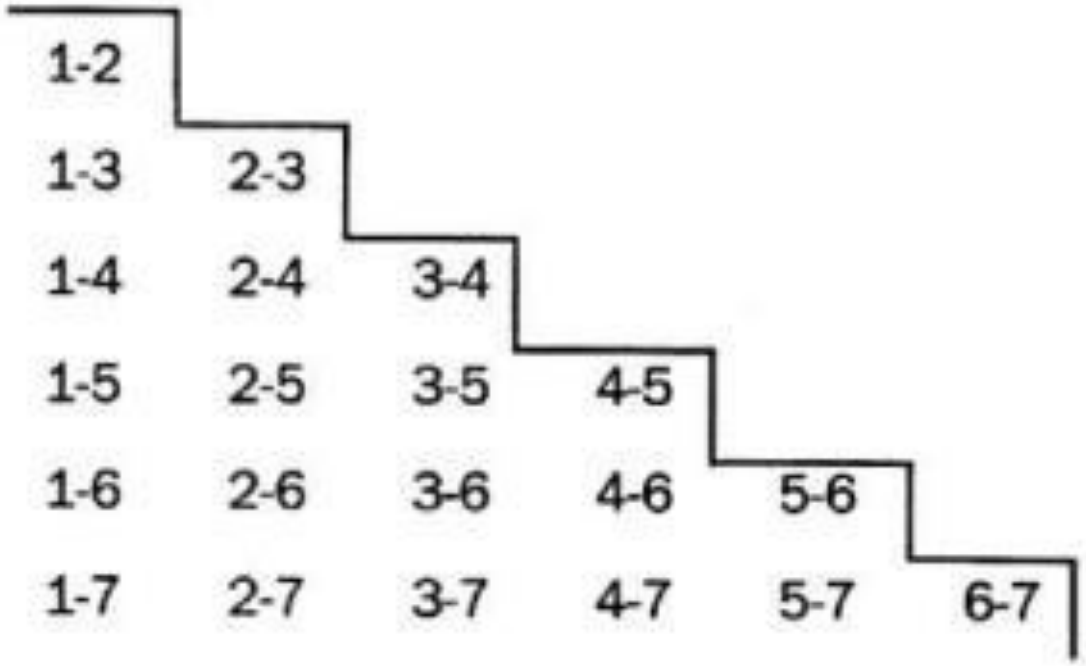
	A	B	C	D	E	F
A		1	2	3	4	5
B			3	4	5	2
C				5	1	4
D					2	1
E						3
F						

FIXTURE FOR 7 TEAMS

n + 2 columns
7 +2 = 9 columns

	A	B	C	D	E	F	G	Bye
A		1	2	3	4	5	6	7
B			3	4	5	6	7	2
C				5	6	7	1	4
D					7	1	2	6
E						2	3	1
F							4	3
G								5
Bye								

C) Stair Case Method



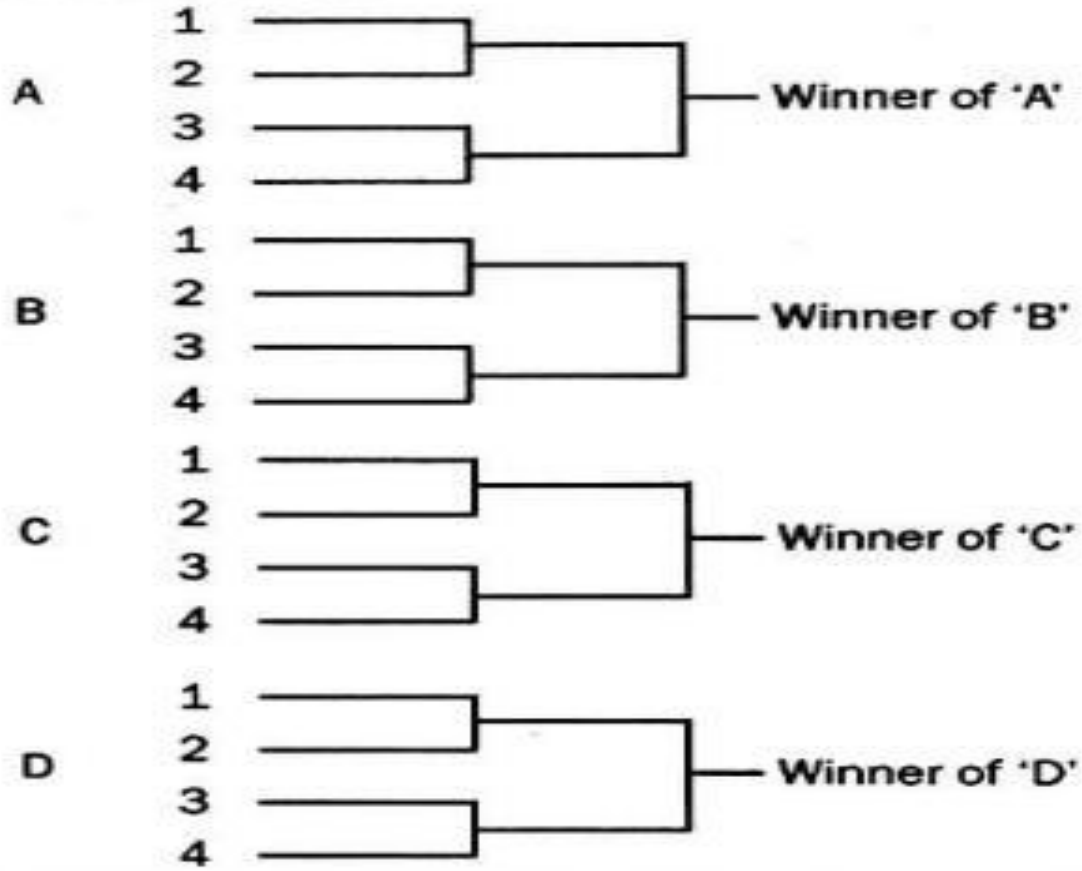
Method of deciding the winners in the league tournaments

The winner of the league tournament will be decided on the basis of the points scored by the respective teams. Generally points are awarded as follows.

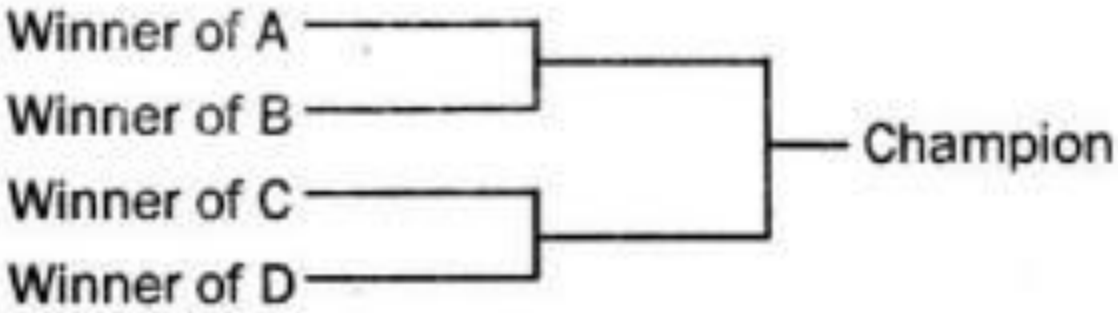
For a win: 3 points
For a defeat: 0 Point
For a draw: 1 point each

Combination tournaments

a) Knock- out cum knock - out (Four groups or zones A, B, C, D,)
Group or zonal knock - out

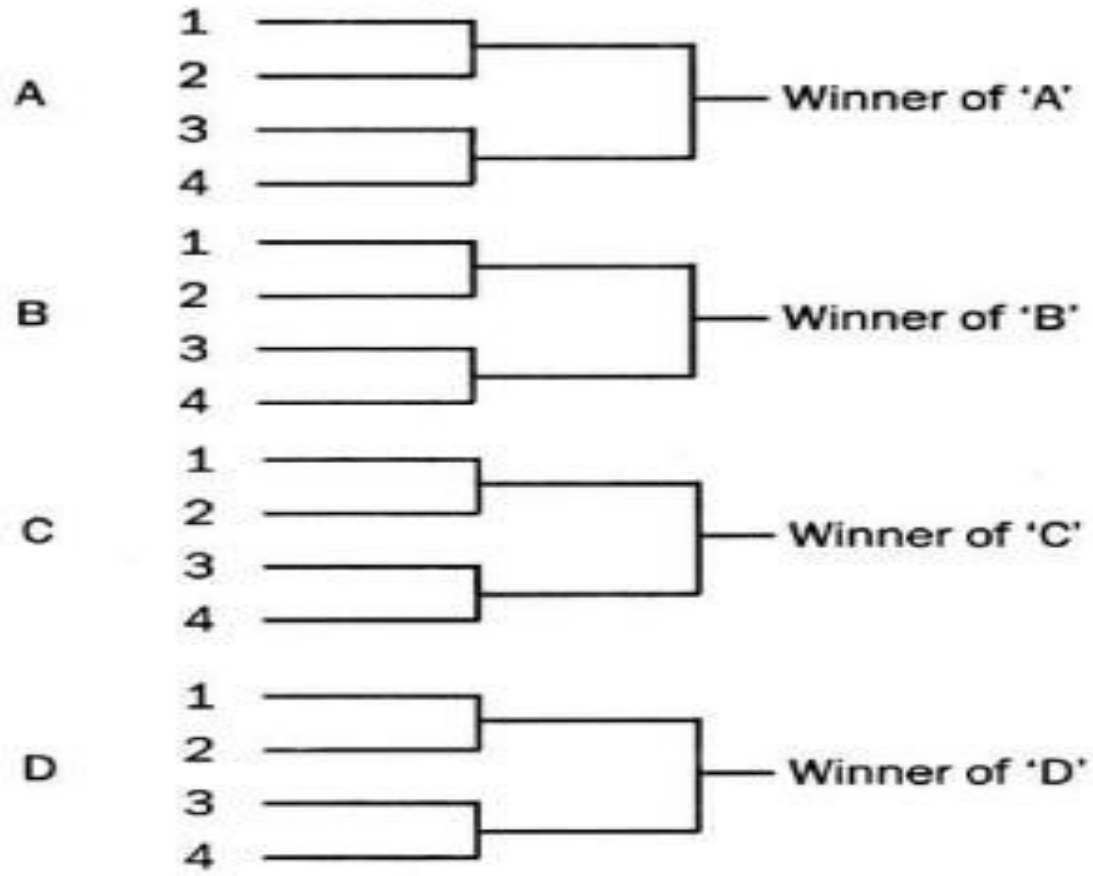


Inter Group or Inter Zonal knock-out



a) Knock- out cum - league (Four Groups of Zones A,B,C,D)

Group or Zonal Knock Out



Inter Group or Inter Zonal League

A - B
A - C B - C
A - D B - D C - D

b) League - cum - League (Four Groups or Zones A, B, C, D)

Group or Zonal League

A	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of A
B	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of B
C	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of C
D	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of D

Inter Group or Inter Zonal League

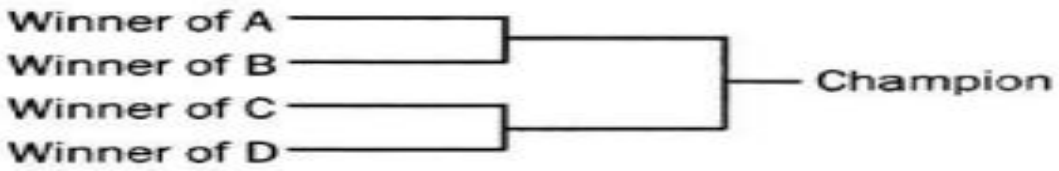
A - B		
A - C	B - C	
A - D	B - D	C - D

b) League – cum – Knock out (Four Groups or Zones A, B, C, D)

Group or Zonal League

A	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of A
B	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of B
C	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of C
D	1 - 2 1 - 3 1 - 4	2 - 3 2 - 4	3 - 4	Winner of D

Inter Group or Inter Zonal Knock out

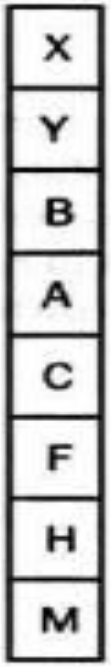


Challenging tournaments

Ladder tournament

Before actually starting the ladder tournament, the players shall be arranged in a ladder either arbitrarily or by lots, as shown in the diagram. Certain rules have to be followed in the conduct of the tournament

Rules:



1. The period within which the tournament is to be finished should be specified (For example, 2 months, 3 months etc).
2. A player can challenge only the player immedi ately above him (For example F can challenge only C) or a player may challenge anyone of the two or three players above him (for example F may chal lenge C or A or B.
3. Challenges must be accepted and played only in the order they are made.
4. The time within which the accepted challenge must be played should be specified. (For example 2 days or 3 days).

Challenging tournaments

PYRAMID TOURNAMENT

This is a modified form of ladder tournament. The players may be arranged in the form of a pyramid either arbitrarily or by lots as shown in the diagram. The rules framed *for* the ladder tournament may conveniently by used for this tournament. But here a player of a particular rank may challenge anyone of the players in the rank immediately above him only after he has challenged and won over any other player in his own rank. For example M in rank can challenge C or F or D in rank 3, only after he has challenged and won over N or O or B in his own rank.