

# TOURNAMENTS

## 1. TYPES OF TOURNAMENTS

- i) ladder, pyramid, funnel, (challenge tournaments)
- ii) round robin, Lombard Round Robin
- iii) single elimination, consolation elimination, true double elimination
- iv) combination tournaments

### Challenge Tournaments

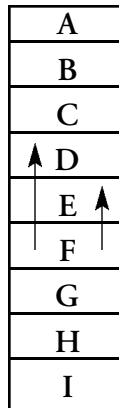
Description: A tournament that allows movement to the top by winning and to the bottom by losing. The beginning position is not important, winning is. The winner is the player or team who ends up in the top position after a specified amount of time. The time should be sufficient to allow those at the bottom of the tournament the opportunity to make it to the top. Positions in the tournament are filled on a first come basis.

#### General Rules:

1. Players cannot refuse a challenge.
2. Players cannot play the same person two times in a row.
3. If a player is absent during a particular day he may be moved to the bottom of the tournament by players who are there and below him.

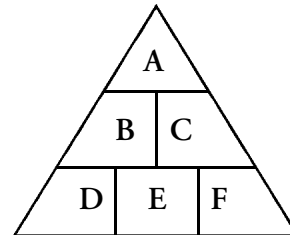
#### A. Ladder

Rules: 1. Players are allowed to challenge a maximum of two positions above.



#### B. Pyramid

Rules: 1. Players must challenge and beat someone in their own row before they can challenge someone in the row above them.



### Round Robin Tournaments

Description: A tournament that allows each team in the tournament an opportunity to play every other team in the tournament. The winner is the team that has the most points or the highest winning percentage at the end of the schedule. (points are earned through wins and losses.)

#### A. Round Robin

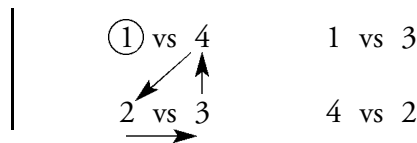
- Determine the number of games in your tournament.  
 Formula:  $n$  = number of teams in your tournament  
 -1 = you do not play yourself  
 /2 = two teams in each game

$$\# \text{ of games} = \frac{n(n-1)}{2}$$

- Set up a schedule.

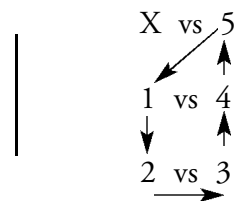
4 teams

1 vs 4   1 vs 3   1 vs 2  
 2 vs 3   4 vs 2   3 vs 4



5 teams

X vs 5   X vs 4   X vs 3   X vs 2   X vs 1  
 1 vs 4   5 vs 3   4 vs 2   3 vs 1   2 vs 5  
 2 vs 3   1 vs 2   5 vs 1   4 vs 5   3 vs 4



#### B. Lombard Round Robin

Use this type of round robin when you have a limited amount of time. If you cannot play full games, play mini games. Keep track of all points scored for and against. The winner has the best plus/minus ratio.

	1	2	3	4	5	+/-	finish
1	X	+3	+2	+1	0	+6	2
2	-3	X	-1	+1	-4	-7	5
3	-2	+1	X	-2	-3	-6	4
4	-1	-1	+2	X	-3	-3	3
5	0	+4	+3	+3	X	+10	1

### Elimination Tournaments

Description: A tournament that rapidly narrows down a large field to a single distinctive winner. It can be played very quickly.

General Guidelines:

1. The draw must be set up with brackets and there must always be an even number of brackets to the power of 2 (x2).
2. Any brackets that are not used by teams will constitute a bye.
3. All byes will be given to the top ranked or seeded teams.
4. The top 4 seeds or ranked teams will be spaced in the draw so they will not play each other until the later rounds.
5. All games should be numbered to help the organization of the tournament.

#### A. Single Elimination

7 teams

