

SYSTEMS TO ORGANIZE A CHAMPIONSHIP OR TOURNAMENTS

When organizing tournaments, it should be recognized that competitiveness and the results for the children and youth are an important aspect but not the crucial issues and the emphasis should always be put on the concepts of play and enjoyment.

For this reason, trainers involved in organizing tournaments should always consider:

- The balance of teams in terms of performance levels;
- The equitable involvement of all participants in terms of playing time;
- The duration of the matches, depending on their number;
- The standard of the opposition from one match to another depending on the previous results;
- The rules of fair play on and off the pitch.

Every tournament must implement a system of elimination in order to gradually select a champion. Various systems allow us to determine contenders, matches, dates, hours, and the development of a tournament or a sport activity.

Factors involved in the selection of a system

- Total number of participants.
- Determine categories and branches.
- Take into account the time available.
- Facilities available.
- Implementation available.
- Human resources: judges, referees, assistants, etc.
- General and specific regulations.
- Schedules available.
- Budget.

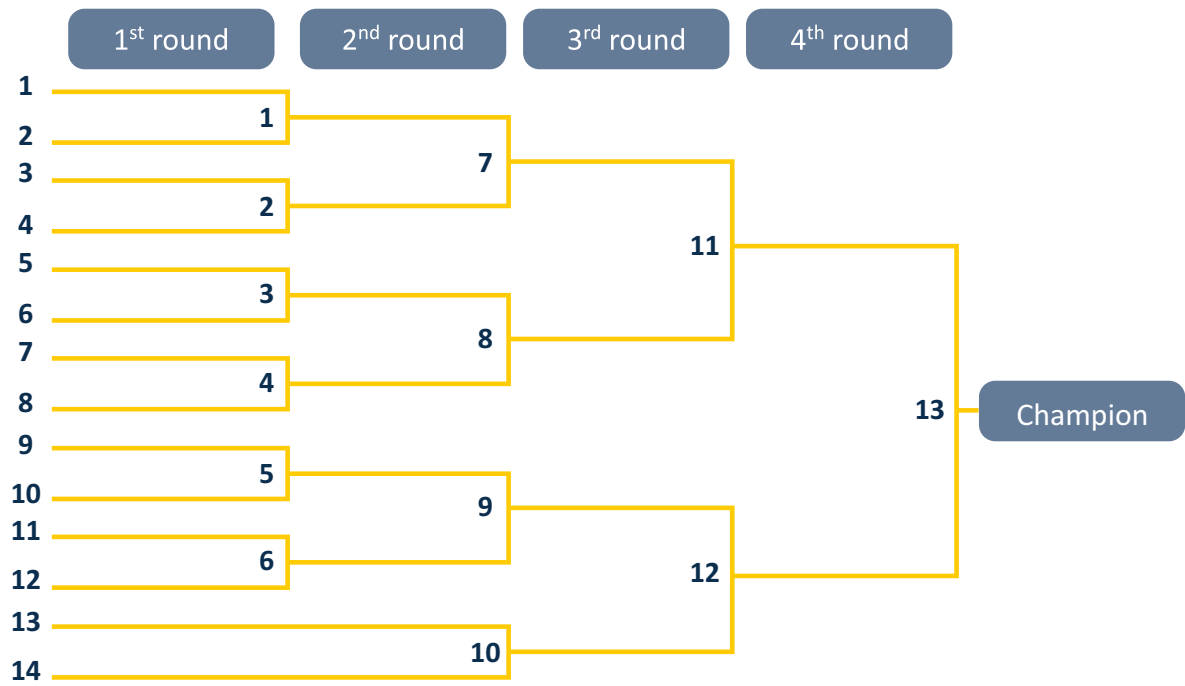
Systems to organize a championship or tournaments

Direct elimination means that the loser of an encounter is immediately eliminated. This system is used in diverse tournaments to determine a champion.

In this type of elimination you must take into account:

- The number of participants.
- The multiples of two are always used to make the table (4, 8, 16, 32, 64).
- When teams are odd, one player must be an exempt.
- If there are more than two, half plus one, they are located in the numbers below and the rest of the exemptions in the numbers above.
- Awarding (hopefully by lot) a number to each participant and then combining all the numbers with each other.

Example with 14 participants:



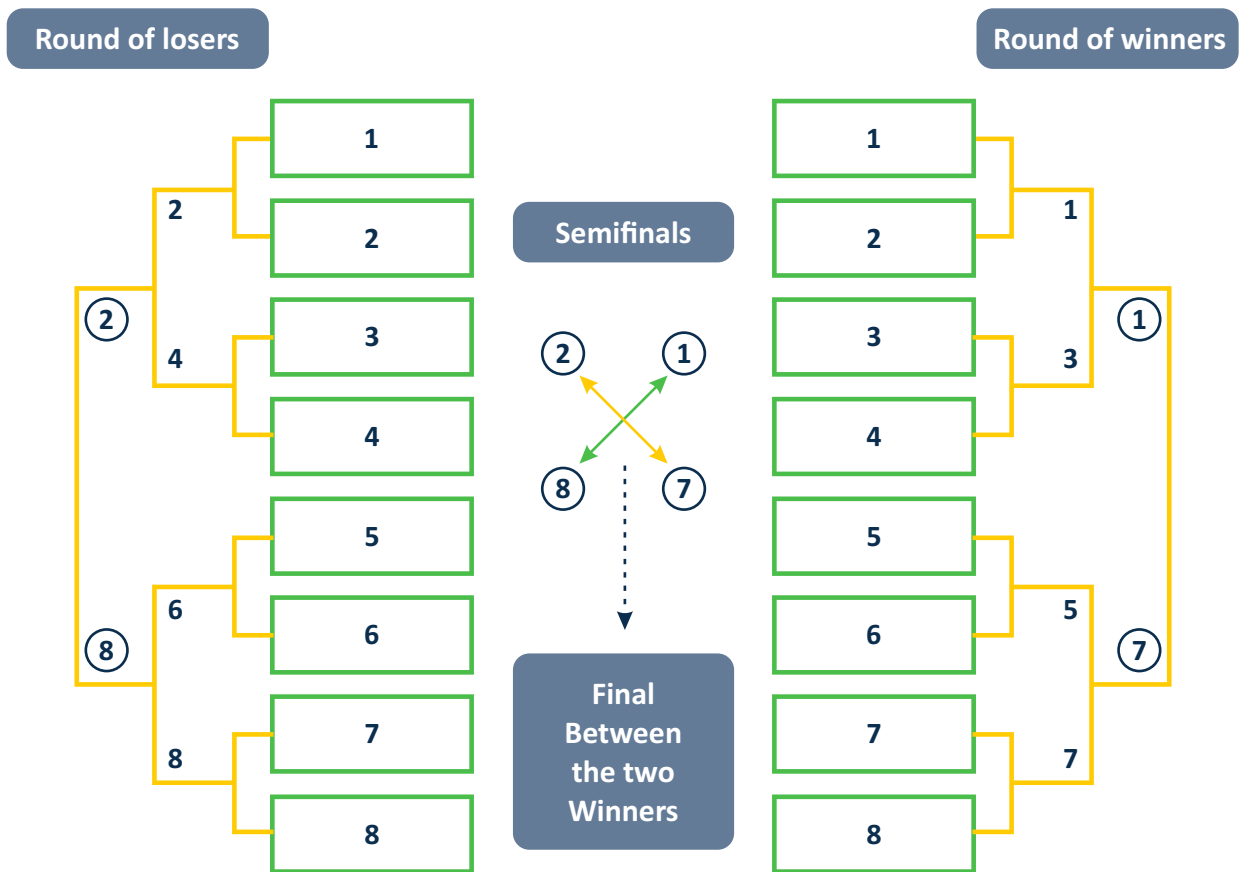
Double elimination

This system seeks to give greater opportunity to the participants who, having lost the first game, are not automatically excluded from the contest but have a second option to take the top positions playing on the losing side.

For the location of the participants in the graph, the same principles of simple elimination are preserved.

The graph is derived from simple elimination. Players who lose their first match join the left tier, or “Tier B”. Players who win their match progress in tier two, or “Tier A”.





System of all against all

The 'all-versus-all system' or 'league system' is a competition system, in which all tournament participants face each other a predetermined number of times (usually one or two). A tournament of all against all can be called triangular, quadrangular or hexagonal if the number of participants is three, four or six.

During the first rounds, a two-phase system is used. In the group stage, the players are divided into groups of four, and face each other in an all-out system. The best teams in each group move to the second phase, which is usually direct elimination.

The following tiebreaker criteria are used in case two or more teams end up with identical points:

- Higher goal difference.
- Highest number of goals scored.
- Highest number of points obtained in matches played between tied teams.
- Greater difference of goals in matches played between tied teams.
- Highest number of goals scored in matches played between tied teams.
- Organizing committee draw.

An example of a group:

TEAM	POINTS	GAME PLAYED	WON	TIED	LOST	GOALS ACHIEVED	GOALS CONCEDED	GOALS DIFFERENCE
Italy	7	3	2	1	0	7	3	4
Germany	3	3	0	3	0	4	4	0
Spain	2	3	0	2	1	3	4	-1
Brazil	2	3	0	2	1	2	5	-3

So was the group round:

Italy	2:2	Germany
Brazil	1:1	Spain
Germany	1:1	Spain
Italy	3:0	Brazil
Italy	2:1	Spain
Germany	1:1	Brazil

To determine the schedule of the tournament, a simple selection algorithm is performed. Each of the competitors is assigned a number and the numbers are rotated, leaving one fixed. For example, in a tournament with 14 teams:

1st round: (1 against 14, 2 against 13, ...)

1	2	3	4	5	6	7
14	13	12	11	10	9	8

2nd round: (1 against 13, 14 against 12, ...)

1	14	2	3	4	5	6
13	12	11	10	9	8	7

Round 3: (1 against 12, 13 against 11, ...)

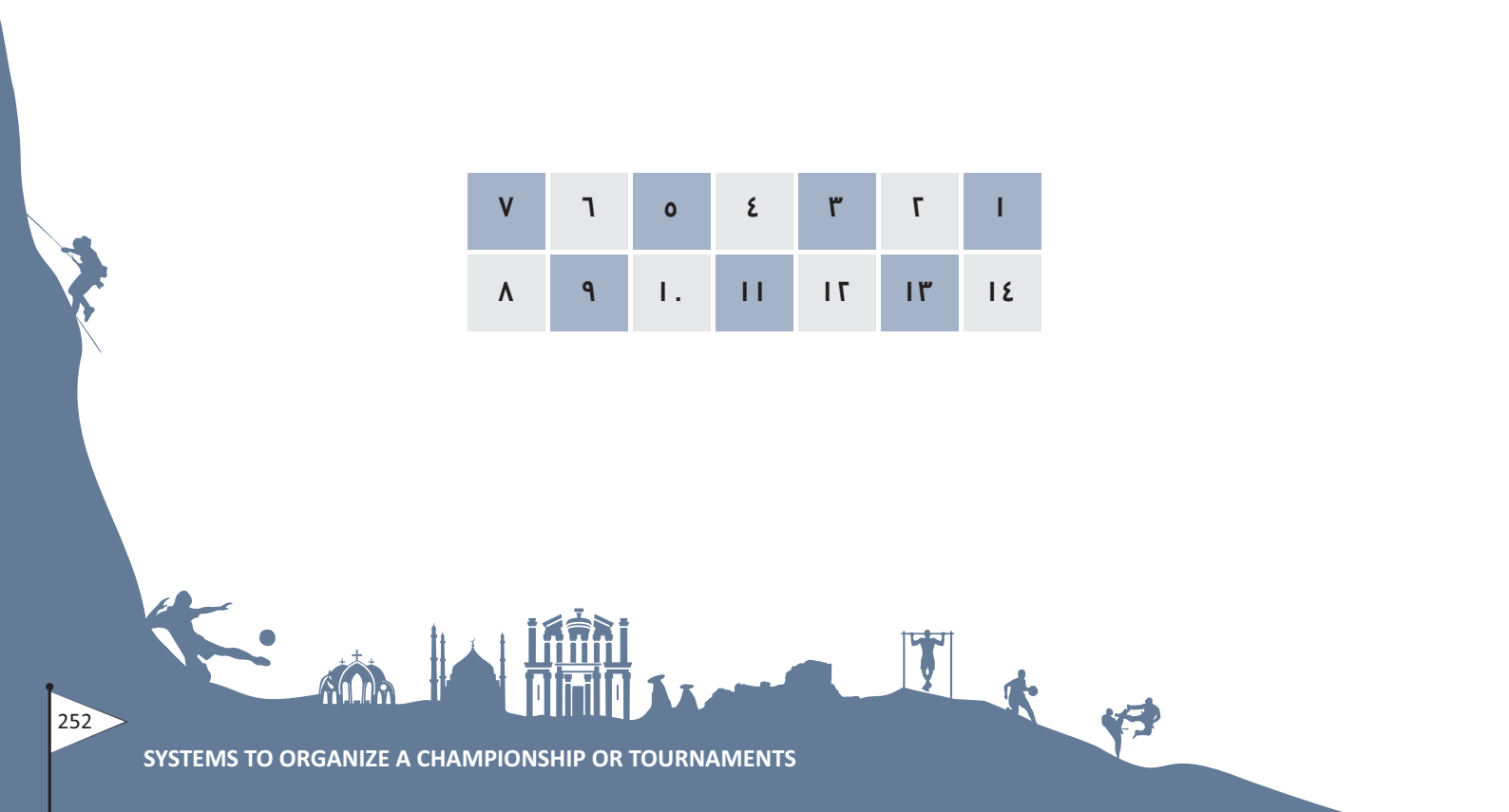
1	13	14	2	3	4	5
12	11	10	9	8	7	6

Round 13: (1 to 2, 3 to 14, ...)

1	3	4	5	6	7	8
2	14	13	12	11	10	9

If there is an odd number, a special number can be assigned (to totalize the pairs) to designate the equipment that will be free. For double rounds, simply repeat the previous system, but alternate those that play locals.

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Finally, the pairings are completed by rows and columns by writing down the missing numbers starting with the highest odd:

ROUND	GAME 1	GAME 2	GAME 3	GAME 4
1st	1-8	2-7	3-6	4-5
2nd	8-5	6-4	7-3	1-2
3rd	2-8	3-1	4-7	5-6
4th	8-6	7-5	1-4	2-3
5th	3-8	4-2	5-1	6-7
6th	8-7	1-6	2-5	3-4
7th	4-8	5-3	6-2	7-1

Three-stroke system

The methodology of the three times or street football, as it is known, is a pedagogical tool that has been used in recent times to teach football with a social sense, because it facilitates the coexistence and the resolution of conflicts in the sectors and communities more vulnerable, whipped by violence and crime in the world.

The parties are divided in three times, thus: in the first, the teams establish the rules and agreements in a consensual way; In the second the game is played and in the third time, all the players talk about the development of the game and if they respected the rules that had been mutually agreed upon. During the three times, a mediator participates in facilitating dialogue and interaction between teams, but without intervening or regulating the game; nor is there a referee.

In each team is mandatory the presence of two women, the first goal must be scored by one of them.

Thus, in a street football match is not only won by goals, but also obtains the victory by the points that are achieved by respecting the rules that the participants themselves agreed before each encounter, since mediation is the Backbone of this methodology.

Player Rotation Festival

When sports festivals are organized that promote integration, leisure time, recreation, healthy recreation, healthy coexistence, peace and integration, this system is widely used.

Characteristics

- All children, young people wishing to participate are brought together.
- It is necessary to know the time that counts for the festival.
- The number and availability of scenarios.
- The use or not of referees or mediators.
- The presence of at least one organizing committee, composed of a general manager, and a group of collaborators. The total depends on the number of participants. A collaborator is suggested for every 20 participants.
- The number of teams depends on the time available for the festival, the stages and the duration of each match.
- Depending on the number of players, the amount per team is determined.
- As far as possible, distribute them very precisely so that they do not rest for longer, and can be active participants. It is suggested to leave two substitutes per team.
- If you know the population, you can leave a leader in each team, otherwise teams and players will be distributed through a raffle, as public as possible.
- Each team is organized on its own, appoint a captain and team leader.
- Each team places a representative name, mediated by all its members.
- After organizing the game system, the groups and the logistics, the organizing committee has the power to change team members and players in case it deems appropriate, when, according to a sound criterion, there is a very marked difference at the technical level in one of the teams.
- The winning team must be symbolic, all are winners and rewarded for participation.

