Lesson 1 Planning in Sports

Planning in Sports

- 1. Meaning & Objectives of Planning
- 2. Various Committees & Its Responsibilities
- 3. Tournament Knock-Out, League or Round Robin & Combination
- 4. Procedure to Draw Fixtures Knock-Out (Bye & Seeding) & League (Staircase & Cyclic)
- 5. Intramural & Extramural Meaning, Objectives & Its Significance
- 6. Specific Sports Programme (Sports Day, Health Run, Run For Fun, Run For Specific Cause & Run For Unity)

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1.1 Meaning and Objectives of Planning

Meaning of Planning

- Planning is a predetermined course of action to achieve a goal
- Planning is usually interpreted as a process to develop a strategy to achieve desired objectives, to solve problems and to facilitate actions

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Objectives of Planning

- To reduce unnecessary pressure of immediacy
- To keep good control over all the activities
- 3. To facilitate proper coordination
- 4. To reduce the chances of mistakes
- 5. To increase the efficiency
- 6. To increase the creativity
- 7. To enhance the performance

1.2 Various Committees & their Responsibilities

- 1. Committee for Publicity
- 2. Transport Committee
- 3. Boarding and Lodging Committee
- 4. Decoration and Ceremony Committee
- 5. Ground and Equipment Committee
- 6. Refreshment and Entertainment Committee

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1.2 Various Committees & their Responsibilities

- 7. Reception Committee
- 8. Committee on Entries and Programmes
- 9. Committee for Officials
- 10. Announcement Committee
- 11. First aid Committee

2.3 Tournaments- Knockout, League & Combination

Tournament

➤ Tournament is that series of sports in which a team finally wins and rest of the teams lose the matches.

Importance of Tournaments

- Development of Sports Skills
- 2. Propaganda of Sports
- 3. Helpful in Selection of Players
- 4. Development of National and International Integration
- 5. Development of Social Qualities
- 6. Source of Recreation

2.3 Tournaments- Knockout, League & Combination

- Four types of tournaments
 - 1. Knock-out Tournament
 - 2. League or Round Robin Tournament
 - 3. Combination Tournament
 - 4. Challenge Tournament

Knock-out Tournament

- Team once defeated is eliminated
- Winning teams continue
- Advantage
 - Less expensive
 - Enhances the standard of sports
 - Requires less time to complete the tournament
 - Minimum number of Officials are required
- Disadvantage
 - Chances of elimination are more
 - Long duration tournaments
 - Spectators loose interest in the final match

Combination Tournaments

- 1. Knock-out cum Knock-out
- 2. League cum League
- 3. Knock-out cum league
- 4. League cum Knock-out Tournament

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1.4 Procedure to Draw Fixtures

- Knock-out
 - 1. Bye
 - 2. Seeding
 - 3. Special Seeding
- League
 - 1. Cyclic
 - 2. Staircase
 - 3. Tabular

Essential points for knock-out Tournament

Points to be considered for Preparation of Fixtures

- 1. Total Number of teams participating
- 2. Total number of Byes
- 3. Number of teams in each half or quarter
- Number of Byes to be given in each half or quarter
- 5. Total Number of rounds
- Total number of matches

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Method of Preparing Fixtures in Knock-out Tournament

- Total Number of matches= N-1 (N is the No. of Teams)
- Divide the Number of teams into two halves
- If the number of teams is not exact power of 2 (4, 8, 16, 32, 64 and so on) and is an odd number
 - Upper half = (N+1)/2
 - Lower half= (N-1)/2
 - Byes are given in the first round
 - Number of byes = 2^x N (where 2^x > N)
 - \circ Number of rounds = x
- If N is an even number
 - Upper half= Lower half= N/2
 - Number of byes = 2^x N (where 2^x > N)
 - Number of rounds = x

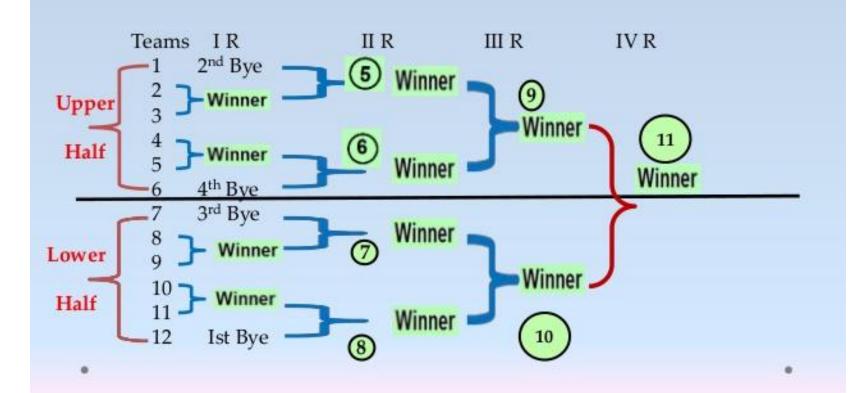
Method of Fixing Byes

- 1. First bye is given to the last team of lower half
- 2. Second bye is given to the first team of upper half
- 3. Third bye is given to the first team of lower half
- Fourth bye is given to the last team of upper half
- 5. And so on

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Example 1

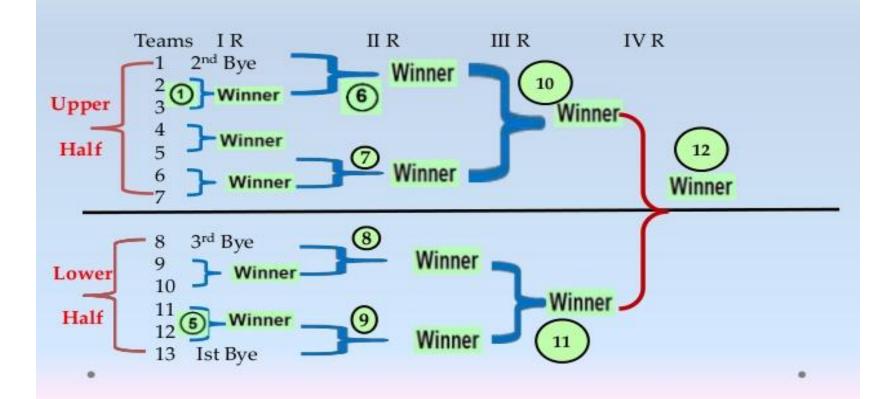
- No. of Teams= 12
- No. of Matches = 12-1 = 11
- Upper half = Lower half = 6
- Number of Byes = $2^4 12 = 4$
- Number of rounds = 4



Example 2

- No. of Teams= 13
- No. of Matches = 13-1 = 12
- Upper half = 13+1/2=7

- Lower Half= 13-1/2=6
- Number of Byes = $2^4 13 = 3$
- Number of rounds = 4



Number of Teams in Each Quarter

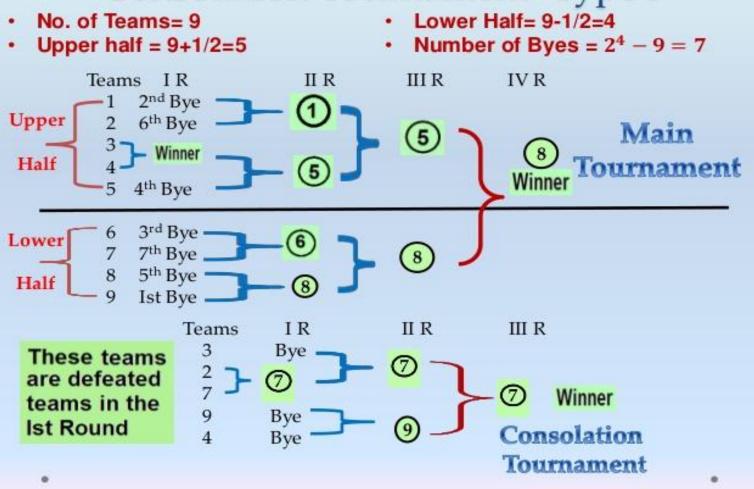
- If the number of teams are more, teams are divided into quarters
- Procedure is explained as under

Number of Teams	Ist Quarter	IInd Quarter	IIIrd Quarter	IV Quarter
28	7	7	7	7
29	7+1	7	7	7
30	7+1	7	7+1	7
31	7+1	7+1	7+1	7
32	8	8	8	8
33	8+1	8	8	8
34	8+1	8	8+1	8

Consolation Tournament

- One additional chance is given to defeated teams
- Winner is declared from the defeated teams
- Type I
 - The teams defeated in round I are allowed to participate
 - New fixture is prepared
 - The teams who did not get Bye earlier are given Bye now
- Type II
 - The teams defeated in all the rounds are given additional chance

Consolation Tournament-Type I



Consolation Tournament- Type II

No. of Teams = 9 Lower Half= 9-1/2=4 Number of Byes = $2^4 - 9 = 7$ Upper half = 9+1/2=5IIIR Teams IR II R IV R 2nd Bye Upper 6th Bye Main Half 4th Bye 3rd Bye Lower 7th Bye 5th Bye Half Ist Bye II R IR III R IV R Teams 3 and 1 These teams are defeated Winner teams in the **Ist Round** Consolation Tournament

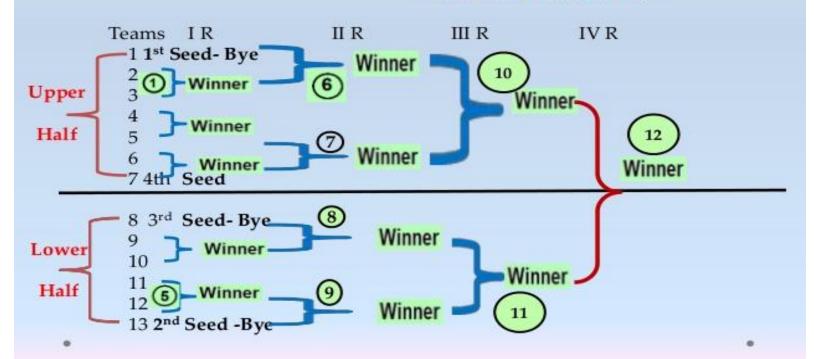
Seeding Method

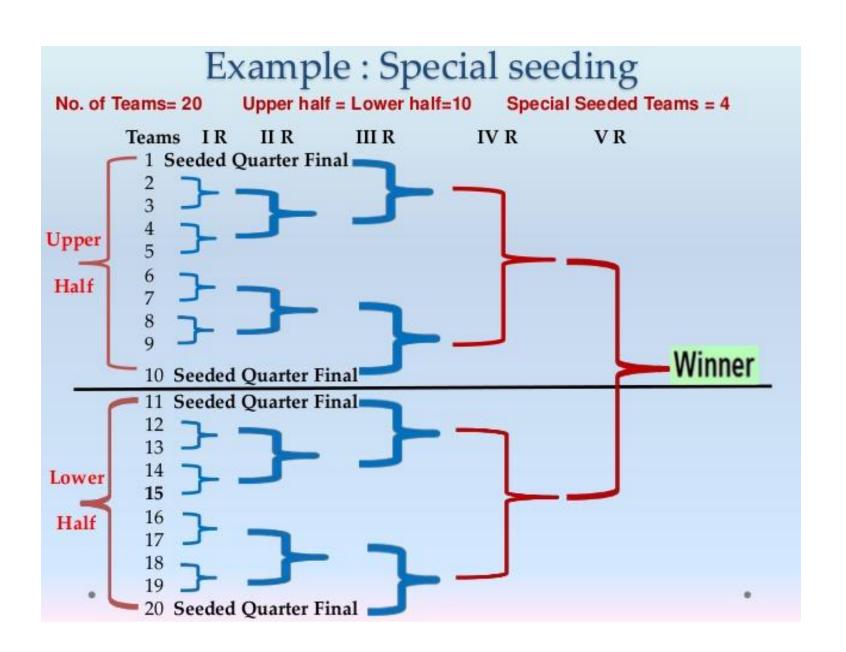
- To avoid strong team competing with each other in the initial rounds
- Strong teams based on their previous performance are selected to keep at appropriate places in the fixture.
- Generally the seeded teams are in the power of 2 ie
 4, 8, 16 etc
- · First seed is kept on the top of Upper half
- Second seed is kept on the bottom of Lower half
- Third seed is kept on the bottom of Upper half
- Fourth seed is kept on top of Lower Half and so on
- Remaining teams are kept in the fixture by lots

Example: Placing the Seeded Teams

- No. of Teams= 13
- No. of Matches = 13-1 = 12
- Upper half = 13+1/2=7

- Lower Half= 13-1/2=6
- Number of Byes = 2⁴ 13 = 3
- Number of rounds = 4
- Seeded Teams = 4





1.5 Intramurals and Extramurals

Meaning of Intramurals

- The activities which are performed within the campus of an Institution are called Intramurals
- Students of other school can not participate in these activities
- Motto: A game for all and each for a game

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Significance of Intramurals Tournaments

- Important for physical, mental emotional and social development of students
- 2. Stress is laid on moral and ethical values
- 3. Necessary for the development of health of children
- 4. Manages aggression
- 5. Provides recreation
- Provides opportunities to students to participate in games and sports
- 7. Help to develop leadership qualities among the students

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Objectives of Intramurals Tournaments

- To provide opportunity to every student to participate in games and sports
- 2. To develop the leadership qualities
- 3. To develop the feeling of cooperation
- 4. To provide recreation
- 5. To develop the feeling of sportsmanship
- 6. To provide the opportunity to learn a variety of games and skills
- 7. To find out the talented sportspersons
- 8. To provide the experience of organisation of competitions

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Activities for Intramurals Competitions

- Major games: Volleyball, Hockey, Tennis, Badminton, Football etc.
- Minor Games: Kho-Kho, Tag game, Roller skating, Sack race etc.
- 3. Creative Activities: Painting, Drawing, Sculpturing, Making Models etc.
- Combating Activities: Boxing, Judo, Taekwondo, Karate etc.

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Meaning of Extramurals

- The activities which are performed outside the wall of an Institution or school are called Extramurals
- Students of two or more schools participate in these activities
- Also called Inter-School Competitions

Significance of Extramurals Tournaments

- Provide opportunities to school to show their sports capabilities
- 2. For enhancing the standard of sports performance
- Provide appropriate knowledge of sports techniques
- 4. Improve the opportunities to participate in sports
- 5. For making and implementing the programmes of physical education more effectively

Objectives of Extramurals competitions

- 1. To improve the standards of sports
- 2. To provide experience to students
- 3. To develop sportsmanship and fraternity
- 4. To broaden the base of sports
- To provide the knowledge of new rules and advanced techniques

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