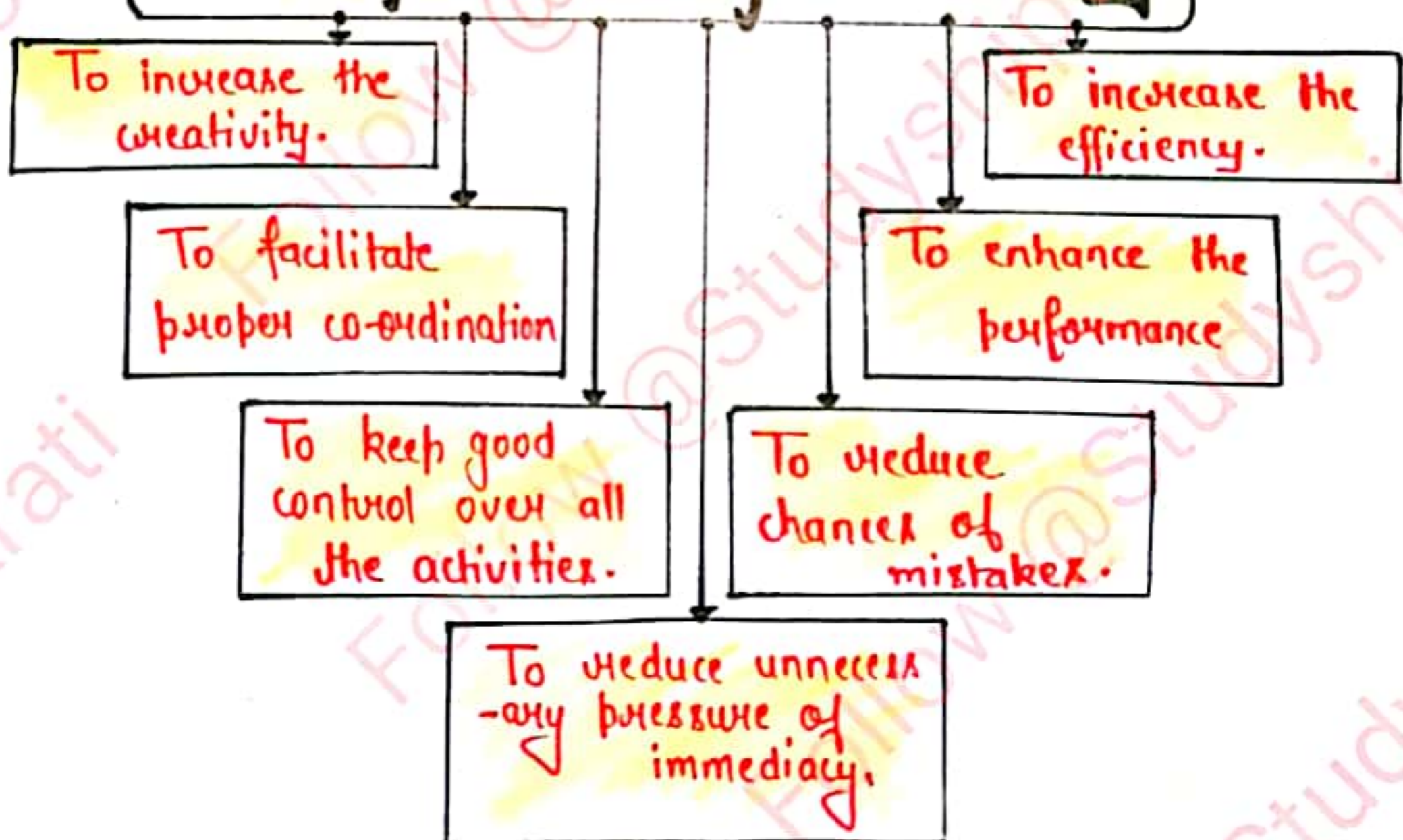


PLANNING IN SPORTS

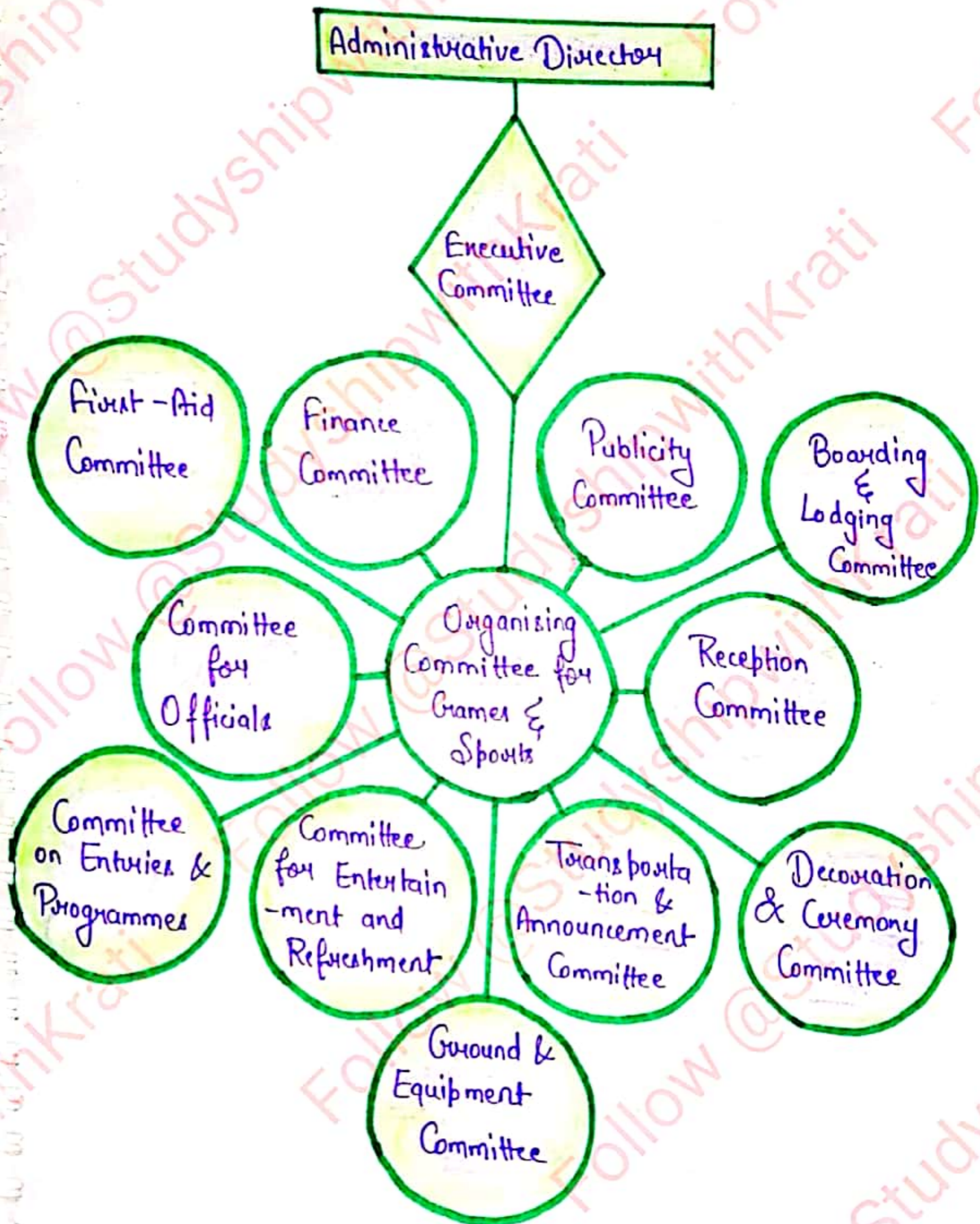
1. Meaning Of Planning

- According to MITCHELL, "Planning is usually interpreted as a process to develop a strategy to achieve desired objectives, to solve problems and to facilitate action."
- According to ALLEN, "A plan is a trap laid to capture the future."

2. Objectives Of Planning



Various Committee for Organising Track and Field Sports / Meet



TOURNAMENT

RESPONSIBILITIES

Pre-Tournament

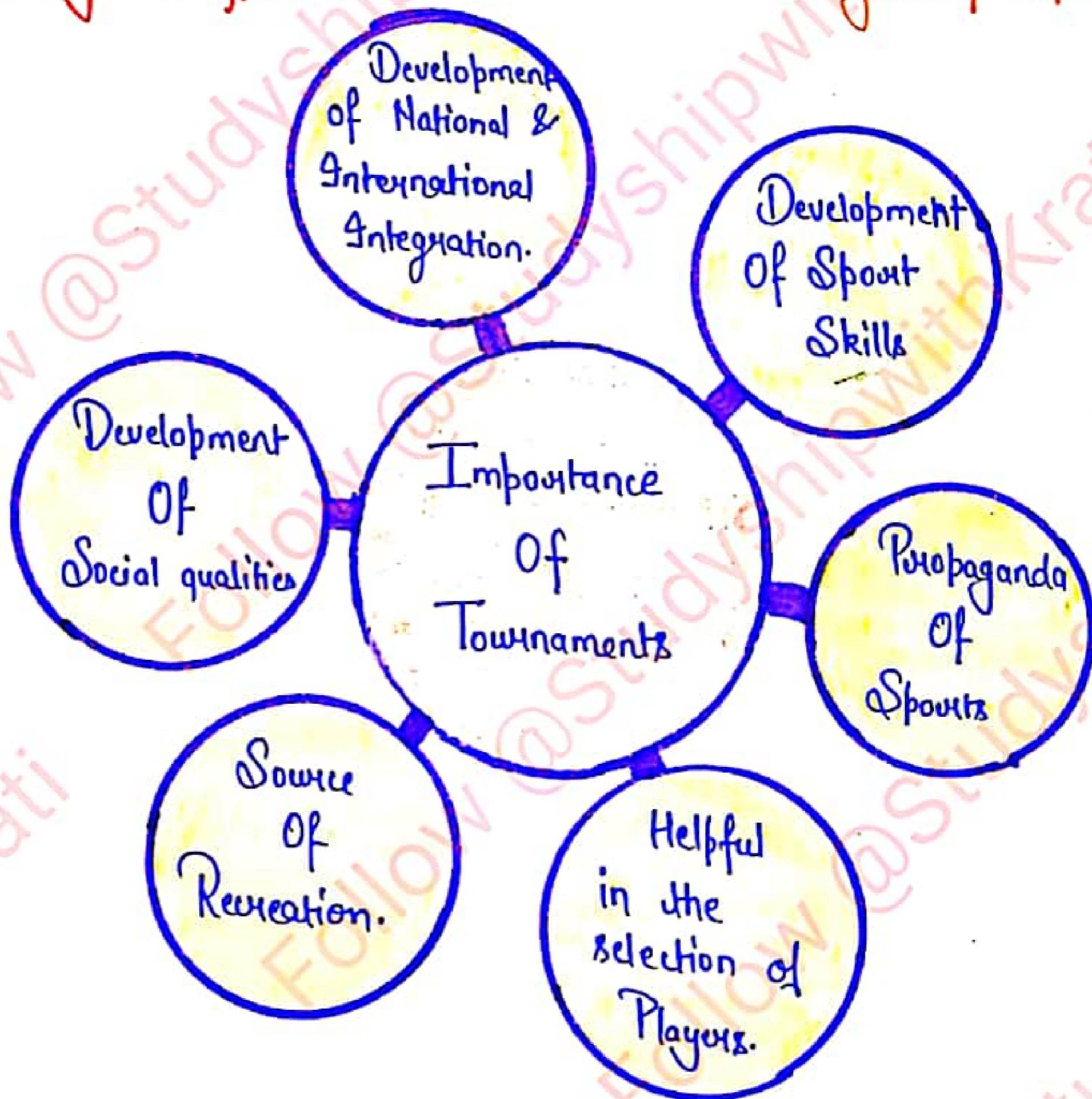
- To prepare schedule, budget and venue.
- To arrange prizes, certificates & entry forms.
- To arrange committee Boarding and officials.

During-Tournament

- To make necessary announcements.
- To prepare proper scoresheet.
- To maintain discipline and information.

Post-Tournament

- To provide security refunds to departing teams.
- To give away prizes and mementos.
- To prepare reports regarding expenditure.



Types Of Tournaments



1. KNOCK-OUT TOURNAMENT

Teams

I R

II R

A]
B]

B
(winner)

C]
D]

D
(winner)

D (Winner)

2. LEAGUE TOURNAMENT

Single League
Tournament

Double League
Tournament

Single League Tournament

- Every team plays with other team at least once.

Number of Tournaments

$$\therefore \left[\frac{N(N-1)}{2} \right]$$

Double League Tournament

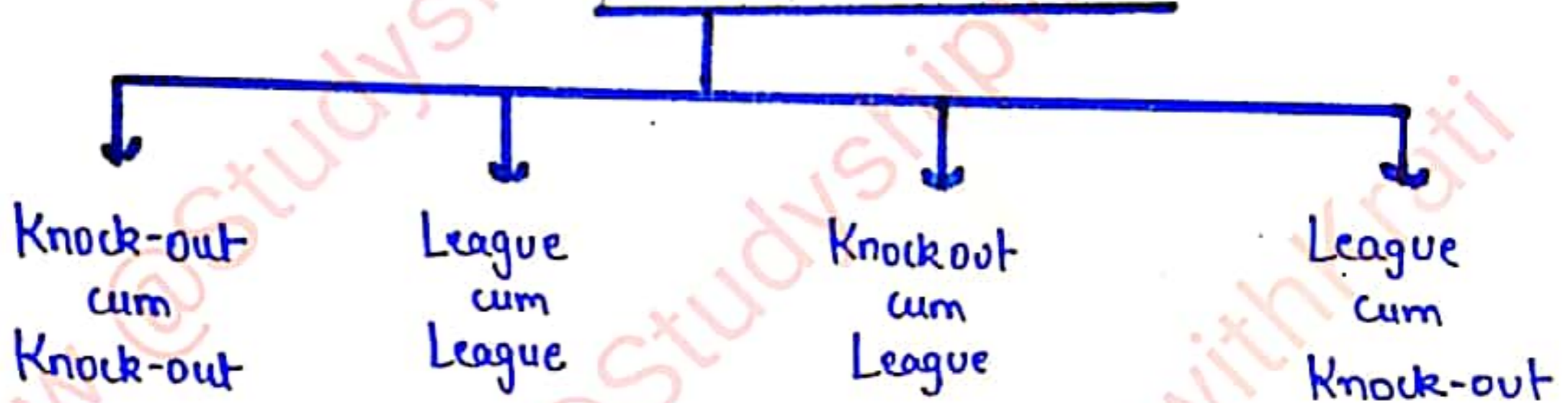
- Every team plays with other team twice

Number of Tournaments

$$\therefore [N(N-1)]$$

3. COMBINATION

TOURNAMENTS



↳ Knock-out cum Knock-out

Zone A $\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$ Winner A

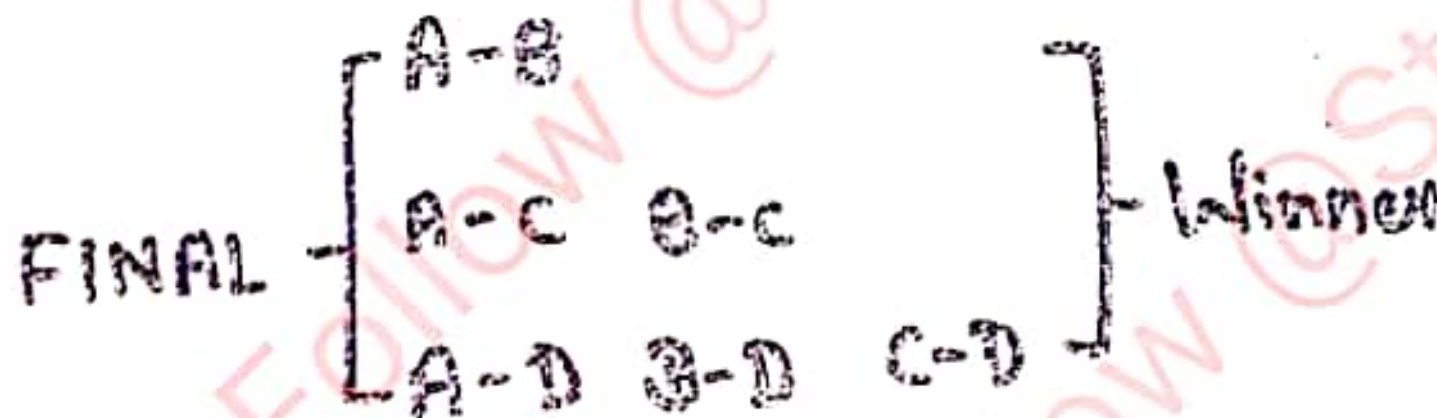
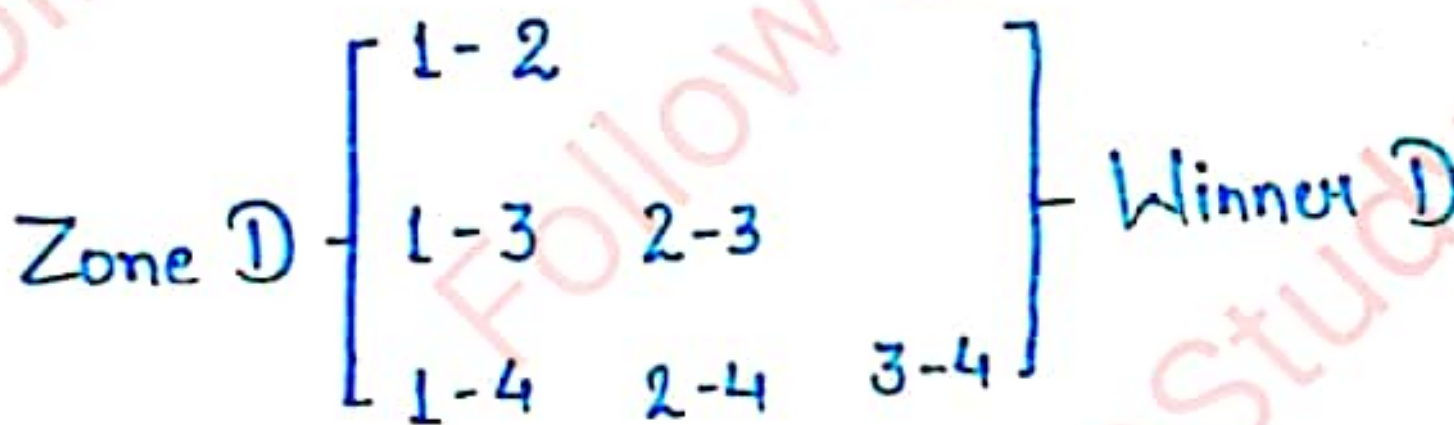
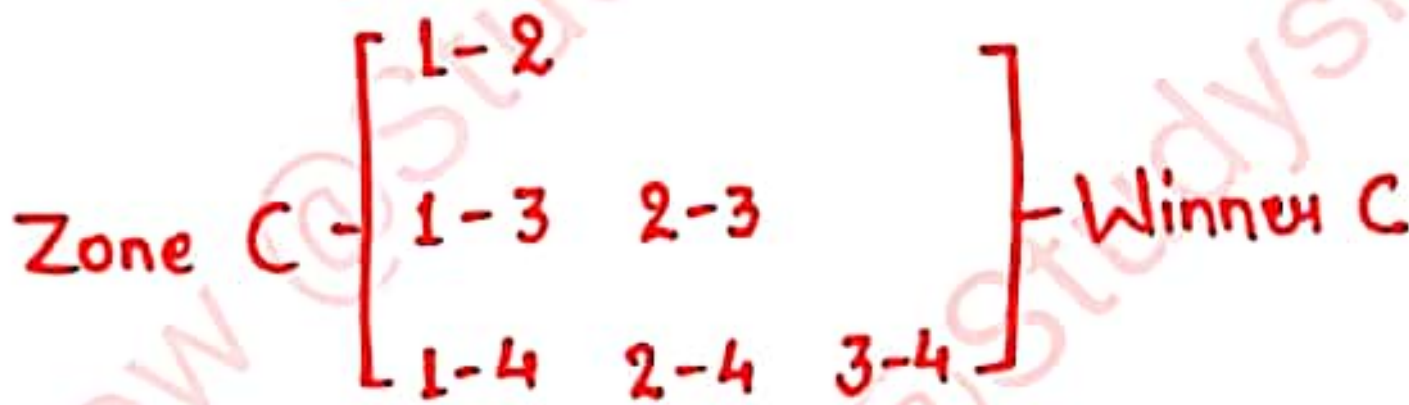
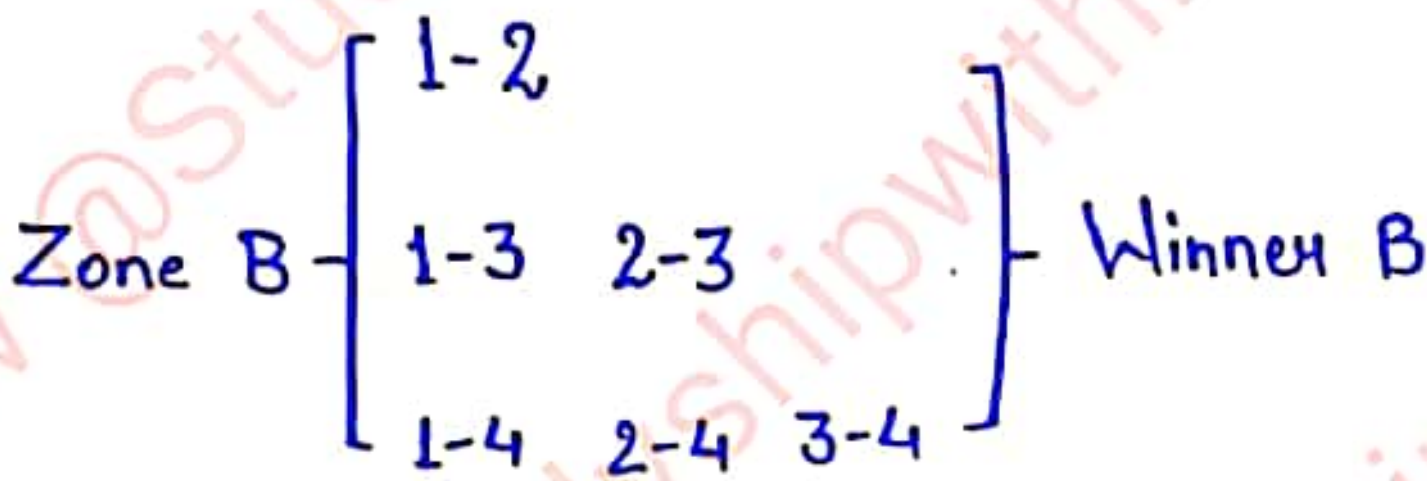
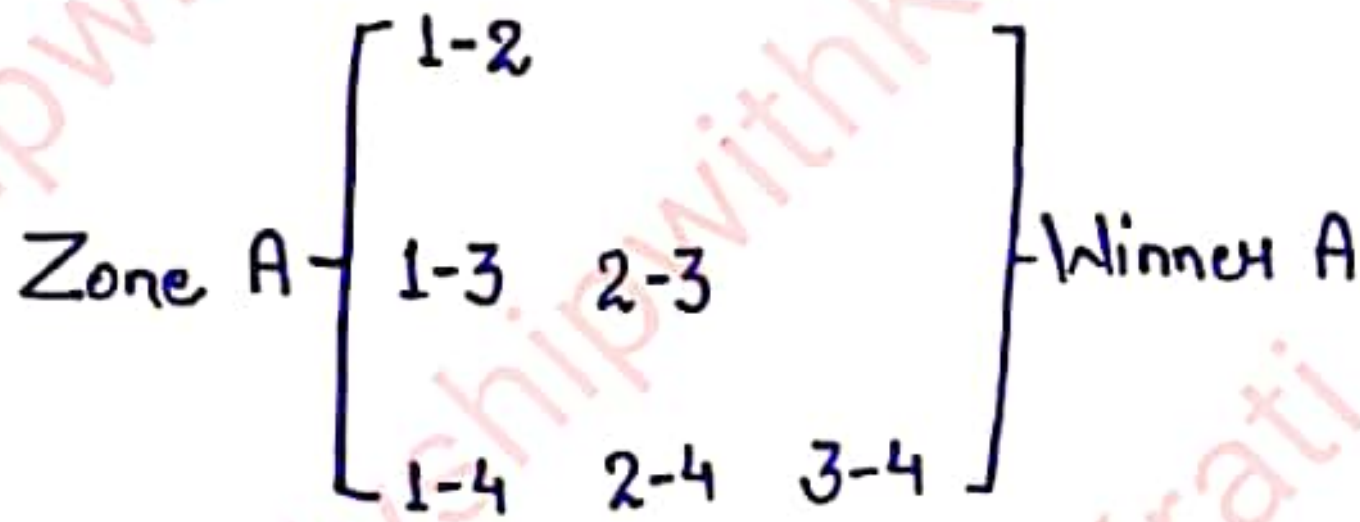
Zone B $\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$ Winner B

Zone C $\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$ Winner C

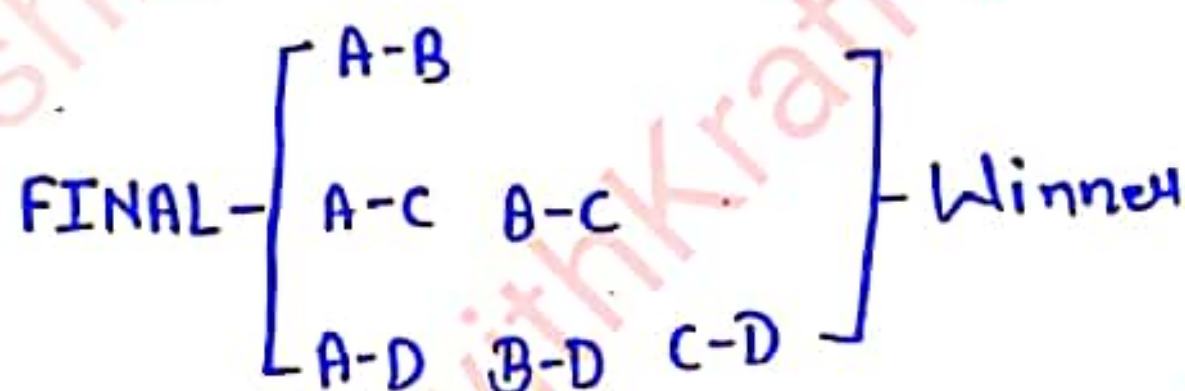
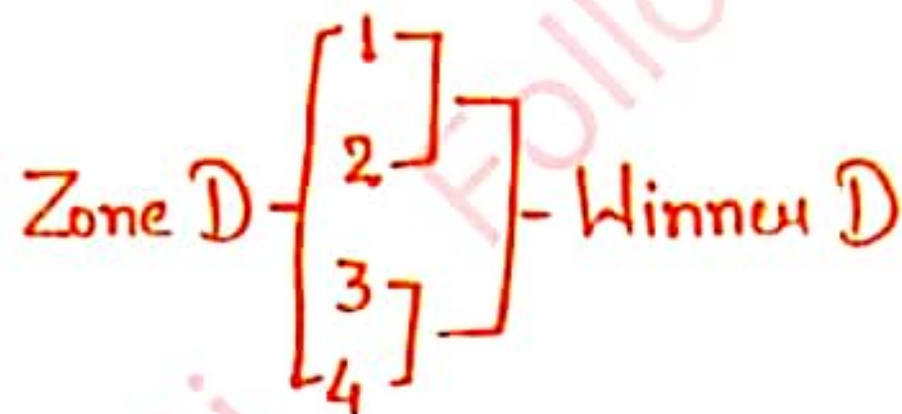
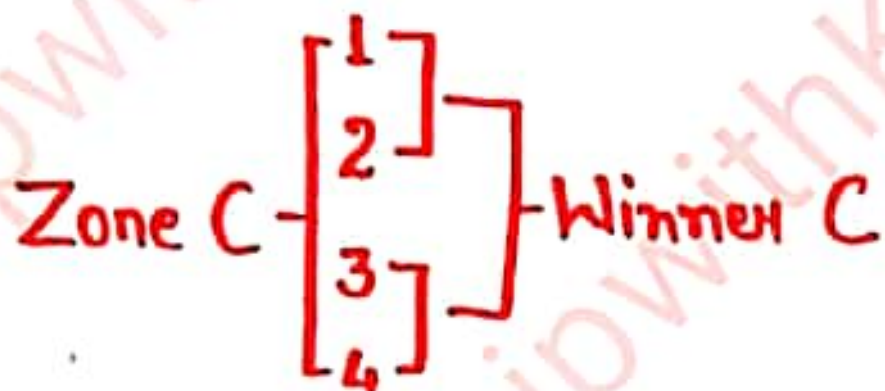
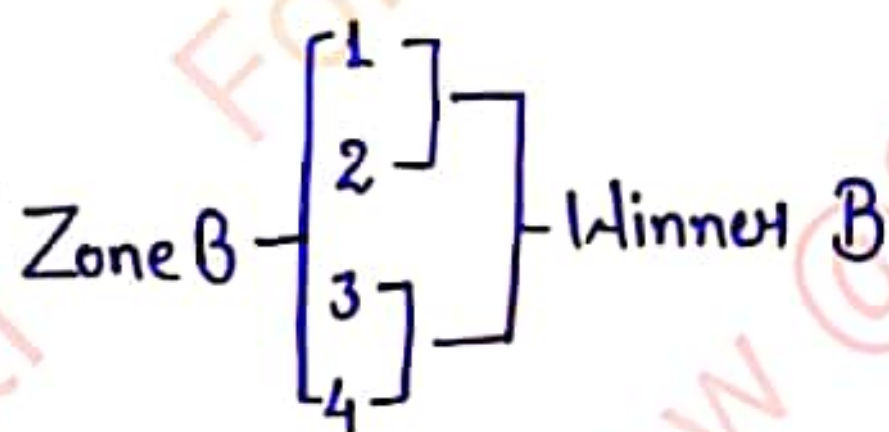
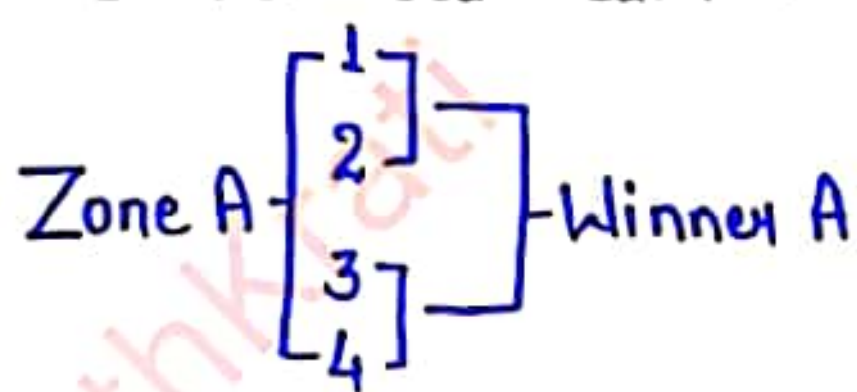
Zone D $\begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$ Winner D

Winner A
Winner B
Winner C
Winner D
} Winner

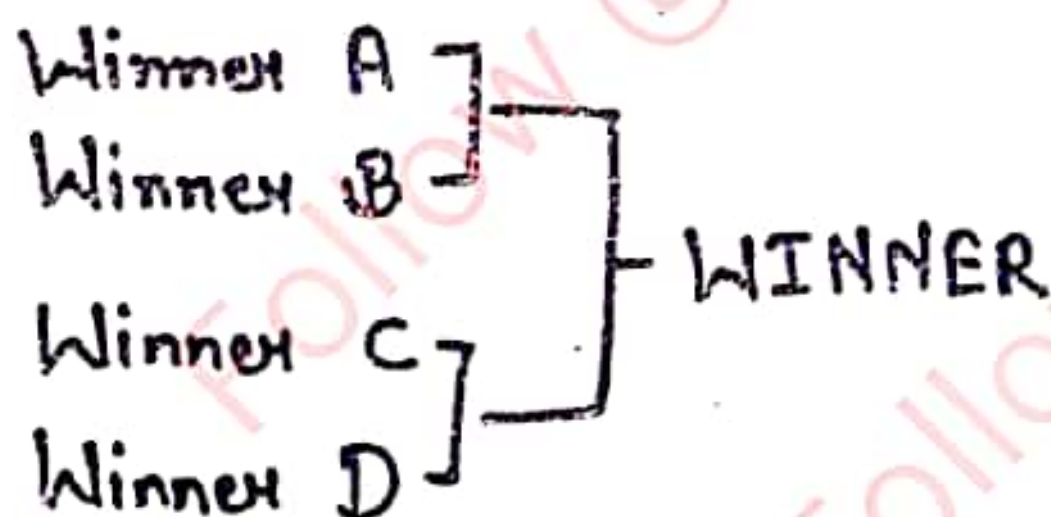
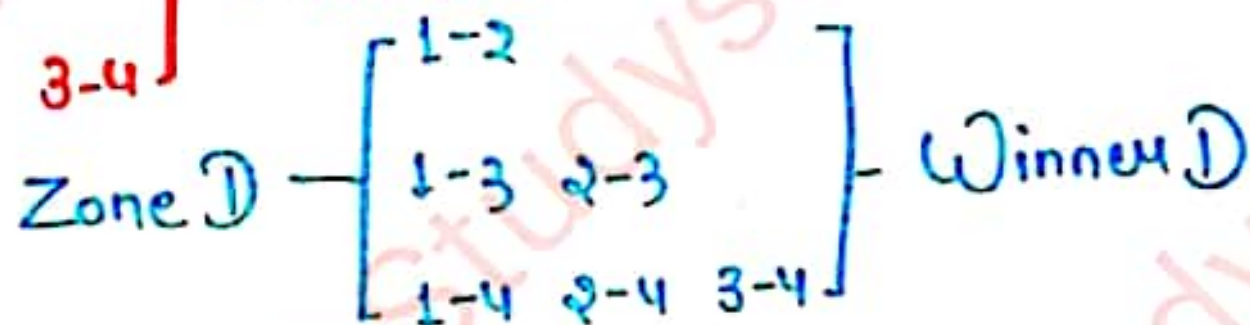
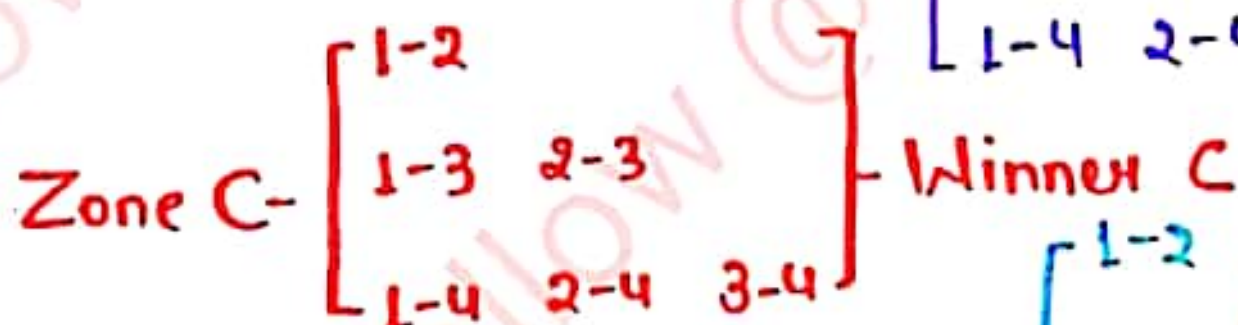
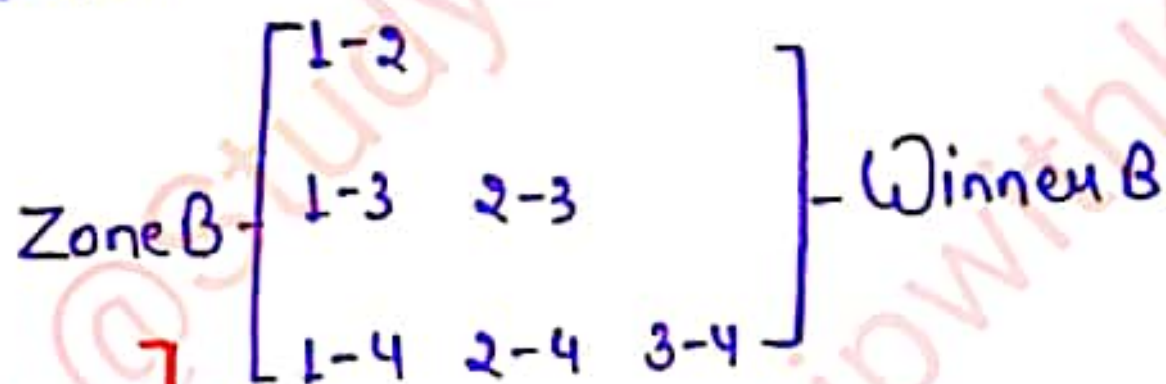
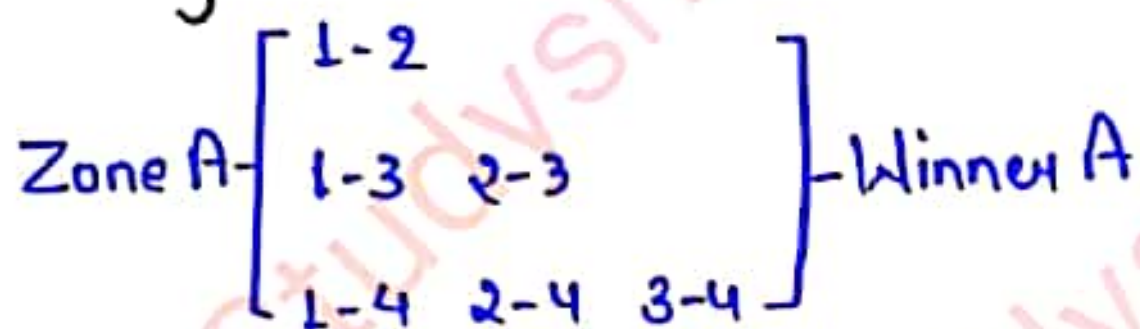
2. League cum League



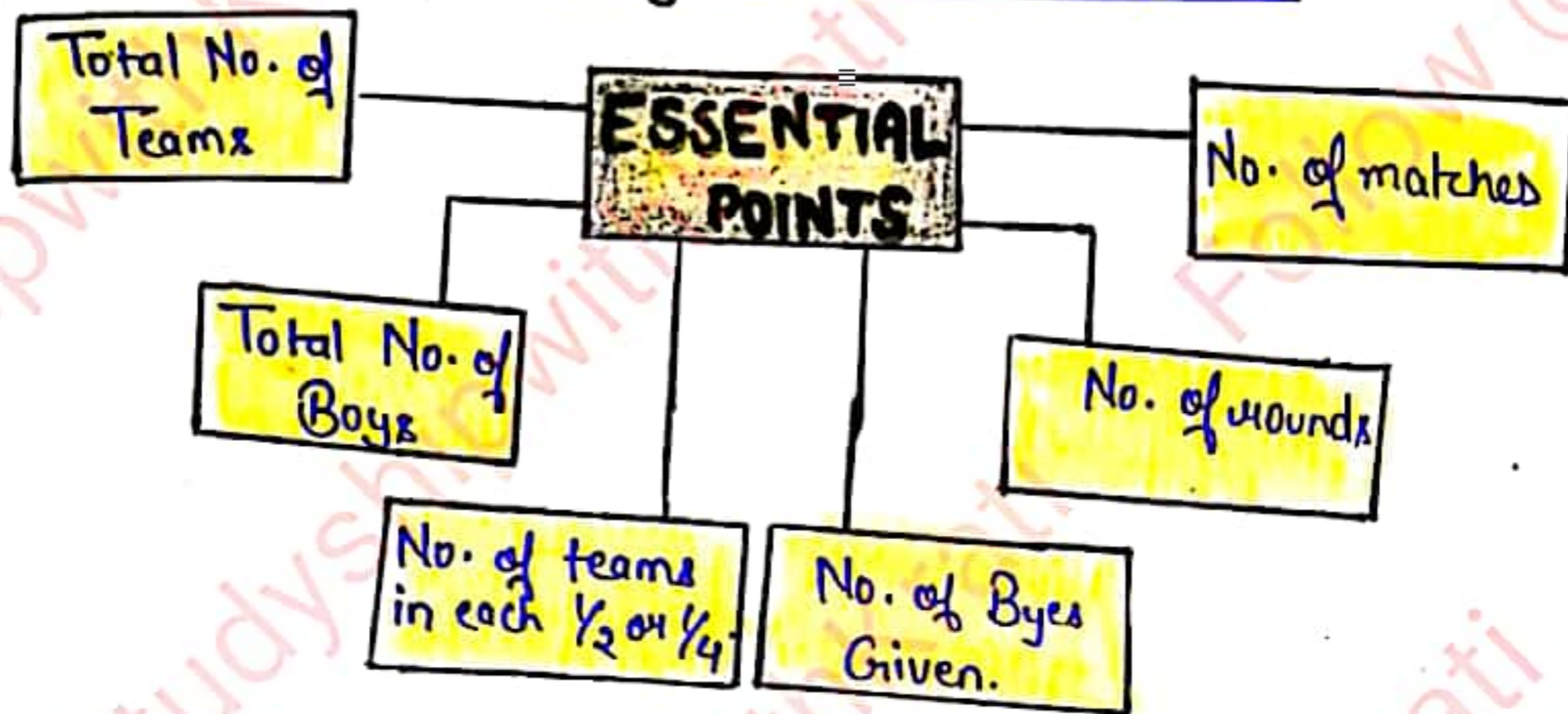
3. Knock-out cum League



4. League cum Knock-out



1.4 Procedure to Draw Fixtures :- Knock-out (Bye and Seeding) And League (Cyclic And Staircase)



Preparing Fixtures → (Example)

Total number of teams = 19

Next highest number of power of two = 32

No. of Byes = $32 - 19 = 13$

Calculation of teams in each half → (Example)

Total number of teams = 11

Teams in upper half = $\frac{N+1}{2} = \frac{11+1}{2} = 6$ teams.

Teams in lower half = $\frac{N-1}{2} = \frac{11-1}{2} = 5$ teams

Fixtures on Knock-out Basis → (Example)

Total Teams = 11

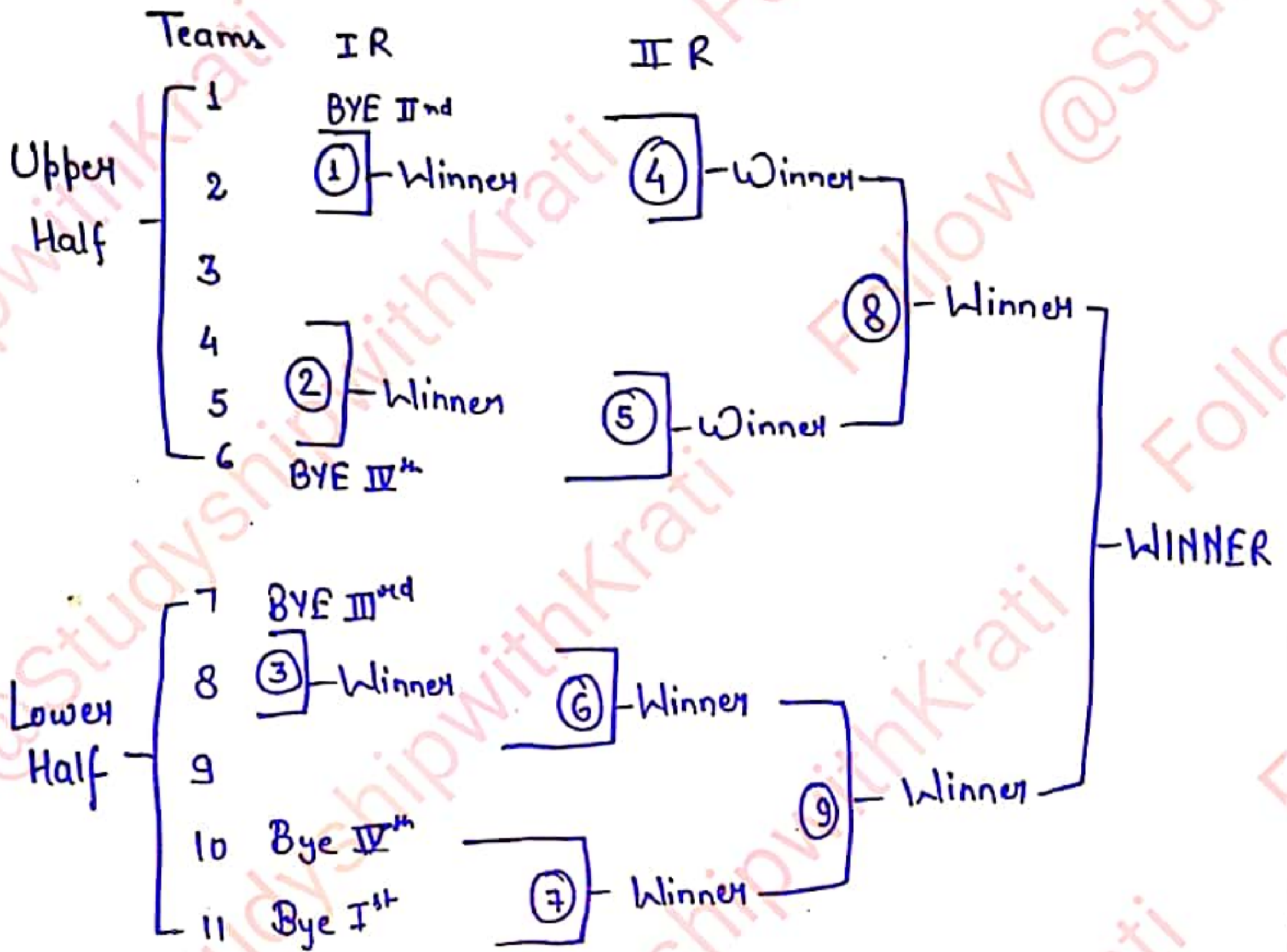
No. of Byes = $16 - 11 = 5$ Byes

Teams in upper half = 6 teams

Teams in lower half = 5 teams

No. of rounds = $2 \times 2 \times 2 \times 2 = 4$ rounds

No. of matches = $N-1 = 11-1 = 10$

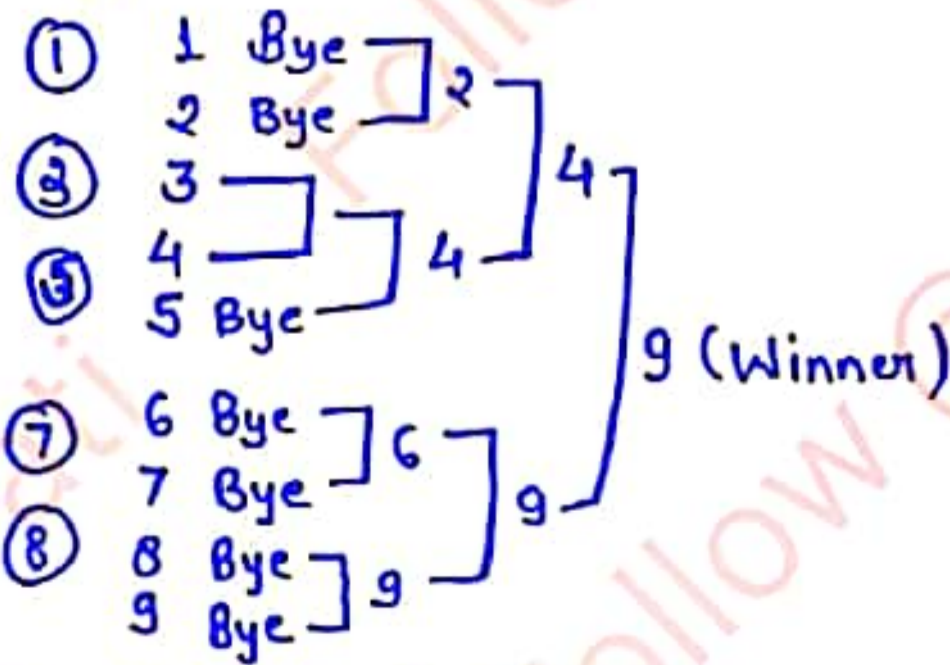


CONSOLATION TOURNAMENT

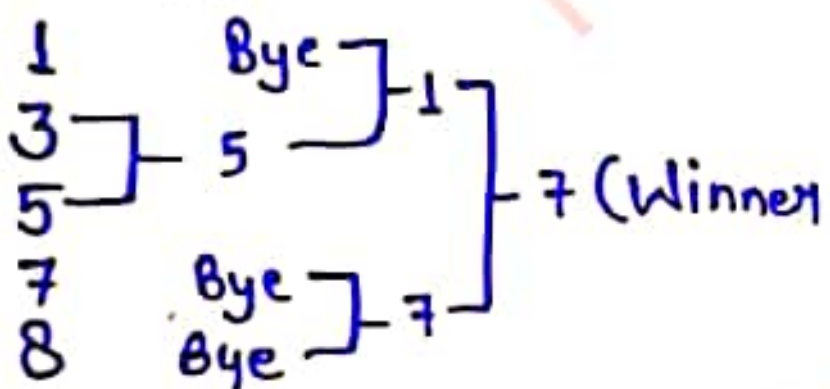
First Type

No. of Teams = 9

Regular rounds:-



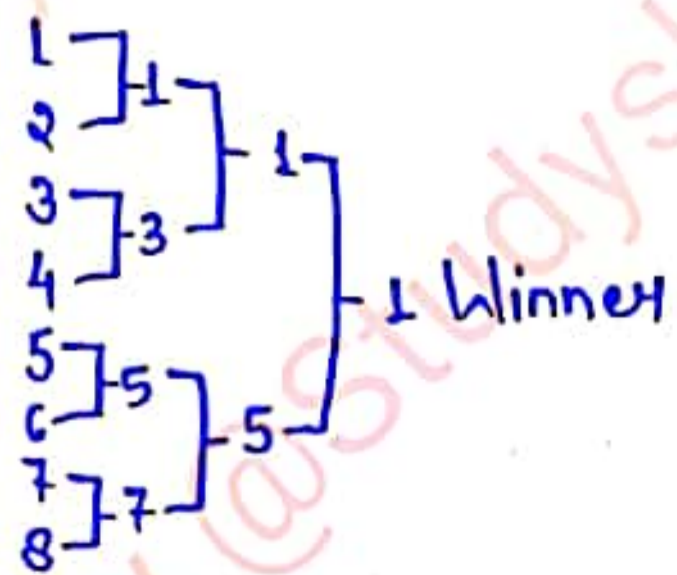
Consolation Round



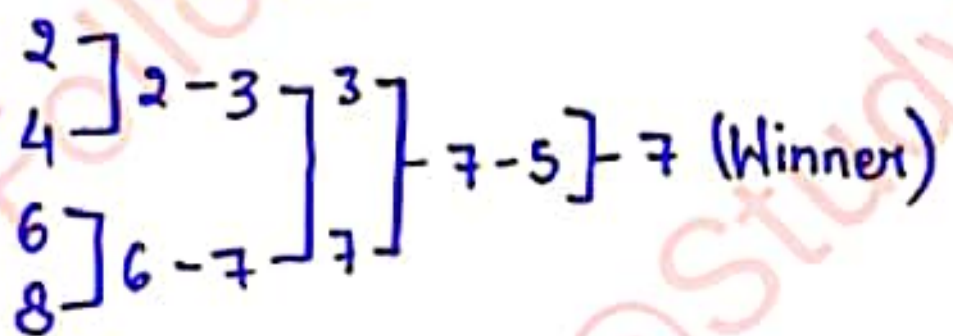
Second Type

No. of Teams = 8

Regular rounds

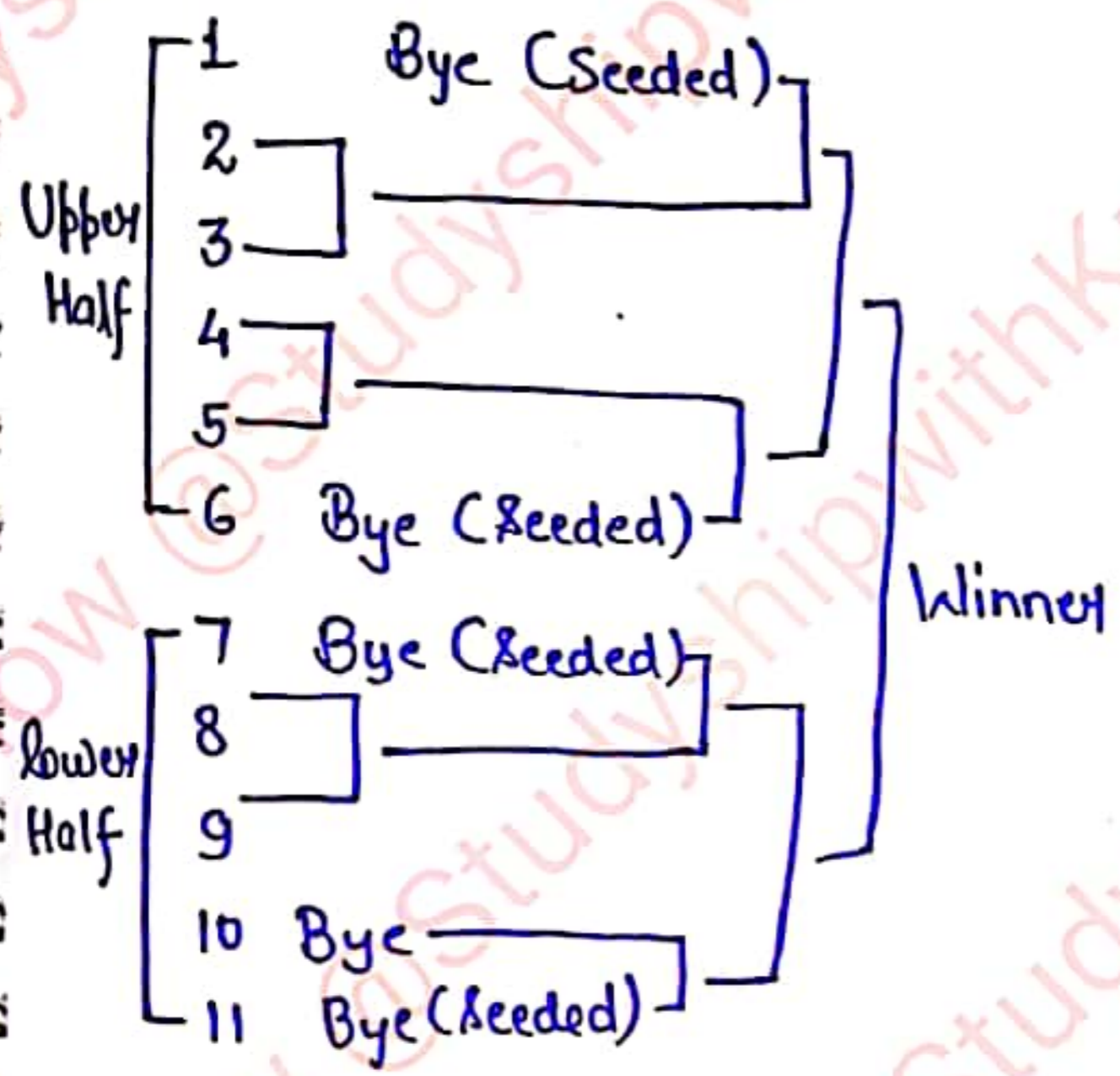


Consolation Round

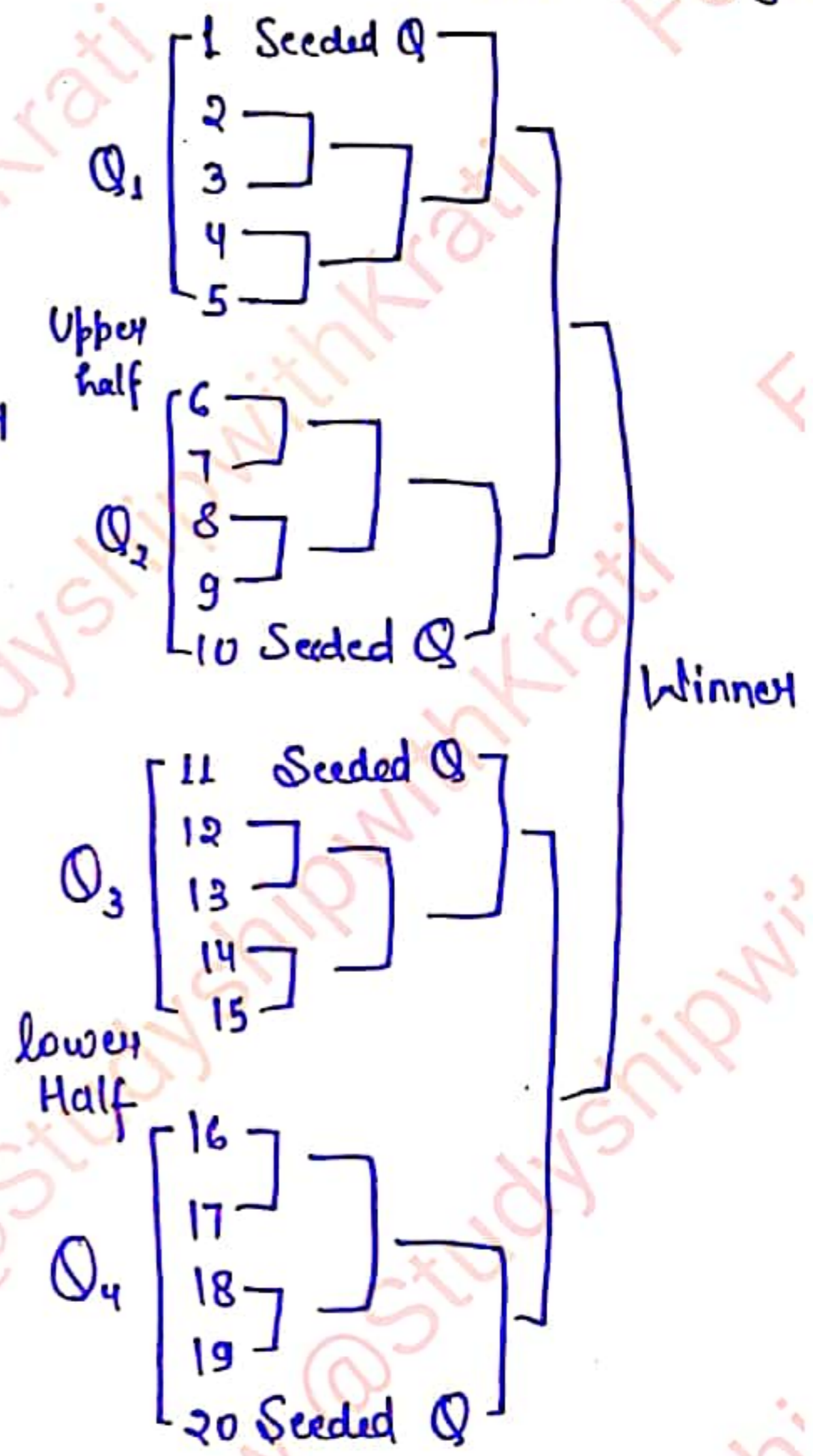


SEEDING METHOD

Seeding
Fixture of 11 teams



Special Seeding
Fixture for 20 players
in a Table tennis game

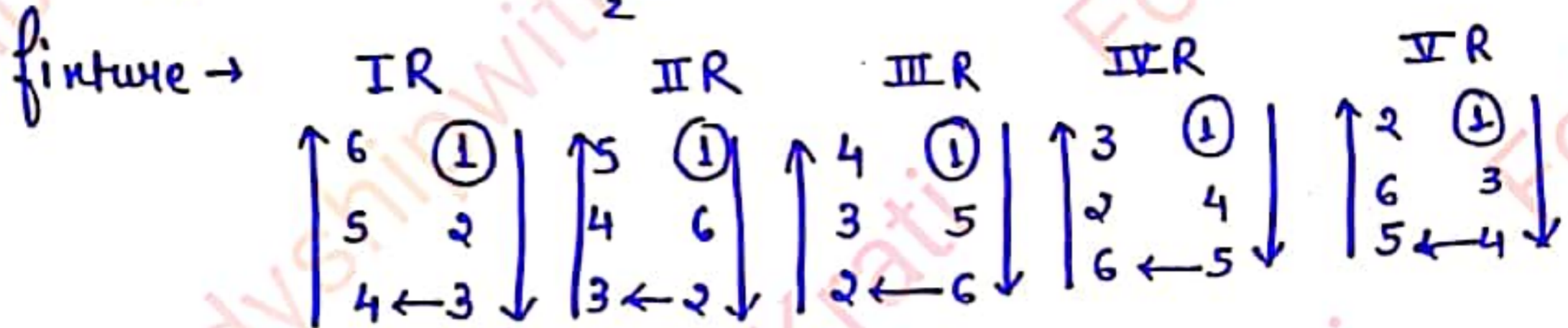


Preparation Of Fixtures in League Tournament

1. CYCLIC METHOD :-

No. of teams = 6

No. of matches = $\frac{N(N-1)}{2} = 15$ matches



2. STAIRCASE METHOD :-

No. of teams 9

Fixtures :-

1-2								
1-3	2-3							
1-4	2-4	3-4						
1-5	2-5	3-5	4-5					
1-6	2-6	3-6	4-6	5-6				
1-7	2-7	3-7	4-7	5-7	6-7			
1-8	2-8	3-8	4-8	5-8	6-8	7-8		
1-9	2-9	3-9	4-9	5-9	6-9	7-9	8-9	

Deciding Winner (League tournament)

British method

total matches played = 8

matches won = 6

Total points = 12 + 2 = 14

Possible points = 16

Percentage = $\frac{14}{16} \times 100 = 87.5\%$

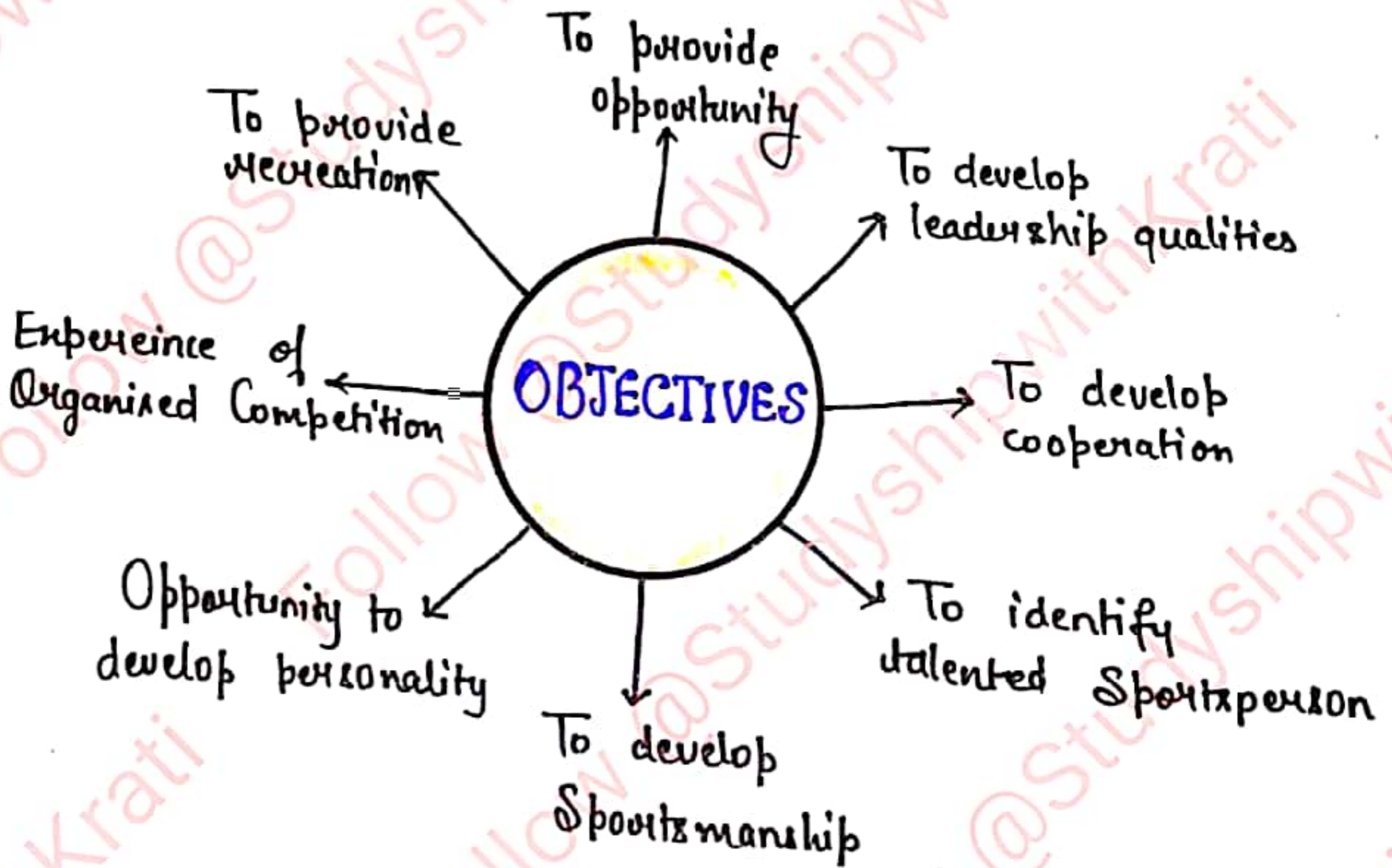
American Method

total matches played = 8

matches won = 5

Percentage = $\frac{5}{8} \times 100 = 62.5\%$

INTRAMURALS



EXTRAMURALS

Significance

- Provide Opportunity
- Enhance Sports performance
- Appropriate Knowledge of Sports Technique
- Plan and Implement programmes
- Improve Participation.

Objectives

- Improve Standard of Sport
- Provide Enriching Experience to Students
- Develop Sportsmanship.
- Broaden Base of Sport
- Provide Knowledge of rules and techniques.

