IM BRACKETOLOGY

2010 NIRSA Intramural Symposium
Tucson, Arizona

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SESSION FORMAT and MATERIALS

Focused Roundtable
Provide Framework and Examples
Your Success Stories

Materials
Presentation Outline & Slides Available Online
at fsu.campusrec.com/nirsa

About the Presenters

PARTICIPANT TYPES

Automatic Participants
Former HS Athletes, Sports Freaks, Often Highly Skilled
Seeks Out IM Programming / Little Marketing Needed

Interested Participants
Enjoys the Game, Recognizes Own Skill Level
Needs Reassurance That There is a Place for Them in the IM Program / Structure

Team Player
Interested in Socializing within Sports Atmosphere

LARGE & SMALL SCALE PLANNING

Annual Planning
Setting Up Your Annual Schedule
Selecting the Format for Particular Sports
Blocking Out the Appropriate Time Periods

Day to Day Planning
Providing Consistency and Efficiency in Your Daily and Weekly Game Schedules

INITIAL VARIABLES

Basic Numbers
Anticipated Teams or Participants

Facility Availability
Need a Place to Play, Capacity Issues

Key Dates
Academic Calendar, Holidays
Special Dates: Homecoming, Halloween
INITIAL VARIABLES

Unavoidable Delays  
Weather or Facility Priority Conflict

Pay or Free Programs  
Impacts Reschedule Requirements  
Heightened Interest in Quality Scheduling

Competitive vs Recreational Sports  
Can Vary Significantly Among & Within Sports

LOOKING AT THE OPTIONS

Elimination Tournament  
Single, Double, Triple Elimination Brackets

Consolation Tournament  
First Round Losers Fall to Consolation Bracket  
Losers in All Subsequent Rounds Eliminated

LOOKING AT THE OPTIONS

Ladder Tournament  
Participants are Ranked and Play Matches  
Against Other Participants Ranked a Predetermined Number of Ranks Above or Below on the Ladder

LOOKING AT THE OPTIONS

Regular Season + Playoffs  
Standard Number of Regular Season Games Followed by Postseason Tournament

Round Robin + Playoffs  
All Members of Same Group Play Each Other Followed by Postseason Tournament

Practice Games + Playoffs  
1-2 Games Followed by Tournament

UNIQUE SOLUTIONS

Modified Pool Play + Playoffs  
Round 1: A vs B, C vs D  
Round 2: Winners, Losers  
Winless Team Eliminated, 3 Teams Advance

Combination of Methods  
16 4-Team Pools, Double Elimination  
8 2 Team Pairings, Best 2-of-3 (Double Elimination)  
2 4-Team Pools, Double Elimination  
1 2 Team Pairing, Best 2-of-3 (Double Elimination)

SEASON SPORTS: INITIAL PLANNING

Total Number of Games  
Regular Season Games  
Reschedule Requirements  
Playoff Games

Playoff Qualification  
Limited Number of Teams  
All Teams
**PLAYOFF QUALIFICATION**

**Professional League** Approach
Teams Compete in Regular Season for Limited Number of Playoff Spots

**Little League** Approach
Teams Participate in the Regular Season, All Qualify for Postseason Tournament

**PLAYOFF QUALIFICATION**

**Limited Number** of Teams Qualify
Every Game Impacts Playoff Chances
Increased Competitiveness

**All Teams** Qualify
Record Less Important, Rainouts Not Needed
Regular Season Less Competitive
Participants Refocused on Participating
Teams Still Have Desire to Win

**PLAYOFF QUALIFICATION**

6 Teams, 1 Game per Week, 5 Game Guarantee

**Option 1:**
Complete Round Robin, 5 Games, 5 Weeks
Top 3 Teams Advance to Playoffs in Week 6

**Option 2:**
Shorter Season, 4 Games, 4 Weeks
All 6 Teams Advance to Playoffs in Week 5
In Week 5, 3 are Eliminated; 3 Remain for Week 6

**DECIDING ON A FORMAT**

**Time and Space**
Facility Availability, Key Dates, Basic Numbers

**Out of Our Control**
Weather Delays, Participant Investment, Budget

**Participant Desires**
Number of Games, Competitive vs Recreational

**REGULAR SEASON SCHEDULING**

**Consistency**
Busy Participants Appreciate Consistency
Enhances the Participant Experience

**Efficiency**
Benefits Program Logistics
Enhances Staff Scheduling
Saves Money!

**SCHEDULING: VARIES BY SPORT**

**Traditional** Sports
- Normally Competitive Sports
  - Flag Football, Basketball, Soccer, Softball
  - Regular Season & Playoffs

**Recreational** Sports
- Shorter for More Recreational Sports
  - Tennis, Kickball, Dodgeball, Volleyball
  - Practice Games and/or Tournament

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**HOW MANY OPTIONS?**

Day Choices
- Same Day Each Week
- Paired Days (Mon/Wed, Tue/Thu, Sun/Wed)

Time Choices
- Same Time Each Week
- Time Blocks (i.e. 2-Hour Windows)

Multigame Possibilities

**STARTING WITH REGISTRATION**

Instant Scheduling
- Designated Number of Spaces Available with Specific Playing Day(s) and/or Time(s)

Preferred Scheduling
- Teams Can Indicate Preferences for Playing Day and/or Time, Not Guaranteed

Online Registration Challenges

**PREPARING FOR THE PLAYOFFS**

Number of Qualifying Teams
- All or Limited Number

Competitive Criteria
- Number of Wins, Winning Percentage
- Rank Within Pool (Group of Teams)

Participatory Criteria
- Sportsmanship Score or Average, Forfeits

**PREPARING FOR THE PLAYOFFS**

Time and Space
- Check the Calendar, Facility Availability

The Reschedule Plan
- Flexibility for Unavoidable Delays

**DRAWING UP THE BRACKETS**

Regular Season Days & Times
- Assigning Divisions to Similar Times as Regular Season Games

Pairing Up Days & Times
- Brackets on Designated Day Pairings (MW/TTh)
  or at Specific Times (Early vs Late)

**DRAWING UP THE BRACKETS**

Multigame Sports
- When are Doubleheaders Common

Avoiding Multiple Team Conflicts
- Co-Rec Specific Time Blocks

Officiating Priorities
- Grouping High Level Games for Enhanced Staff Scheduling
League Flexibility
Automatic Participants More Likely to Play at More Inconvenient Times

Participant Preferences
Narrow in on Preferred Days and Times
Dropping Inconvenient Early or Late Times
Increasing Spectators
Back to Back vs Simultaneous Semifinals

Eye on Efficiency
Avoiding Rogue Games
Single Game Nights or Fields

The 6-Game Night Options
3 Fields for 2 Hours / 2 Fields for 3 Hours

Seeding
Typically Based on Competitive Criteria (Record or Finish in Pool)
Less Team Choice for Playing Days and Times
Advantageous for More Talented Teams
Creates Higher Probability of Competitive Games in Later Rounds
May Enhance Probability of Early Round Forfeits by Overmatched Teams

Selection
Via Playoff Draw Meetings or Periods
More Team Choice for Playing Days and Times
May Create Competitive Games in Earlier Rounds
Lower Probability of Top Teams in Finals
More Likely for Top Teams to Play on a More Convenient Day
Selection Order Criteria Varies

Team-Initiated Reschedules
Required vs Possible vs Next-to-Never

Reschedule Process
Led by Teams, Led by IM Staff

Playoff Reschedules
Weather Reschedules
Team-Initiated Reschedules, When?

Presentation Notes Available at fsu.campusrec.com/nirs