

# IM BRACKETOLOGY

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**2010 NIRSA**  
Intramural Symposium  
Tucson, Arizona

# IM BRACKETOLOGY

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## SESSION FORMAT and MATERIALS

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**Focused Roundtable**  
Provide Framework and Examples  
Your Success Stories

**Materials**  
Presentation Outline & Slides Available Online  
at [fsu.campusrec.com/nirsa](http://fsu.campusrec.com/nirsa)

About the **Presenters**

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## PARTICIPANT TYPES

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**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

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## LARGE & SMALL SCALE PLANNING

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**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

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## INITIAL VARIABLES

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**Basic Numbers**  
Anticipated Teams or Participants

**Facility Availability**  
Need a Place to Play, Capacity Issues

**Key Dates**  
Academic Calendar, Holidays  
Special Dates: Homecoming, Halloween

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## INITIAL VARIABLES

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### 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

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### **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

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### **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

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### **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

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### **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

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### **Total Number** of Games

Regular Season Games  
Reschedule Requirements  
Playoff Games

### **Playoff** Qualification

Limited Number of Teams  
All Teams

## PLAYOFF QUALIFICATION

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### **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

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### **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

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### **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

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### **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

## SCHEDULING: VARIES BY SPORT

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### **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

## REGULAR SEASON SCHEDULING

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### **Consistency**

Busy Participants Appreciate Consistency  
Enhances the Participant Experience

### **Efficiency**

Benefits Program Logistics  
Enhances Staff Scheduling  
Saves Money!

## HOW MANY OPTIONS?

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### **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**

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## STARTING WITH REGISTRATION

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### **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**

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## PREPARING FOR THE PLAYOFFS

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### **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

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## PREPARING FOR THE PLAYOFFS

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### **Time and Space**

Check the Calendar, Facility Availability

### **The Reschedule Plan**

Flexibility for Unavoidable Delays

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## DRAWING UP THE BRACKETS

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### **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)

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## DRAWING UP THE BRACKETS

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### **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

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## DRAWING UP THE BRACKETS

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### **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

## DRAWING UP THE BRACKETS

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### **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 or SELECTION

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### **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

## SEEDING or SELECTION

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### **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

## THE "R" WORD

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### **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?

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**Presentation Notes** Available at  
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