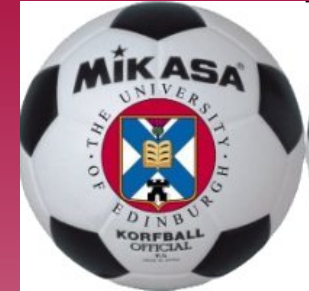


“The Mini-Tournament”



Situation

It's (roughly) every third Club training session – people want to dress up and play Korf! If you do a mini-tourno any more often, people won't be as excited, and won't dress up as much.

Mission

Maximum games, Maximum Fun, Crazy Prizes, Crazier Fancy Dress.

Execution

Set-up:

Teams of 4-6 for half court games. 2-4 one-post courts set out in Pleasance. Whistles for refs. Tournament matrix, score sheet, pen and loud voice for yourself.

1. Give people notice of an upcoming tourno – facebook event and EUKC Calendar. Let them put themselves in teams, but make sure people know they can join/create teams on the night.
2. As soon as you arrive to training, find out how many teams there are so you can decide how long the games will be. See the “Game Scheduling” section.
3. Each team must also provide refs for when they are not playing. Make sure one of the refs is keeping an eye on time, and will blow to stop all the games at the right time.
4. Play half-court rules. (When the ball is intercepted the defence must take it out to the ‘halfway-line’ before becoming attack.
5. Keep track of the scores in a grid if needed, award points: 2 for a win, 1 for a draw, and keep track of goal difference. You can use goal difference/head to head to separate teams, or have a penalty shootout, or anything you can think of!
6. The winners win the coveted Korf Mini-Tourno sceptre, and maybe other prizes. They must bring it to the next tournament intact, and with some sort of addition...
7. Keep track of who has the trophy and make sure they bring it back!

Game Scheduling:

Doing a Round Robin (RR) is recommended, unless the amount of teams means the games will be really short. In this case, split into two leagues, and follow it with play-offs.

To find out how many games you'll need in a RR, use the formula $nx(n-1)/2$, where 'n' is the number of teams. Divide these games by the number of courts you're using and you have the number of **rounds**.

Divide the time you have (allowing for changeovers and general faff) by the number of rounds to get your match lengths. Allow time for play-offs if you want to do them.

Assign teams a number, for your sake, and then create the fixtures going through team by team, starting with 1, on the left hand side of the fixture, making sure not to repeat one. E.g. 1v2, 1v3, 1v4, 1v5 and so on, then 2v3, 2v4, 2v5 and so on, then 3v4, 3v5 and so on and continue through the teams. The final number shouldn't need to be written on the left at all.

Cross off the fixtures as you play them, and try to make sure you don't end up leaving one team to play two fixtures at the same time (like I did once). Assign referees however you like from the teams not playing that round.