

Chapter - 1

Functions of Sports Event Management

Topic 10 - Concept of Sports Management:

11 Meaning of Management:

12 "Management is the process of involving planning, organizing, evaluating and controlling human efforts to achieve stated objectives an organization."

2 Sports Management: Sport management is the field of business that focuses on the conduct and organisation of sports event or tournament. It consists of administration, finance, law and ethics for conducting sports event.

3 (Sports management involves
4 combination of skills like planning, organizing, staffing, directing, controlling, budgeting, or evaluation of any
5 organization or business within the sports field).

6 Topic - 1. Function of Sports Management

1. Helps to achieve the Aim of Programme:

Good management and good planning in sports helps to achieve the aim and objectives of programme along with time and finance available for the programme. Planning in sports event management gives direction to achieve the desired goal and targets.

2. Ensure Success: A well planning in sports events

- provides good management and ensures the success of sports programme or events, thus failure can be prevented as planning reduces the chances of mistake.
3. Establishing Coordination: It bring good coordination among various committees and helps to improve the programme efficiency.
4. Reduces Undue Pressure: Well management ^{skills} and good planning helps to reduce the undue pressure of immediacy thus less stressful during the event or tournament.
5. Increases Efficiency: Good management and well planning improve the efficiency; thus maximum output can be gained, moreover, it reduces the stress.
6. Prevents Wastage: It prevents wastage of resources, moreover, wastage of time can be prevented.
7. Proper Schedule: Good management skills helps to make good schedule of the tournament; thus good utilization of time with comfortable rest time for officials.
8. Develops Creative Ideas: It helps to develops creative ideas, thus promotes innovation.

DAY 006-359

SUNDAY

06

Topic-2. Various Committees & their Responsibilities (Pre, during and post)

1. Organizing Committee: Pre-Work: — Does all the Planning for the success of the tournament, to get approvals from higher authority, to discuss Budget and getting approvals, to make

07

DAY 007-358

MONDAY

DEC '18

JAN

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48/31						1	2
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50	10	11	12	13	14	15	16
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arrangements of equipments, to make fixtures, to form various committees and its staffing, drafting the rules & regulations.

¹⁰ During : — To coordinate with different committee for smooth conduct of the tournament.

¹¹ Post Work : — To give vote of thanks to the concerned, to make the final budget report and expenses details to higher authorities etc.

2. Technical Committee :

² Pre-Work : — To do all arrangements over the playfield as technical requirement like score-sheet, official table equipments of the game.

³ During : — To check and conduct tournament matches as per rules and schedules, to perform duty as Referee / ~~Ref~~ Umpiring duty etc during the game.

⁵ Post Work : — To make the report of the tournament, to inform the success of the tournament to the concerned game Federation / Association.

3. Accommodation Committee or Boarding & Lodging Committee :

Pre-Work : — To arrange the equipments like beddings, pillows, bed sheets etc, plans for the good meals to the teams and officials.

During: — This Committee manages the comfortable stay of out-stationed teams to provide good meal for the teams without disturbing their match schedule.

Past-Work: — To collect and return the borrowed equipments.

4. Publicity Committee or Press and Media Committee:

Pre Work: — To inform media and press about the tournament, to inform press about dignified guests.

During: To make daily report for press. notes and coordinates with media persons, photography and video-graphy of the tournament.

Past Work: — To highlight the main features of the tournament in an impressive way.

5. Certificate Committee:

Pre - Work: — To collect certificates from the organizing Secretary, get instructions regarding filling of certificates.

During: — To write certificates beautifully and carefully, to give the participation certificates to non-positioned and merit certificates to winning teams. To maintain records of certificates.

Past Work: — To maintain details of issuing certificates, return the unused and damaged certificates to the Organizing Secretary.

6. Medical Committee or First Aid Committee:

Pre-Work: — To arrange medical equipments, medicines and tools near the ground.

During: — To provide first aid and medical aid to injured or sick players etc.

Post-Work: — To return the borrowed equipments and make report of the medical aid given during tournament.

Topic - 3 Tournament - Knock-Out & League OR Round Robin.

Tournament: Tournament is referred as healthy competition to decide the best team in a game or sport.

Importance of Tournaments:

I. Development of Sports Skills: — Various skills of sports are developed in tournaments.

II. Helpful in Selection of Players: Good players can be selected easily by observing their performance in a tournament.

III. Development of National and International Integration: They not only develop the integration at a national and international level but also give a sense of unity and brotherhood.

IV. Development of Social Qualities: Social traits such as respect, brotherhood, discipline,

sympathy, tolerance, etc. are developed among participants through tournaments.

Types of Tournament

of tournament:

There are four main types

- I. Knock-Out or Elimination tournaments
- II. League or Round Robin tournament
- III. Combination tournament
- IV. Challenge tournament

I Knock-Out Tournament

(Elimination Tournament)

1. A knock-out tournament is a type of elimination tournament where the loser of each bracket is immediately eliminated from the tournament.
- or 2. It is a tournament in which a team continues to play further matches as per schedule till defeated, i.e. a team gets eliminated to play further if defeated or loses. In this tournament only the victorious team is allowed to play further matches until one team emerges as winner.
 - In knock-out tournament, the number of matches will be equal to number of teams for deciding the best three teams.
 - In such tournaments, if the number of competitors or competing teams are not a multiple of 2 (i.e. 4, 8, 16, ...) then some teams may be given a 'bye' and some teams are given 'seeding'.

Seeding: is a procedure by which good teams are placed in fixtures in such a way that stronger teams do not meet each other at the very start of a tournament.

Bye: is a privilege given to a team which is decided generally by seeding it or by draw of lots.

Merits of Knock-Out:

I. Economical Tournament: There are less number of matches as compared to others. Thus, this type of tournament is more economical for organizers as well as for teams.

II. Less Time: In knock-out tournament, less time is consumed to finish the tournament, thus easy to conduct.

III. Good Team Emerges Winner: This tournament brings up good team whereas weak team is eliminated.

IV. Less Tiredness to Players: As there are less number of matches, thus less stress or tiredness over players and organisers.

V. Spectators' Interest: In this tournament, spectators' interest is high.

Demerits of Knock-Out

I. Good Team may get Eliminated: In knock-out tournament, good team may get eliminated weak team may come ahead.

II. Skilled Selection not Possible: In this tournament, good selection of players is not possible as good players may lose their match in initial matches.

III. High Stress On Players: Every match is in Do-or-Die condition, thus, every stressful to players.

Steps Of Knock-Out Fixture And Giving Bye

Step 1. To determine the number of Matches: In knock-out tournament, number of the matches is one less than the number of teams i.e. $(N-1)$ to get top two teams, (whereas for deciding the best three positions, the number of matches is equal to number of teams)

Step 2. To determine the number of Rounds: It is done by considering the equal or upper limit in the power of two's i.e. number of teams between (upper 2, 4, 8, 16, 32, 64, 128, ... etc. Where power of two's is considered as number of Rounds, like

For 4 teams: The nearest number in power of two's i.e. $2^2 = 2 \times 2 = 4$ thus, two Rounds in fixture

For 13 teams: The nearest power of two's is four, i.e. $2^4 = 2 \times 2 \times 2 \times 2 = 16$ (Four Rounds).

For 51 teams: The nearest power of two's is six i.e. $2^6 = 2 \times 2 \times 2 \times 2 \times 2 \times 2 = 64$ (Six Rounds).

Step 3. To determine the number of team in Upper and Lower Half: In knock-out tournament, total Teams (even number of teams) are divided into two equal halves. In case of odd number of teams the Upper half will be having one team more than Lower half.

$$\text{Teams in Upper Half} = \frac{\text{No. of Teams} + 1}{2}$$

$$\text{Teams in Lower Half} = \frac{\text{No. of Teams} - 1}{2}$$

Step 4. To determine the number of Byes: If the number of teams is: 2, 4, 8, 16, 32, 64, 128 ... (Number being a multiple of two) then there is no need of Bye. But if the number of teams is other than this then Byes in a fixture are decided by subtracting the number of teams from the nearest "power of two's" like 2, 4, 8, 16, 32 ... etc. Bye is also a necessity to complete the draw, like

For 11 teams: Considering the nearest power of two's is four (four Rounds) is 16. Subtracting 11 from 16, i.e., $(16 - 11) = 5$, Thus 5 Byes. (2 Byes in upper half and 3 Byes in lower half.)

Step 5. Bye distribution in Upper and Lower half: Teams having Byes will not play their first round matches. When there is even number of Byes, they are equally divided in upper and lower half in symmetry. But in case of odd number of Byes the upper half will have one less Bye

whereas lower half will have one more Bye than upper half.

Step 6. Allotting or arranging or distribution of Byes.

The first Bye is given to the last team of lower half. The second Bye is given to the first team of upper half. The third Bye is given to the first team of lower half. The fourth Bye is given to the upper half. The next Byes will be given in the same pattern or order.

Step 7. Drawing Illustrating the Fixture: Next step is to draw the fixture, showing or mentioning the details like Date, Time, Ground No. and Venue of the match.

Example 1. ~~Knock-out~~ Knock-out Fixture for 4 teams:

No. of Matches is $N-1 = (4-1) = 3$

No. of Rounds is $2^2 = 2 \times 2$ Power of two is 2 thus two Rounds in fixture

No. of Bye is Nil as there are 4 teams (2 Rounds are complete).

No. of teams in upper half = 2, No. of teams in lower half = 2

