

Chapter 1 · Management of Sporting Events

CBSE Class 12 Physical Education (048) · Unit 1 = 9 marks (5 + 4 b*) · Ultimate Revision Sheet

60-SECOND RECALL

5 functions	POSDC — Planning, Organising, Staffing, Directing, Controlling
Committees	Pre · During · Post event
Knock-out formula	Matches = $N - 1$ (N = number of teams)
League formula	Matches = $N(N-1)/2$ (single league)
Byes	= Next power of 2 - N
Intramural vs Extramural	Intra = within the same institution · Extra = between institutions

1. Functions of Sports Event Management

POSDC — Planning, Organising, Staffing, Directing, Controlling

1. **Planning** — deciding in advance what to do: budget, venue, date, equipment, officials. The **first and most important** function.
2. **Organising** — arranging resources and forming **committees**; assigning duties and authority.
3. **Staffing** — appointing the right people to the right posts — officials, coaches, volunteers, medical staff.
4. **Directing** — guiding, motivating and supervising staff so that the plan is executed.
5. **Controlling** — comparing actual performance with the plan and taking **corrective action**.

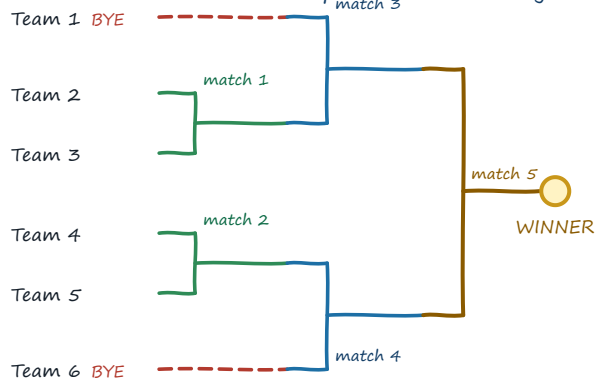
2. Committees and Their Responsibilities

THE THREE PHASES — a favourite 5-marker

Phase	Committees and duties
PRE-event	Publicity committee — invitations, media, posters Transport committee — travel for teams and officials Boarding & lodging committee — stay and food Grounds & equipment committee — marking, apparatus Finance committee — budget and funds Registration committee — entries and eligibility
DURING event	Reception committee — welcoming guests and teams Officials committee — referees, judges, timekeepers Medical / first-aid committee — injuries and emergencies Refreshment committee Announcement committee — commentary, results Discipline committee
POST-event	Prize distribution committee Finance / accounts settlement Ground clearance committee Certificate and report committee — records and evaluation

3. Tournaments — Types and Fixtures

Knock-out with 6 teams: next power of 2 is 8, so byes = $8 - 6 = 2$.



Count the matches:

$$5 = 6 - 1 \checkmark$$

Total matches is always $N - 1$.

Teams with a bye skip round 1 and enter straight at round 2.

Placing them: upper half takes the EVEN byes counting from the bottom, lower half the ODD byes from the top. Odd number of byes → the lower half gets the extra one.

With 11 teams: next power of 2 is 16, so byes = 5 — but still only $11 - 1 = 10$ matches.

Byes exist only to shrink round 1 until the survivors are a power of two.

THE FORMULAS — every fixture question uses these

Knock-out: Total matches = $N - 1$

Byes = Next higher power of 2 - N

Single League: Total matches = $N(N - 1) / 2$

Double League: Total matches = $N(N - 1)$

Combination: matches = (matches within groups) + (knock-out among winners)

WORKED EXAMPLE — byes $N = 11$ teams, knock-out.

Next power of 2 above 11 = 16

Byes = $16 - 11 = 5$ byes

Total matches = $11 - 1 = 10$ matches

Distribution of byes: upper half gets the even-numbered byes from the bottom; lower half gets the odd-numbered byes from the top. If byes are odd, the lower half gets one more.

WORKED EXAMPLE — league $N = 8$ teams.

Single league = $8 \times 7 / 2 = 28$ matches

Double league = $8 \times 7 = 56$ matches

Type	How it works	Best for
Knock-out (elimination)	A team is out after one defeat	Many teams, little time ; economical
League (round robin)	Every team plays every other team; ranked on points	Fair result; identifies the truly best team
Combination	League within groups, then knock-out among group winners	Large tournaments — combines fairness and economy

League methods

Staircase method — fixtures arranged like a staircase; no byes needed, no team number issue.

Cyclic method — team 1 fixed, others rotate clockwise. If teams are odd, a **bye** is fixed at position 1.

Tabular method — a table with teams on both axes.

Deciding the winner in a league

British method: $\text{Percentage} = (\text{Points scored} \div \text{Maximum possible points}) \times 100$

American method: $\text{Percentage} = \text{Wins} \div (\text{Wins} + \text{Losses}) \times 100$

Knock-out — advantages

- **Economical** — fewer matches, less time and money
- Raises the **standard** of the game
- Fewer officials needed
- Creates **excitement**

Knock-out — disadvantages

- A **good team may be eliminated** early by chance
- Weak teams get **little playing experience**

- **Chance** plays a large role

League — advantages

- **Best team wins** — result is reliable
- All teams get **full playing experience**
- No team eliminated early

League — disadvantages

- **Expensive** and time consuming
- Needs **more officials** and grounds
- Not suitable when teams are many

4. Intramural and Extramural

Basis	INTRAMURAL	EXTRAMURAL
Meaning	Competitions organised within the walls of the same institution	Competitions outside the walls , between institutions
Participants	Students of the same school	Students of different schools
Standard	Comparatively low	High
Aim	Mass participation , recreation, talent spotting	Competition , representing the institution

Objectives of intramurals: provide opportunity for **all** students to participate · develop leadership and cooperation · identify **talent** for extramurals · develop the habit of using leisure time well · develop sportsmanship.

Significance of extramurals: improves the **standard** of sports · provides wider exposure and experience · develops **social qualities** and cooperation · brings recognition to the institution · gives students a chance to learn new techniques.

5. Community Sports Programmes

Meaning: sports activities organised for the **general public** to promote health, fitness and social integration.

Programme	Purpose
Sports Day	Annual event promoting mass participation and school spirit
Health Run	Creates awareness about fitness and an active lifestyle
Run for Fun	Non-competitive; encourages participation regardless of ability

Run for Specific Cause	Raises awareness or funds for a cause — cancer, environment, girl child
Run for Unity	Promotes national integration and communal harmony

Significance: improves community health · develops **social integration** and harmony · creates awareness about fitness · keeps youth away from harmful habits · identifies talent at the grassroots.

6. Question Triggers what the wording is really asking

If the question says...	Do this
"draw a fixture for 11 teams, knock-out"	Byes = $16 - 11 = 5$; matches = 10
"how many matches in a league of 9 teams?"	$9 \times 8 / 2 = 36$
"double league of 6 teams"	$6 \times 5 = 30$
"competition within the school"	Intramural
"inter-school competition"	Extramural
"committee that handles injuries"	Medical / first-aid committee (during event)
"committee for invitations and media"	Publicity committee (pre-event)
"committee for prize distribution"	Post-event
"marathon to raise cancer awareness"	Run for a specific cause
"many teams, limited days"	Knock-out — economical
"want the genuinely best team to win"	League tournament

MOST-ASKED BOARD QUESTIONS

1. [5M] Draw a knock-out fixture for N teams showing byes. (the b^* question is usually this)
2. [3-5M] Explain the committees and their responsibilities before, during and after an event.
3. [3M] Differentiate between intramural and extramural tournaments.
4. [3M] Explain the advantages and disadvantages of knock-out and league tournaments.
5. [1M] Formula for byes? → **Next power of 2 - N**
6. [1M] Matches in a single league of N teams? → **$N(N-1)/2$**

THE HABIT THAT SCORES — Fixture questions are **drawn, not described**. Practise drawing a knock-out bracket with byes until it takes two minutes. Show the **calculation of byes and matches beside the diagram** — both carry marks separately.