# Competition Formats

## Straight knockout tournament

This format will involve a set number of teams, reducing down by half, each subsequent round, to a final contested between two teams. A professional example of this format is the Wimbledon tennis championships.

This is a simple format and easily communicated and understood. Whilst it is ideal to have a set number of teams (4, 8, 16, 32, 64 … etc), the format can still work with any number of teams/individuals by incorporating byes.

This model only allows one game per team for half of the teams involved. Therefore it is not a model to be used if you require all entering teams to experience many opportunities to play.

For more information on how to use and manage this model, see the relevant online appendix.

## The Leaderboard

This simple format allows as many goes as you want to try and move up overall standings on a leader board. This encourages participants to come and have a go at a challenge and return later to beat their own – or a friend's score!

Often when presented with a leader board, participants feel the need to come back and look at ways of improving their score after an initial go. A simple come and try activity can turn into something a whole lot more competitive!

The number of goes could be limited and the best time/score is recorded.

## Round robin tournament

This format involves a set number of games per team, leading to a straight knockout system in the latter rounds. A professional example of this is the FIFA World Cup.

Teams are drawn into groups of four and play each other once. The winners and runners up of the group progress onto the latter knockout rounds. You will need to decide on a method of separating teams on the same amount of points in the group stage.

This format is popular but can be time consuming due the amount of games played in total. A 32 team round robin tournament with knockout stages will involve 64 games in total. In comparison, a 32 team straight knockout competition involves just 31 games.

For more information on how to use and manage this model, see the online appendix.

## Double elimination knockout tournament

This format involves a similar arrangement to the straight knockout tournament, but allows a team who loses their first match to continue in the tournament for at least another game.

The losing first round teams can either continue in the tournament and get fed back into the structure at a later stage, or they can then continue to play for a separate prize (e.g. a plate tournament).

For more information on how to use and manage this model, see the relevant template in the online appendix.

## Winner stays on

This competition format will involve all teams continually throughout the tournament.

The number of wins is recorded for each team. When a team loses a game, they are replaced by the next team in line and the losing team joins the back of the line. If a draw occurs, both teams will leave the field and be replaced by the next two teams.

This format allows any number of teams to participate in the competition. The winning team that stays on has the potential disadvantage of tiring as the tournament progresses, which helps involve all teams in the competition.

This format involves no set number of games and the competition can cease at anytime. The winner is announced as the team with the most wins.

You will need to agree on the method of deciding who wins in a tie beforehand. For more information on how to use and manage this model, see the relevant online appendix.

For an additional element the four teams with the most wins can play off in semi finals and a final.

## Team placing in an individual event

This format allows you to establish a winning team when all competitors compete as individuals within a team. A good example of this is a running event. The participants are all members of a team but compete as individuals, and compete towards getting a team score. The overall team points dictates which team has won.

For more information on how to use and manage this model, see the relevant online appendix.