

RE-FORMATTING LEAGUE MEETS
WHEN LESS THAN 8 TEAMS SHOW UP

A) Re-formatting Single 8-Team Meets for 5th Through 8th Grade When Only 7 Teams Attend

What follows is a formula that host teams need to use when forced to re-format a 5th, 6th, 7th or 8th grade meet from 8 to 7 teams. When this happens, the host usually isn't going to know that only 7 teams are going to be there until 9:00 a.m. the day of the meet (or 10:10 if the vacancy is in Group B), when they discover a team failed to arrive for their first game. At that point, it's often too late to call Terri Green (office: 715-386-4317, cell: 651-247-7664) or Jerry Engeleiter (office: 715-549-6161, cell: 612-760-1024) for advice on what to do. Host teams must have this Attachment #5 with them on the day of the meet so they can follow this procedure. It is a good idea for visiting teams to also carry this Attachment with them in case a particular host fails to implement this procedure correctly. While this re-formatting option will be used when an 8th team is simply not available, it will not be used as a crutch to avoid filling vacancies at meets that are known in advance. The League will continue to be diligent in making sure all meets are filled. The procedure outlined below is for emergency use only.

While the process outlined below may look complicated, if host teams read carefully and follow the directions precisely, they should be able to re-format a meet in less than 10 minutes. Outlined below are the following:

- A fictitious set of 8 teams, paired as they would appear on the schedule page
- Three optional ways to re-format, depending on where the vacancy occurs and in which Group the host team was originally scheduled
- The revised pairings formula
- Some general rules

Original Pairings

<u>Group A</u>	<u>Group B</u>
Annapolis	Denver Red
Billings	Erie
Cincinnati	Fargo
Denver Blue	Grand Rapids

Scenario #1

- Facts: Team in Group B fails to show (assume that team is Fargo). It doesn't matter which Group contains the host team.
- Solution: Number in order, skipping the missing team:
 1. Annapolis
 2. Billings
 3. Cincinnati
 4. Denver Blue
 5. Denver Red
 6. Erie
 7. Grand Rapids

Scenario #2

- Facts: Team in Group A fails to show (assume that team is Billings). Host team is in Group B (assume Grand Rapids is the host)
- Solution: Number in order, but put home team in the number 4 slot:
 1. Annapolis
 2. Cincinnati
 3. Denver Blue
 4. Grand Rapids (host team)
 5. Denver Red
 6. Erie
 7. Fargo

Scenario #3

- Facts: Team in Group A fails to show (assume Cincinnati is the no show). Host team is in Group A (assume that's Billings).
- Solution: Number in order, but make the #4 team whatever team in Group B shows up at the meet first, fully ready to play. Don't start the meet until 10:00 a.m. or until teams #1 through #4 are all ready to go, whichever is later. Assume, for purposes of this example, that of the teams in Group B, Erie arrives and is ready to play first:
 1. Annapolis
 2. Billings
 3. Denver Blue
 4. Erie
 5. Denver Red
 6. Fargo
 7. Grand Rapids

Revised Pairings

Based on the re-numbered lists provided in the three scenarios above, the 7-team meet should be revised as follows:

10:00 a.m.	Team 1 v. Team 2	Team 3 v. Team 4
11:10 a.m.	Team 5 v. Team 6	Team 1 v. Team 7
12:20 p.m.	Team 2 v. Team 4	Team 3 v. Team 6
1:30 p.m.	Team 1 v. Team 5	Team 3 v. Team 7
2:40 p.m.	Team 2 v. Team 6	Team 4 v. Team 7
3:50 p.m.	Team 1 v. Team 3	Team 2 v. Team 5
5:00 p.m.	Team 4 v. Team 6	Team 5 v. Team 7

Some General Rules

1. Under scenarios #2 or #3, when re-formatting an 8 team meet to a 7-team meet, do not start the meet until one hour after the original start time (from 9:00 a.m. to 10:00 a.m.) in case the absent team is merely late, in which case the host should use the original pairings.
2. Please note that, pursuant to Scenario #2, the host team should be prepared to move from the second time slot to the first time slot if there is a no-show in Group A.
3. Also note that with this re-formatting procedure, all but one team will be required to play one set of back-to-back games. Since only one team doesn't have to do this, most teams are equally disadvantaged.
4. At about 5% of our meets, one program may have two teams at the same meet (in our example, Denver Blue and Denver Red). When this happens, these teams are always scheduled in opposite groups to avoid having the two teams play each other in a scheduled game. Depending on how these teams get numbered in our revised 7-team format, there is a chance that these 2 teams from the same community may now be scheduled to play each other. Where that happens, using the procedures outlined above, take whichever of the two teams from the same program that has the biggest number ("7" is bigger than "6", which is bigger than "5", etc.) and move them as far as needed, to an even larger number, to produce a set of pairings that will not have the two teams from the same program play each other. If that second team is already #7, move them up the list until the same result is achieved.
5. Final meet rankings will be determined by win-loss records, with the regular League tie-breakers to be used: a) head to head competition in the case of a two-way tie where the two teams played each other or, b) in all other cases, computation of tie breaker "points" (see Rule B-10).

B) Re-formatting Single 8-Team Meets in 5th, 6th, 7th and 8th Grade Meets when only 5 or 6 Teams Attend

When only 5 or 6 teams show up for an 8-team meet, it's almost always going to be because of inclement weather, which means the host team isn't going to know until Saturday morning who's for sure going to be there and who isn't. With both the 5 and 6 team options, the host is going to use both available courts in some time slots and only one court in others. This will result in all participants playing back to back games once during the course of the day (but never more than once). Host teams should not tinker with this approach and be tempted to have a game on both courts in each time slot. If you do this, some teams will be forced to play back to back games twice, resulting in unequal treatment between the participants and over-tired players. While you might conclude your meet a little earlier if you did so, you'll have a lot of unhappy coaches, players, and parents.

Please note that, as with the re-formatted 7-team meets, final meet rankings will be determined by win-loss records, with the regular League tie-breaker to be used: a) head to head competition in the case of a two-way tie where the two teams played each other, or b) in all other cases, computation of tie breaker "points" (see Rule B-10).

- 6 Team Meets
 - Assigning Numbers
 - If the host team is in Group A, Team #1 is the host team and Team #2 is the team the host was scheduled to play in the original schedule, or, if that team is one of the no shows, whichever team out of Group A was first on the premises, ready to play. The remainder of the teams are numbered based on who was next on the premises, ready to play.
 - If the host team is not in Group A, teams out of Group A should be assigned #1 and #2 based on who was first on the premises, ready to play. The remaining teams should then be assigned, in order, based on their arrival time and readiness to play.
 - Note, if two teams are in attendance from the same community/program, so as not to have these two teams play each other, make arrangements as follows:
 - If one of two teams from the same community/program is Team #1, make the other Team #6
 - If one of two teams from the same community/program is Team #2, make the other Team #4
 - If one of two teams from the same community/program is Team #3, make the other Team #5
 - Pairings
 - 9:00 a.m. 1 v 2
 - 10:10 a.m. 3 v 4 and 5 v 6
 - 11:20 a.m. 1 v 4 and 2 v 6
 - 12:30 p.m. 2 v 3 and 1 v 5
 - 1:40 p.m. 4 v 6
 - 2:50 p.m. 1 v 3 and 2 v 5
 - 4:00 p.m. 3 v 6 and 4 v 5
- 5-Team Meets
 - Assigning Numbers
 - Team #1 is the host team
 - Team #2 is the team the host was scheduled to play in the original schedule or, if that team is one of the no shows, whichever other team out of Group A was first on the premises and ready to play
 - The remaining three numbers are assigned in order of arrival and readiness to play
 - Pairings
 - 9:00 a.m. 1 v 2
 - 10:10 a.m. 1 v 5 and 3 v 4
 - 11:20 a.m. 2 v 4
 - 12:30 p.m. 1 v 3 and 2 v 5
 - 1:40 p.m. 4 v 5
 - 2:50 p.m. 2 v 3
 - 4:00 p.m. 1 v 4 and 3 v 5

- C) **Reformatting Double Meets in 5th, 6th, 7th and 8th Grade Meets on Four Surfaces** (Where the host is using four courts, with all teams from the same grade playing in the same time slot as provided in Rule B-8).

Where vacancy occurs in grade playing all games in first time slot:

- Facts: Assume Denver is hosting a double 8th and 7th grade meet. Assume the 9:00 a.m. games for 8th grade are scheduled as follows:

<u>Group A</u>	<u>Group B</u>
Annapolis v. Billings	Denver Red v. Erie
Cincinnati v. Denver Blue	Fargo v. Grand Rapids

Assume that the 8th grade Billings team fails to show up. The 7th grade meet also has eight teams, but with all originally scheduled to play their first game at 10:10 a.m.

- Solution: The six 8th grade teams which are there and ready to play, do so at 9:00 a.m. For re-formatting purposes, Annapolis (the team whose 9:00 a.m. opponent fails to show) becomes Team #7. The home team (Denver Blue) becomes Team #1 and its first round opponent becomes Team #2 (Cincinnati). Where there are two “home” teams, as in this example, the second “home” team (Denver Red) becomes Team #4 (this is done because Team #1 and Team #4 don’t play each other in the revised schedule outlined below). Erie becomes Team #3. (Where there isn’t a second home team, Teams #3 and #4 are the other two teams in the Group in which the home team plays, or, if the vacancy is in the home team’s group, the first team(s) listed alphabetically in the other Group.) Fargo then becomes Team #5 and Grand Rapids is Team #6. The 8th grade teams then are numbered as follows:

1. Denver Blue
2. Cincinnati
3. Erie
4. Denver Red
5. Fargo
6. Grand Rapids
7. Annapolis

The meet is re-formatted so that after the first time slot, each grade uses only two courts per grade (instead of four), until the final round, when all 7th grade teams play their fourth games. Before that final round for the 7th grade teams, a half hour break will be taken so that the Group B 7th grade teams don’t have to play two games back to back. With this solution, the 8th grade meet concludes on time and the 7th grade meet is only one-half hour late. There is no reason to hold up the commencement of the 8th grade meet for Teams #1 through #6 at 9:00 a.m.; the host can “re-format” the rest of the meet while those games are in progress.

The schedule, then, is as follows:

	<u>8th Grade</u>	<u>7th Grade</u>
9:00 a.m.	Team 1 v. Team 2 Team 3 v. Team 4 Team 5 v. Team 6	No games scheduled
10:10 a.m.	Team 1 v. Team 7	Four Group A teams play game #1
11:20 a.m.	Team 2 v. Team 4 Team 3 v. Team 6	Four Group B teams play game #1

12:30 p.m.	Team 1 v. Team 5 Team 3 v. Team 7	Four Group A teams play game #2
1:40 p.m.	Team 2 v. Team 6 Team 4 v. Team 7	Four Group B teams play game #2
2:50 p.m.	Team 1 v. Team 3 Team 2 v. Team 5	Four Group A teams play game #3
4:00 p.m.	Team 4 v. Team 6 Team 5 v. Team 7	Four Group B teams play game #3
5:00 – 5:30 p.m.	Meet concluded	Rest period
5:30 p.m.		1 st , 3 rd , 5 th and 7 th place games

Where vacancy occurs in grade playing all games in second time slot:

- Facts: Assume all the 8th grade teams show up for their 9:00 a.m. games, but one 7th grade team fails to show for its 10:10 a.m. game.

Assume that the 7th grade teams are the same communities as given immediately above for the 8th grade, with Billings failing to show and two home teams in the meet.

- Solution: The 7th grade teams are numbered #1 through #7, just as in the previous scenario immediately above. 7th grade games are played just as they would be with a regular re-formatted 8-team meet (see paragraph A above), with two games in each of the next seven time slots. The 8th grade teams also return to a timetable where four teams play in each time slot.

The schedule, then, is as follows:

	<u>8th Grade</u>	<u>7th Grade</u>
9:00 a.m.	All first round games played	No games
10:10 a.m.	Rest period and re-format time	Team 1 v. Team 2 Team 3 v. Team 4
11:20 a.m.	Group A, 2 nd Round Games	Team 5 v. Team 6 Team 1 v. Team 7
12:30 p.m.	Group B, 2 nd Round Games	Team 2 v. Team 4 Team 3 v. Team 6
1:40 p.m.	Group A, 3 rd Round Games	Team 1 v. Team 5 Team 3 v. Team 7
2:50 p.m.	Group B, 3 rd Round Games	Team 2 v. Team 6 Team 4 v. Team 7
4:00 p.m.	5 th and 7 th place games	Team 1 v. Team 3 Team 2 v. Team 5
5:10 p.m.	1 st and 3 rd place games	Team 4 v. Team 6 Team 5 v. Team 7

D) Re-formatting Double 5th, 6th, 7th or 8th Grade Meets on Three Surfaces

When the host is using three surfaces, one grade will be using the 9:00 a.m., 11:20 a.m., 1:40 p.m. and 4:00 p.m. time slots; and the other grade will be using the 10:10 a.m., 12:30 p.m., 2:50 p.m., and 5:10 p.m. time slots. The temptation will be to leave the meet with all six teams in attendance unaffected to play their four pool games as originally scheduled. That would mean, in the other time slot, four of the remaining teams would be playing and one sitting throughout the day. The problem with this approach is that the meet would extend a full additional time slot in order to give each participant four games. As a result, these meets should be reformatted.

If the vacancy is in the 10:10 a.m. time slot, re-format as follows:

<u>Six Team Field</u>	<u>Five Team Field</u> <u>(the one with the missing team)</u>
Team 1	Team A
Team 2	Team B
Team 3	Team C
Team 4	Team D
Team 5	Team E
Team 6	

In the six-team field, team #1 is the home team. If there is a second home team, that team becomes #6. The team originally scheduled to play team #1 in the first game of the day becomes team #2. If there is a second home team, the team originally scheduled to play that team becomes team #5 and the remaining two teams flip a coin to see which one gets the team #3 schedule and which one gets the team #4 schedule. If there is only one home team, the four teams (not including the home team and the team the home team plays in game 1), draw lots for the remaining four numbers (four pieces of paper, numbered 3, 4, 5 and 6 are put in a hat and the four remaining teams draw an assigned number).

In the five-team meet, each team plays each other team on a round-robin basis. The home team will get the team "B" schedule. If there is a second home team, it will play the team "E" schedule. (In this way, if the two home teams decide not to play each other, the 5:10 p.m. game listed below can be easily cancelled).

The schedule under this scenario then, would be as follows:

<u>Start Time</u>	<u>Court 1</u>	<u>Court 2</u>	<u>Court 3</u>
9:00 a.m.	1 v. 2	3 v. 4	5 v. 6
10:10 a.m.	1 v. 4	A v. B	C v. D
11:20 a.m.	2 v. 5	A v. E	3 v. 6
12:30 p.m.	2 v. 6	B v. D	C v. E
1:40 p.m.	1 v. 3	4 v. 5	B v. C
2:50 p.m.	2 v. 3	A v. D	4 v. 6
4:00 p.m.	1 v. 5	D v. E	A v. C
5:10 p.m.	B v. E		

If the vacancy is in the 9:00 a.m. time slot:

Teams in the full six-team field will again be labeled one through six, and the five teams in the smaller field A through E as described above. However, under this scenario, the home team in the six-team field will get the #2 schedule. The home teams original opponent in game 1 becomes the #1 team. If there is a second home team, it becomes the #4 team and its original opponent in game 1 becomes the #3 team. The remaining teams in either situation flip a coin for the remaining two spots (if there are two home teams) or draw numbers out of a hat for the remaining four spots (if there is only one home team).

In the five-team meet, the home team gets the team “A” schedule. If there is a second home team, it gets the “B” schedule.

The schedule under this scenario is as follows:

<u>Start Time</u>	<u>Court 1</u>	<u>Court 2</u>	<u>Court 3</u>
9:00 a.m.	1 v. 2	A v. D	C v. E
10:10 a.m.	3 v. 4	5 v. 6	B v. C
11:20 a.m.	1 v. 4	2 v. 6	D v. E
12:30 p.m.	2 v. 3	A v. C	B v. E
1:40 p.m.	1 v. 5	4 v.6	B v. D
2:50 p.m.	1 v. 3	A v. E	C v. D
4:00 p.m.	2 v. 5	3 v. 6	A v. B
5:10 p.m.	4 v. 5		