

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

**A) Re-formatting Single 8-Team Meets for 5<sup>th</sup> Through 8<sup>th</sup> Grade Meets when only 7 Teams Attend**

What follows is a formula that host teams need to use when forced to re-format a 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> 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) 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 8<sup>th</sup> 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 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> 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 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> 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 8<sup>th</sup> and 7<sup>th</sup> grade meet. Assume the 9:00 a.m. games for 8<sup>th</sup> grade are scheduled as follows:

Group A

Annapolis v. Billings

Cincinnati v. Denver Blue

Group B

Denver Red v. Erie

Fargo v. Grand Rapids

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

- Solution: The six 8<sup>th</sup> 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 8<sup>th</sup> 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 7<sup>th</sup> grade teams play their fourth games. Before that final round for the 7<sup>th</sup> grade teams, a half hour break will be taken so that the Group B 7<sup>th</sup> grade teams don’t have to play two games back to back. With this solution, the 8<sup>th</sup> grade meet concludes on time and the 7<sup>th</sup> grade meet is only one-half hour late. There is no reason to hold up the commencement of the 8<sup>th</sup> 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>8<sup>th</sup> Grade</u>	<u>7<sup>th</sup> 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 <sup>st</sup> , 3 <sup>rd</sup> , 5 <sup>th</sup> and 7 <sup>th</sup> place games

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

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

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

- Solution: The 7<sup>th</sup> grade teams are numbered #1 through #7, just as in the previous scenario immediately above. 7<sup>th</sup> 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 8<sup>th</sup> grade teams also return to a timetable where four teams play in each time slot.

The schedule, then, is as follows:

	<u>8<sup>th</sup> Grade</u>	<u>7<sup>th</sup> 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 <sup>nd</sup> Round Games	Team 5 v. Team 6 Team 1 v. Team 7
12:30 p.m.	Group B, 2 <sup>nd</sup> Round Games	Team 2 v. Team 4 Team 3 v. Team 6
1:40 p.m.	Group A, 3 <sup>rd</sup> Round Games	Team 1 v. Team 5 Team 3 v. Team 7
2:50 p.m.	Group B, 3 <sup>rd</sup> Round Games	Team 2 v. Team 6 Team 4 v. Team 7
4:00 p.m.	5 <sup>th</sup> and 7 <sup>th</sup> place games	Team 1 v. Team 3 Team 2 v. Team 5
5:10 p.m.	1 <sup>st</sup> and 3 <sup>rd</sup> place games	Team 4 v. Team 6 Team 5 v. Team 7

**D) Re-formatting Double 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> 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:**

<b><u>Six Team Field</u></b>	<b><u>Five Team Field</u></b> <b><u>(the one with the missing team)</u></b>
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:

<b><u>Start Time</u></b>	<b><u>Court 1</u></b>	<b><u>Court 2</u></b>	<b><u>Court 3</u></b>
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:

<b><u>Start Time</u></b>	<b><u>Court 1</u></b>	<b><u>Court 2</u></b>	<b><u>Court 3</u></b>
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		

**E) Re-formatting Three-Game 4<sup>th</sup> and 5<sup>th</sup> Grade Meets when a Team Fails to Attend.**

In this section we will cover the various scenarios for reformatting meets involving 3-games per day for 4<sup>th</sup> and/or 5<sup>th</sup> grade teams.

In meets involving only 3 games per day, if a team fails to show the main difficulty in re-formatting is that one team will need to play 4 games to make it possible for all other teams to play 3 games. In the examples below, we have indicated that this is the host team. In some cases another team attending the meet may have a larger roster and may approach the host about the possibility of this team playing the 4<sup>th</sup> game, rather than the host team. If both agree, this is an acceptable adjustment.

**If there are 7 Teams in Attendance:****Original Pairings****Group with 9:00 a.m. start time**

Annapolis  
Billings  
Cincinnati  
Denver Blue

**Group with 10:10 a.m. start time**

Denver Red  
Erie  
Fargo  
Grand Forks

**Scenario #1**

- Facts: Team in the 10:10 start time group fails to show (assume that team is Fargo). The home team (assume that is Billings) becomes team #2. Team # 2 is the team that will need to play 4 games in the meet rather than 3 games.
- Solution: Number in order, skipping the missing team:
  1. Annapolis
  2. Billings
  3. Cincinnati
  4. Denver Blue
  5. Denver Red
  6. Erie
  7. Grand Forks

**Scenario #2**

- Facts: Team in the 9:00 start time group fails to show (assume that team is Billings). Host team is in the 10:10 start time group (assume Grand Forks is the host)
- Solution: Number in order, but put home team in the # 2 spot:
  1. Annapolis
  2. Grand Forks (host team)
  3. Cincinnati
  4. Denver Blue
  5. Denver Red
  6. Erie
  7. Fargo

**Scenario #3**

- Facts: Team in 9:00 start time group fails to show (assume Cincinnati is the no show). Host team is also in the 9:00 start time group (assume that's Billings).
- Solution: Number in order, but make the #4 team whatever team in 10:10 start time group 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 the later start time, Erie arrives and is ready to play first:
  1. Annapolis
  2. Billings
  3. Denver Blue
  4. Erie
  5. Denver Red
  6. Fargo
  7. Grand Forks

### 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 2 v. Team 5	

### Some General Rules

1. Under scenarios #2 or #3, when re-formatting two 4-team 3-game meets into 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 the earlier group.
3. Also note that with this re-formatting procedure, several teams will be required to play one set of back-to-back games. Hosts are encouraged to offer teams a slight (approximately 10 minutes) amount of extra rest time between back to back games.
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 League tie-breakers for seven team meets to be used as detailed in Rule B-10.

If only 5 or 6 teams show up for a 4<sup>th</sup> or 5<sup>th</sup> grade 3-game meet, the host will use both available courts in some time slots and only one court in others. This will result in the fewest incidents of participants needing to play back to back games. 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.

**If there are 6 Teams in Attendance:**

In this scenario no team will need to play more than 3 games.

- Assigning Numbers
  - If the host team is in the group starting at 9:00 a.m., the host team becomes #1 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 the earlier start time group is first on the premises, ready to play. The remainder of the teams are numbered based on who is next on the premises, ready to play.
  - If the host team is not in the 10:10 start time group, teams in the group with the 9:00 start time 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 #1, make the other #3
    - If one of two teams from the same community/program is #2, make the other #4
    - If one of two teams from the same community/program is #5, make the other #2
- 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    and    3 v 5

**If there are 5 Teams in Attendance:**

- Assigning Numbers
  - Team #2 is the host team (this team will need to play 4 games rather than 3).
  - Team #1 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 is 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

**F) Reformatting Double Meets involving a 3-game 4<sup>th</sup> or 5<sup>th</sup> grade meet and a 5th-8<sup>th</sup> Grade Meet when using Four Playing Surfaces**

Where the host is using four courts or three courts, with all teams from the same grade playing in the same time slot (as provided in Rule B-8), the 3-game 4<sup>th</sup> or 5<sup>th</sup> grade meet will always have the later (10:10 a.m.) start time.

**Where the vacancy occurs in the 4-game meet (9:00 a.m. start time):**

- Facts: Assume Denver is hosting a double 8<sup>th</sup> and 4<sup>th</sup> grade meet using four playing surfaces. Assume the 9:00 a.m. games for 8<sup>th</sup> 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 Forks

Assume that the 8<sup>th</sup> grade Billings team fails to show up. The 4<sup>th</sup> grade meet also has eight teams, but with all originally scheduled to play their first game at 10:10 a.m.

- Solution: The six 8<sup>th</sup> 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 Forks is Team #6. The 8<sup>th</sup> grade teams then are numbered as follows:

1. Denver Blue
2. Cincinnati
3. Erie
4. Denver Red
5. Fargo
6. Grand Forks
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). The teams originally scheduled into the second grouping of teams for the 4<sup>th</sup> grade meet will now play their games at 11:20 a.m., 1:40 p.m. and 4:00 p.m. (one time slot later than the original schedule).

The schedule, then, is as follows:

	<u>8<sup>th</sup> Grade</u>	<u>4<sup>th</sup> 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 teams in the first grouping play game #1
11:20 a.m.	Team 2 v. Team 4 Team 3 v. Team 6	Four teams in the second grouping play game #1
12:30 p.m.	Team 1 v. Team 5 Team 3 v. Team 7	Four teams in the first grouping play game #2
1:40 p.m.	Team 2 v. Team 6 Team 4 v. Team 7	Four teams in the second grouping play game #2
2:50 p.m.	Team 1 v. Team 3 Team 2 v. Team 5	Four teams in the first grouping play game #3
4:00 p.m.	Team 4 v. Team 6 Team 5 v. Team 7	Four teams in the second grouping play game #3

**Where the vacancy occurs in the 3-game meet (10:10 a.m. start time):**

- Facts: Assume all the 8<sup>th</sup> grade teams show up for their 9:00 a.m. games, but one 4<sup>th</sup> grade team fails to show for its 10:10 a.m. game.

Assume that the 4<sup>th</sup> grade teams are the same communities as given immediately above for the 8<sup>th</sup> grade, with Billings failing to show and two home teams in the meet.

- Solution: The 4<sup>th</sup> grade teams are numbered #1 through #7, however, the home team is team #2 and the second home team is team #5. Fourth grade games are played just as they would be with a 3-game meet reformatted to 7-teams, with two games in each of the next five time slots and one game in the sixth time slot. The 8<sup>th</sup> grade teams return to a timetable where four teams play in each time slot.

The schedule, then, is as follows:

	<u>8<sup>th</sup> Grade</u>	<u>7<sup>th</sup> 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 <sup>nd</sup> Round Games	Team 5 v. Team 6 Team 1 v. Team 7
12:30 p.m.	Group B, 2 <sup>nd</sup> Round Games	Team 2 v. Team 4 Team 3 v. Team 6
1:40 p.m.	Group A, 3 <sup>rd</sup> Round Games	Team 1 v. Team 5 Team 3 v. Team 7
2:50 p.m.	Group B, 3 <sup>rd</sup> Round Games	Team 2 v. Team 6 Team 4 v. Team 7
4:00 p.m.	3 <sup>rd</sup> , 5 <sup>th</sup> and 7 <sup>th</sup> place games	Team 2 v. Team 5
5:10 p.m.	1 <sup>st</sup> place game	

**G) Re-formatting Double Meets involving a 3-game 4<sup>th</sup> or 5<sup>th</sup> grade meet and a 5th-8<sup>th</sup> Grade Meet when using Three Playing Surfaces**

When the host is using three surfaces, the 4-game meet will be use the 9:00 a.m., 11:20 a.m., 1:40 p.m. and 4:00 p.m. time slots; and 3-game meet will use the 10:10 a.m., 12:30 p.m. and 2:50 p.m. time slots. The temptation will be to leave the meet with all six teams in attendance unaffected to play their 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 the required number of games. As a result, these meets must be reformatted.

**If the vacancy is in the 3-game meet (10:10 a.m. start time):**

**Six Team Field**

Team 1  
Team 2  
Team 3  
Team 4  
Team 5  
Team 6

**Five Team Field**  
**(the one with the missing team)**

Team A  
Team B  
Team C  
Team D  
Team E

In the six-team field, team #2 is the home team. If there is a second home team, that team becomes #4. The team originally scheduled to play team #2 in the first game of the day becomes team #1. If there is a second home team, the team originally scheduled to play that team becomes team #3 and the remaining two teams flip a coin to see which one gets the team #5 schedule and which one gets the team #6 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 three of the other four teams. The home team will get the team "A" schedule and will need to play 4 games in the day rather than 3. If there is a second home team, it will play the team "D" schedule. (In this way, if the two home teams decide not to play each other, the 4:00 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.	2 v. 6	A v. B	C v. E
11:20 a.m.	1 v. 3	4 v. 5	B v. D
12:30 p.m.	3 v. 6	A v. C	D v. E
1:40 p.m.	1 v. 4	2 v. 5	B v. C
2:50 p.m.	1 v. 5	4 v. 6	A v. E
4:00 p.m.	2 v. 3	A v. D	

**If the vacancy is in the 4-game meet (9:00 a.m. start time):**

Teams in the smaller five team field (the group with the missing team) will be labeled one through five, and the full six-team field will be labeled A through F. Under this scenario, the home team in the six-team field will get the "A" schedule. The home team's original opponent in game 1 becomes the "B" team. If there is a second home team, it becomes the "C" team and its original opponent in game 1 becomes the "F" 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).

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

In the five-team meet, the home team gets the team #1 schedule. If there is a second home team, it gets the team #2 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. 4	3 v. 5	
10:10 a.m.	2 v. 3	A v. B	D v. E
11:20 a.m.	4 v. 5	C v. F	B v. E
12:30 p.m.	1 v. 3	2 v. 5	A v. D
1:40 p.m.	2 v. 4	E v. F	B v. C
2:50 p.m.	1 v. 5	3 v. 4	A v. F
4:00 p.m.	1 v. 2	C v. D	