



Instructions for 1 v 1 Round Robin Tournament

Play multiple 1 v 1 duels simultaneously.

Find the appropriate record keeping form ("8 Players" tab, "10 Players" tab, etc) for the total number of players in the 1 v 1 tournament. The names of all field players should be listed on the left hand side and across the top of each form.

For each player, there is a row for Goals For ("F") and Goals Against ("A").

Each form also includes a round robin pairing matrix appropriate for the number of players involved. If you have a different number of players than what's been pre-defined in the recording keeping form, you can make your own round robin pairing matrix here:

<http://www.devenezia.com/downloads/round-robin/rounds.php>

The first player in each named pair gets possession to start the game. This player must begin at the nearest goal and attack the far goal. When a player scores, s/he retains possession but now attacks the opposite goal. This "Make it, Keep it!" system discourages defenders from allowing an easy goal in anticipation of getting the next possession.

If either player misses a shot the ball will be played in from the goal line. The playing grids will be 8 X15 yards

Use a wrist watch to time rounds. Start all games after all pairings have been given and the players are ready to begin, then stop all games at the time. Any scoring shot struck as or before the coach calls the end of the round, will count.

At the end of each round, gather the scores from the players with the result recorded for both players in the duel (one player's Goals For is the other's Goals Against, etc).

The scoring process should be completed for all match ups in each round before coaching or before announcing the next round of pairings.

During play, coach "over the top" while play continues and avoid freezing the play. There is plenty of time between rounds for group coaching points.

At the end of all rounds, tally the total Goals For and Goals Against for each player.

Total Goal Diff(erential) can also be recorded.

Determine Top 3 players in Goals For category. Recognize them as the top Attackers.

Determine Top 3 players in Goals Against category. Recognize them as the top Defenders.

The aggregate scoring methodology is key: players can lose a number of matches and still end up in the Top 3 for Goals For or Goals Against simply by working hard and never giving up.



1 v 1 Round Robin Grid

Duration

2 min games + 2 min rests = 64 min

Field Size

8 fields, 8 yds x 15 yds

Format

Make it, Keep it!

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total	Diff	Place
1 Name Here	F																	0	0	
	A																	0	0	
2 Name Here	F																	0	0	
	A																	0	0	
3 Name Here	F																	0	0	
	A																	0	0	
4 Name Here	F																	0	0	
	A																	0	0	
5 Name Here	F																	0	0	
	A																	0	0	
6 Name Here	F																	0	0	
	A																	0	0	
7 Name Here	F																	0	0	
	A																	0	0	
8 Name Here	F																	0	0	
	A																	0	0	
9 Name Here	F																	0	0	
	A																	0	0	
10 Name Here	F																	0	0	
	A																	0	0	
11 Name Here	F																	0	0	
	A																	0	0	
12 Name Here	F																	0	0	
	A																	0	0	
13 Name Here	F																	0	0	
	A																	0	0	
14 Name Here	F																	0	0	
	A																	0	0	
15 Name Here	F																	0	0	
	A																	0	0	
16 Name Here	F																	0	0	
	A																	0	0	

Matches

	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6	Match 7	Match 8
Round 1	1 v 16	2 v 15	3 v 14	4 v 13	5 v 12	6 v 11	7 v 10	8 v 9
Round 2	1 v 15	14 v 16	2 v 13	3 v 12	4 v 11	5 v 10	6 v 9	7 v 8
Round 3	1 v 14	13 v 15	12 v 16	2 v 11	3 v 10	4 v 9	5 v 8	6 v 7
Round 4	1 v 13	12 v 14	11 v 15	10 v 16	2 v 9	3 v 8	4 v 7	5 v 6
Round 5	1 v 12	11 v 13	10 v 14	9 v 15	8 v 16	2 v 7	3 v 6	4 v 5
Round 6	1 v 11	10 v 12	9 v 13	8 v 14	7 v 15	6 v 16	2 v 5	3 v 4
Round 7	1 v 10	9 v 11	8 v 12	7 v 13	6 v 14	5 v 15	4 v 16	2 v 3
Round 8	1 v 9	8 v 10	7 v 11	6 v 12	5 v 13	4 v 14	3 v 15	2 v 16
Round 9	1 v 8	7 v 9	6 v 10	5 v 11	4 v 12	3 v 13	2 v 14	15 v 16
Round 10	1 v 7	6 v 8	5 v 9	4 v 10	3 v 11	2 v 12	13 v 16	14 v 15
Round 11	1 v 6	5 v 7	4 v 8	3 v 9	2 v 10	11 v 16	12 v 15	13 v 14
Round 12	1 v 5	4 v 6	3 v 7	2 v 8	9 v 16	10 v 15	11 v 14	12 v 13
Round 13	1 v 4	3 v 5	2 v 6	7 v 16	8 v 15	9 v 14	10 v 13	11 v 12
Round 14	1 v 3	2 v 4	5 v 16	6 v 15	7 v 14	8 v 13	9 v 12	10 v 11
Round 15	1 v 2	3 v 16	4 v 15	5 v 14	6 v 13	7 v 12	8 v 11	9 v 10

F = Goals For

A = Goals Against

- 1) In Column B, replace "Name Here" with players names (Row 4 will auto populate).
- 2) Players keep track of the number of goals scored in each 1 v 1 duel.
- 3) Goals For and Goals Against are then recorded after each 1 v 1 duel.
- 4) At the end of all rounds, tally the total Goals For and Goals Against for each player.
- 5) Total Goal Diff(ferential) can also be recorded.
- 6) Determine top 3 players in Goals For category. Recognize them as the top Attackers.
- 7) Determine top 3 players in Goals Against category. Recognize them as the top Defenders.

NOTE: If printing out for use on the field (instead of using a laptop), clear the formulas from the "Total" and "Diff" columns before printing.



1 v 1 Round Robin Grid

Duration

2 min games + 2 min rests = 56 min

Field Size

7 fields, 8 yds x 15 yds

Format

Make it, Keep it!

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total	Diff	Place
1 Name Here	F															0	0	
	A															0	0	
2 Name Here	F															0	0	
	A															0	0	
3 Name Here	F															0	0	
	A															0	0	
4 Name Here	F															0	0	
	A															0	0	
5 Name Here	F															0	0	
	A															0	0	
6 Name Here	F															0	0	
	A															0	0	
7 Name Here	F															0	0	
	A															0	0	
8 Name Here	F															0	0	
	A															0	0	
9 Name Here	F															0	0	
	A															0	0	
10 Name Here	F															0	0	
	A															0	0	
11 Name Here	F															0	0	
	A															0	0	
12 Name Here	F															0	0	
	A															0	0	
13 Name Here	F															0	0	
	A															0	0	
14 Name Here	F															0	0	
	A															0	0	

Matches

	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6	Match 7
Round 1	1 v 14	2 v 13	3 v 12	4 v 11	5 v 10	6 v 9	7 v 8
Round 2	1 v 13	12 v 14	2 v 11	3 v 10	4 v 9	5 v 8	6 v 7
Round 3	1 v 12	11 v 13	10 v 14	2 v 9	3 v 8	4 v 7	5 v 6
Round 4	1 v 11	10 v 12	9 v 13	8 v 14	2 v 7	3 v 6	4 v 5
Round 5	1 v 10	9 v 11	8 v 12	7 v 13	6 v 14	2 v 5	3 v 4
Round 6	1 v 9	8 v 10	7 v 11	6 v 12	5 v 13	4 v 14	2 v 3
Round 7	1 v 8	7 v 9	6 v 10	5 v 11	4 v 12	3 v 13	2 v 14
Round 8	1 v 7	6 v 8	5 v 9	4 v 10	3 v 11	2 v 12	13 v 14
Round 9	1 v 6	5 v 7	4 v 8	3 v 9	2 v 10	11 v 14	12 v 13
Round 10	1 v 5	4 v 6	3 v 7	2 v 8	9 v 14	10 v 13	11 v 12
Round 11	1 v 4	3 v 5	2 v 6	7 v 14	8 v 13	9 v 12	10 v 11
Round 12	1 v 3	2 v 4	5 v 14	6 v 13	7 v 12	8 v 11	9 v 10
Round 13	1 v 2	3 v 14	4 v 13	5 v 12	6 v 11	7 v 10	8 v 9

F = Goals For

A = Goals Against

- 1) In Column B, replace "Name Here" with players names (Row 4 will auto populate).
- 2) Players keep track of the number of goals scored in each 1 v 1 duel.
- 3) Goals For and Goals Against are then recorded after each 1 v 1 duel.
- 4) At the end of all rounds, tally the total Goals For and Goals Against for each player.
- 5) Total Goal Diff(ferential) can also be recorded.
- 6) Determine top 3 players in Goals For category. Recognize them as the top Attackers.
- 7) Determine top 3 players in Goals Against category. Recognize them as the top Defenders.

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1 v 1 Round Robin Grid

Duration

2 min games + 2 min rests = 48 min

Field Size

6 fields, 8 yds x 15 yds

Format

Make it, Keep it!

		1	2	3	4	5	6	7	8	9	10	11	12	Total	Diff	Place
1 Name Here	F													0	0	
	A													0	0	
2 Name Here	F													0	0	
	A													0	0	
3 Name Here	F													0	0	
	A													0	0	
4 Name Here	F													0	0	
	A													0	0	
5 Name Here	F													0	0	
	A													0	0	
6 Name Here	F													0	0	
	A													0	0	
7 Name Here	F													0	0	
	A													0	0	
8 Name Here	F													0	0	
	A													0	0	
9 Name Here	F													0	0	
	A													0	0	
10 Name Here	F													0	0	
	A													0	0	
11 Name Here	F													0	0	
	A													0	0	
12 Name Here	F													0	0	
	A													0	0	

Matches

	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Round 1	1 v 12	2 v 11	3 v 10	4 v 9	5 v 8	6 v 7
Round 2	1 v 11	10 v 12	2 v 9	3 v 8	4 v 7	5 v 6
Round 3	1 v 10	9 v 11	8 v 12	2 v 7	3 v 6	4 v 5
Round 4	1 v 9	8 v 10	7 v 11	6 v 12	2 v 5	3 v 4
Round 5	1 v 8	7 v 9	6 v 10	5 v 11	4 v 12	2 v 3
Round 6	1 v 7	6 v 8	5 v 9	4 v 10	3 v 11	2 v 12
Round 7	1 v 6	5 v 7	4 v 8	3 v 9	2 v 10	11 v 12
Round 8	1 v 5	4 v 6	3 v 7	2 v 8	9 v 12	10 v 11
Round 9	1 v 4	3 v 5	2 v 6	7 v 12	8 v 11	9 v 10
Round 10	1 v 3	2 v 4	5 v 12	6 v 11	7 v 10	8 v 9
Round 11	1 v 2	3 v 12	4 v 11	5 v 10	6 v 9	7 v 8

F = Goals For

A = Goals Against

- 1) In Column B, replace "Name Here" with players names (Row 4 will auto populate).
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1 v 1 Round Robin Grid

		1	2	3	4	5	6	7	8	9	10	Total	Diff	Place
1 Name Here	F											0	0	
	A											0	0	
2 Name Here	F											0	0	
	A											0	0	
3 Name Here	F											0	0	
	A											0	0	
4 Name Here	F											0	0	
	A											0	0	
5 Name Here	F											0	0	
	A											0	0	
6 Name Here	F											0	0	
	A											0	0	
7 Name Here	F											0	0	
	A											0	0	
8 Name Here	F											0	0	
	A											0	0	
9 Name Here	F											0	0	
	A											0	0	
10 Name Here	F											0	0	
	A											0	0	

Duration

2 min games + 2 min rests = 40 min

Field Size

5 fields, 7 yds x 12 yds

Format

Make it, Keep it!

Matches

	Match 1	Match 2	Match 3	Match 4	Match 5
Round 1	1 v 10	2 v 9	3 v 8	4 v 7	5 v 6
Round 2	1 v 9	8 v 10	2 v 7	3 v 6	4 v 5
Round 3	1 v 8	7 v 9	6 v 10	2 v 5	3 v 4
Round 4	1 v 7	6 v 8	5 v 9	4 v 10	2 v 3
Round 5	1 v 6	5 v 7	4 v 8	3 v 9	2 v 10
Round 6	1 v 5	4 v 6	3 v 7	2 v 8	9 v 10
Round 7	1 v 4	3 v 5	2 v 6	7 v 10	8 v 9
Round 8	1 v 3	2 v 4	5 v 10	6 v 9	7 v 8
Round 9	1 v 2	3 v 10	4 v 9	5 v 8	6 v 7

F = Goals For

A = Goals Against

- 1) In Column B, replace "Name Here" with players names (Row 4 will auto populate).
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1 v 1 Round Robin Grid

		1	2	3	4	5	6	7	8	Total	Diff	Place
1 Name Here	F									0	0	
	A									0	0	
2 Name Here	F									0	0	
	A									0	0	
3 Name Here	F									0	0	
	A									0	0	
4 Name Here	F									0	0	
	A									0	0	
5 Name Here	F									0	0	
	A									0	0	
6 Name Here	F									0	0	
	A									0	0	
7 Name Here	F									0	0	
	A									0	0	
8 Name Here	F									0	0	
	A									0	0	

Duration

2 min games + 2 min rests = 32 min

Field Size

4 fields, 7 yds x 12 yds

Format

Make it, Keep it!

Matches

	Match 1	Match 2	Match 3	Match 4
Round 1	1 v 8	2 v 7	3 v 6	4 v 5
Round 2	1 v 7	6 v 8	2 v 5	3 v 4
Round 3	1 v 6	5 v 7	4 v 8	2 v 3
Round 4	1 v 5	4 v 6	3 v 7	2 v 8
Round 5	1 v 4	3 v 5	2 v 6	7 v 8
Round 6	1 v 3	2 v 4	5 v 8	6 v 7
Round 7	1 v 2	3 v 8	4 v 7	5 v 6

F = Goals For

A = Goals Against

- 1) In Column B, replace "Name Here" with players names (Row 4 will auto populate).
- 2) Players keep track of the number of goals scored in each 1 v 1 duel.
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