## HOW TO SET UP A ROUND ROBIN MATCH SCHEDULE

A round robin format is one of the best choices for developing the league schedule. The round robin format will place each team in a match against all of the other competing teams. This allows for an increased social interaction among teams as well as providing a fair and equitable way for determining winners and runners-up at the conclusion of the season.

## Match Scheduling for an Even Number of Teams

All leagues work best when there is an even number of teams playing. Provided below is an example of how to establish a round robin match schedule for six teams.

When scheduling match rotations from week to week, simply keep the No. 1 team in the same position (as in Week \# 1), and rotate the other team numbers in a counter-clockwise position as shown in Week \# 2, W eek \# 3 and so on. This method will work for any even number of teams.

| Week \# 1 | Week \# 2 | Week \# 3 | Week \# 4 | Week \# 5 |
| :--- | :--- | :--- | :--- | :--- |
| 1 v 2 | 1 v 4 | 1 v 6 | 1 v 5 | 1 v 3 |
| 3 v 4 | 2 v 6 | 4 v 5 | 6 v 3 | 5 v 2 |
| 5 v 6 | 3 v 5 | 2 v 3 | 4 v 2 | 6 v 4 |

## Match Scheduling for an Odd Number of Teams

If you have an odd number of teams, simply include a "bye" into the schedule and continue with the same method of scheduling as described above. Here's an example:

| Week \# 1 | Week \# 2 | Week\# 3 | Week \# 4 | Week \# 5 | Week \# 6 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 1 v 2 | 1 v 4 | 1 v 6 | 1 v bye | 1 v 7 | 1 v 5 |
| 3 v 4 | 2 v 6 | 4 v bye | 6 v 7 | 5 v bye | 3 v 7 |
| 5 v 6 | 3 v bye | 2 v 7 | 4 v 5 | 3 v 6 | 2 v bye |
| 7 v bye | 5 v 7 | 3 v 5 | 2 v 3 | 2 v 4 | 4 v 6 |

