

Dutch Tournament

Dutch Tournament Overview

This tournament format is a great way to make small numbers work to create a competitive tournament format. The basic premise is that the players are playing for themselves. They will change teams after each short game and start again. Each player is given a score at the end of each game and, at the end of the tournament, the players with the most points win. It's also a great way to run a tryout session because if enough games are played, the score will indicate who affects (or impacts) the game the most.

Organization:

Split players into two teams (have substitutes, if necessary), using vests of two different colors-black and red works well, if using playing cards. Be sure to have the exact number of vests (put away any unused vests). Initially, try to create "fair" teams to start. Two teams play a soccer game of short duration (6-10 min), substituting frequently to divide playing time evenly. Keep score (see scoring below). You'll need a way to mix up the teams after each game. Shuffling a pile of playing cards (half red cards, half black cards) is a great way. Have each of the players select a card (without looking at the color) and put on the corresponding colored vest (they may need to trade vests with each other), thus creating new teams. Begin the next game, etc. Rinse and repeat!

Scoring-

Each player is given a score at the end of each game and that score is recorded/tallied and standings are kept.

- Each player on the winning team is awarded 3 pts. for winning-PLUS a point for each goal scored by his/her team.
- Each player on the losing team is awarded 0 pts. for losing-PLUS a point for each goal scored by his/her team.
- In the event of a tie, each player is awarded 1 pt. for the tie-PLUS a point for each goal scored by his/her team.

Example: A game that ends 3-2 would award each player on the winning team six points (3 for the win, 3 for the goals they scored) and the losing players would receive two points (0 for losing, 2 for the goals scored).

Also:

Adding "incentives" to increase scoring spices things up! For example, a goal scored on a "one-timer" or "weak foot" might be doubled. This encourages players to keep scoring and keep trying, even if they are losing by a lot. Remember! They are playing for their team but are REALLY playing for themselves! Every goal scored helps their overall score!