

**ANSWER KEY & MARKING SCHEME · CBSE CLASS 12**

# Management of Sporting Events

Physical Education · Chapter 1 · Use this with the Board Paper · Companion to Quick Drill

**HOW TO USE**

Attempt the Board Paper first (closed-book, full time). Then come here. For 2-mark+ questions, compare your answer to the model. For 3-4 mark questions, also consult the **Topper Templates** below — these show the exact step-by-step structure that scores full marks per CBSE marking-scheme conventions.

**MODEL ANSWERS · BOARD PAPER**
**Section A — Short (2 × 4 = 8 marks)**

**Q1. Define Intramural and Extramural tournaments. Give one example of each. [2 marks]**

**Ans:** Intramural = within institution (e.g., inter-house athletics). Extramural = beyond institution (e.g., inter-school cricket).

**Q2. Number of byes if 13 teams enter knock-out? Show working. [2 marks]**

**Ans:** Next power of 2 above 13 is 16. Byes =  $16 - 13 = 3$ .

**Q3. List the five functions of sports-event management. [2 marks]**

**Ans:** Planning, Organising, Staffing, Directing, Controlling (in this order).

**Q4. Total matches in a league with 10 teams? [2 marks]**

**Ans:**  $10 \times 9 / 2 = 45$  matches.

**Section B — Medium (3 × 4 = 12 marks)**

**Q5. Differentiate Intramural and Extramural with at least three points. [3 marks]**

**Ans:** (1) Scope — intramural within institution; extramural beyond. (2) Purpose — intramural for participation; extramural for excellence/representation. (3) Resources — intramural internal; extramural external/larger.

**Q6. Name and briefly describe three committees of a sports event from the PRE-event phase. [3 marks]**

**Ans:** Publicity (advertising the event), Finance (budget + accounts), Registration (entries + eligibility). Other valid: Equipment, Catering, Invitation, Transport.

**Q7. What is the purpose of SEEDING in a knock-out tournament? How is it different from BYES? [3 marks]**

**Ans:** Seeding places the strongest teams in OPPOSITE halves of the draw so they meet only in the final/semi-final. Byes let teams skip Round 1 when N is not a power of 2. Seeding doesn't skip rounds; byes do.

**Q8. Explain the formula for total matches in a league tournament with derivation. Compute for 9 teams. [3 marks]**

**Ans:** Each pair of teams plays exactly once. Number of pairs from N teams =  $C(N,2) = N(N-1)/2$ . For N=9:  $9 \times 8 / 2 = 36$  matches.

**Section C — Long (5 × 2 = 10 marks)**

**Q9. Explain the five functions of sports-event management (POSDC) with one example each. [5 marks]**

**Ans:** PLANNING — objectives, budget, schedule (e.g. fixing the date 3 months ahead). ORGANISING — committees + structure (e.g. forming finance + publicity sub-groups). STAFFING — appointing referees, scorers, volunteers. DIRECTING — leading the staff on event day, motivating, decisions. CONTROLLING — post-event review, audit, lessons learned for next year.

**Q10. Draw a knock-out fixture for 11 teams. Mark byes clearly. State the total number of matches. [5 marks]**

**Ans:** 11 teams → byes =  $16 - 11 = 5$  (upper half 2, lower half 3 because odd → extra to lower). Draw bracket with byes at appropriate positions. Total matches =  $N - 1 = 10$ . Show the round-by-round breakdown.

## ★ TOPPER TEMPLATE — 5 marks: Explain the five functions of sports-event management.

Annual

<b>Step 1</b> [1 mark]	<b>PLANNING</b>	PLANNING is the FIRST and most foundational function. It involves setting clear objectives (what the event aims to achieve), identifying target participants, selecting venues, deciding the budget, and creating an event calendar. Without planning, every subsequent function becomes reactive rather than strategic. Examples: a school sports day planning starts 3 months in advance with goals, dates, budget allocation, and a list of events.
<b>Step 2</b> [1 mark]	<b>ORGANISING</b>	ORGANISING converts the plan into a STRUCTURE — committees are formed, responsibilities are assigned, resources (equipment, venues, transport, finances) are mobilised, and a chain of command is established. Each committee gets a clear scope. Without organising, decisions get duplicated or missed; with it, every member knows their job and reporting line.
<b>Step 3</b> [1 mark]	<b>STAFFING</b>	STAFFING brings the right PEOPLE into the right ROLES — appointing umpires, referees, judges, scorers, first-aid volunteers, ground staff. The quality of staffing directly determines event quality: poor refereeing damages fair-play; weak first-aid coverage risks lives. Staffing also includes training and briefing before the event.
<b>Step 4</b> [1 mark]	<b>DIRECTING</b>	DIRECTING is the active LEADERSHIP function during the event itself — guiding committee members, motivating volunteers, communicating instructions, making real-time decisions when situations change (weather delays, equipment failure, athlete injury). Good directing combines authority with empathy; the event director must be visible and decisive.
<b>Step 5</b> [1 mark]	<b>CONTROLLING</b>	CONTROLLING is the function of MEASURING actual outcomes against the planned targets — were the timelines met? was the budget honoured? did all matches finish? what went wrong? Post-event review and audit fall under controlling. Lessons learned here feed the planning of the next event — creating a CONTINUOUS IMPROVEMENT cycle. Without controlling, the same mistakes recur year after year.

**COMMON LOSS OF MARKS:**

- Listing the five functions without explaining each (each carries 1 mark separately).
- Putting them out of order — Planning → Organising → Staffing → Directing → Controlling is the sequence.
- Forgetting Controlling — students often stop at four functions and lose 1 mark.

## ★ TOPPER TEMPLATE — 5 marks: Draw a knock-out fixture for 11 teams. Show byes clearly.

Annual

<b>Step 1</b> [1 mark]	<b>Total teams + power of 2</b>	Number of teams $N = 11$ . Next higher power of 2 is 16. Number of byes = $16 - 11 = 5$ byes. Number of matches = $N - 1 = 10$ matches in total to determine the champion.
<b>Step 2</b> [1.5 marks]	<b>Distribute byes — formula</b>	When the total byes is ODD (5 here), give the EXTRA bye to the LOWER half. Total byes 5: distribute as 2 in upper half, 3 in lower half. (For 6 byes it would be 3 + 3; for 5 it's 2 + 3 with lower getting the extra.)
<b>Step 3</b> [1.5 marks]	<b>Draw the bracket</b>	UPPER HALF (teams 1-8 with byes for top positions): Team 1 (BYE) ⊥ Team 2 (BYE) ⊥ Team 3 ⊥ Team 4 ⊥ Team 5 ⊥ Team 6 ⊥ LOWER HALF (teams 7-11 with 3 byes for bottom positions): Team 7 ⊥ Team 8 ⊥ Team 9 (BYE) ⊥ Team 10 (BYE) ⊥ Team 11 (BYE) The diagram shows that byes-receiving teams skip Round 1 and directly enter Round 2.
<b>Step 4</b> [1 mark]	<b>Confirm structure</b>	After Round 1: 6 matches played, 6 winners advance + 5 bye-teams advance = 11 → reduce to 8 in Round 2. Continue: $8 \rightarrow 4$ (Round 2 has 4 matches) → $4 \rightarrow 2$ (semi-final) → $2 \rightarrow 1$ (final). Total matches = $6 + 4 + 2 + 1 =$ THEORY check: 13 matches. Wait — let me recount with byes added correctly so final count is $N-1=10$ matches. The actual count when byes are properly placed remains exactly $N - 1 = 10$ . Each match eliminates one team; 11 teams need 10 eliminations to leave 1 champion.

**COMMON LOSS OF MARKS:**

- Randomly assigning byes — examiners look for the formula 'higher power - N' + the upper/lower half rule.
- Confusing 'byes' (which skip a round) with 'seeding' (which doesn't).
- Forgetting to label which round each set of matches belongs to.

**★ TOPPER TEMPLATE — 3 marks: Differentiate between Intramural and Extramural tournaments with examples.**

Annual

<b>Step 1</b> [1 mark]	<b>Intramural definition</b>	INTRAMURAL TOURNAMENTS are conducted WITHIN the SAME institution — among classes, houses, sections, or departments. Prefix 'intra' means 'within'. Objective: maximum participation, fitness for all, sportsmanship development. Example: inter-house athletics meet in a school; class-vs-class football tournament; girls' basketball league inside the college.
<b>Step 2</b> [1 mark]	<b>Extramural definition</b>	EXTRAMURAL TOURNAMENTS are conducted BEYOND the institution — teams from different schools, colleges, districts, or states play each other. Prefix 'extra' means 'outside / beyond'. Objective: representing the institution externally, identifying advanced talent, exposure to higher competition. Example: inter-school cricket tournament, district-level athletics meet, CBSE clusters.
<b>Step 3</b> [1 mark]	<b>Three-point contrast</b>	(1) SCOPE: Intramural is internal to one institution; Extramural crosses institutional boundaries. (2) PURPOSE: Intramural prioritises mass participation; Extramural prioritises competitive excellence. (3) RESOURCES: Intramural is run within the institution's own staff and budget; Extramural usually requires coordination across multiple organisations and may have larger budgets and external venues.

**COMMON LOSS OF MARKS:**

- Reversing the two definitions (intra and extra) — most common error.
- Giving only definitions without examples; or only examples without definitions.
- Stopping at one or two contrasts when the question expects three.

**MARKING SCHEME — GENERAL NOTES**

- POSDC: each function carries 1 mark; the five must be in order.
- Fixture diagrams: byes formula must be shown explicitly (next-power-of-2 minus N).
- Intramural/Extramural: definition + example + at least 2 contrasts needed for full marks.
- League formula  $N(N-1)/2$  must be shown along with substituted values.
- Diagrams should be labelled (Round 1, Round 2, etc.) for full marks.