**Dream Project: UConn Student’s Soccer Tournament**

**Purpose:**

This project will aim to organize a small soccer tournament for University of Connecticut students to participate in. The UConn intramural soccer program sees a large amount of participation and is a very enjoyable experience, so this dream project will allow students the opportunity to further participate in an organized soccer game with their classmates. As the weather improves here at Storrs, students will look for a way to enjoy the outdoors and remain active. This will be a great opportunity for fellow classmates to interact with each other in an effective and enjoyable manner.

**Objectives**

*Objective 1:*Acquire Materials and Field Location

Where will the tournament be played?

What day and what are the hours of availability of the field?

Where will the soccer nets, cones, table and timer come from?

Who will oversee the games? Volunteer referees or will we need to provide compensation?

*Objective 2:* Create Awareness

How will people register for this event?

Can flyers be posted around campus?

Should a Daily Digest post be sent out? Do we need a Facebook event/page?

Can the Daily Campus be utilized to raise awareness for this event?

*Objective 3:* Successful Soccer Tournament

Did we provide a playing field that allowed participants to enjoy themselves?

Did teams that signed up come to play on the day of the tournament?

Was there a safe environment?

Did we stick to the schedule? Did all teams pay their entry fee?

**Overview:**

As UConn has shown with the high level of participation in intramural soccer, there is much interest in the sport throughout the student community. This dream project proposal hopes to capitalize on this fact by providing an extra opportunity to play soccer at a fun and competitive level before the end of the semester.

Our first objective will be to begin with our planning work. The most important step at this stage is for us to be able to acquire a field to host this tournament on. We cannot move on to any other tasks until this one is complete, because it will heavily determine our remaining scheduling needs. Even if we hope to hold this event on a Sunday, for example, if a field is only available to us on a Saturday, we can’t do anything about the situation. Therefore, flyers cannot be made, nor can rental arrangements for the other necessary materials, until this first task has been taken care of. Afterwards, we will make it a priority to gather the materials for this tournament. These include the soccer nets, soccer balls, cones, registration table and game timer. Each of these resources is used by the University of Connecticut for the intramural program, so we will look to see if they will be available to us during this time.

The final step in the planning stage is to determine how the referees for the tournament will be acquired. This tournament will allow for at least 3 consecutive games, therefore we will need at least 6 referees. Again, since the intramural program trains and employees student refs, we will approach them in the hopes that they can work for our dream project tournament. Most likely we will need to compensate these student employees for their work, so a registration fee for the tournament will be put into place.

Promoting this event will be an extremely important step. In order to be successful, we want to have a large interest and attendance rate. We can do so by printing out flyers with all the information and posting them around the university. This step will also require us to get these announcements the UConn stamp of approval first. Additionally we can spread awareness for the tournament by posting a Daily Digest blurb that will contain information and by making a Facebook page that will include all the detail. Students will be able to register for the tournament by sending the appropriate information to a created email address.

Once the limit of teams has been reached, brackets can be produced and the teams can be alerted to their schedule. At this time they’ll also receive more information about the event, and be reminded that they must pay the registration fee (if necessary) on the day of the tournament in order to play. Teams that signed up after the limit has been reach will need to be notified as well, apologizing that we could not accommodate more people.

Once the day of the event comes around, we will need to prepare the fields ahead of time by setting up the goals, cones, registration table, timer and soccer balls. Once the fields have been set up, team members will be signed in at the registration table and the registration fee (if necessary) will be collected. All the games will begin at the same time and will be run off the same timer to allow us to stay on schedule. Referees will be paid at the end of the tournament for their work. Finally, all the materials that are used will be returned to the appropriate location and final cleanup will occur.

**Schedule:**

The event will be scheduled for a Sunday at the end of April, as is outlined by the MSP file, SoccerTournamentProject.mpp, which is attached. As was states in the overview, the actual date will be dependent on the availability of suitable soccer fields on the University of Connecticut campus. The major tasks can be broken down into three separate parts. The first incorporates the project planning. It includes the tracking of materials and resources that we will need for the tournament, as well as the field that will be used and the referees that will be assisting us. The second part of the schedule concerns raising awareness for our dream project. We will need to distribute flyers, post announcements, and create a Facebook page/event. Third will be the actual event, and it will require setting up the field prior to the start, signing in the various teams, and cleaning up after the completion of the tournament.

**Resources:**

As indicated by the MSP file, the following resources will be needed for this project:

|  |  |  |
| --- | --- | --- |
| Resource | Quantity | Source |
| Soccer Nets | 6 | UConn Athletics Office |
| Soccer Balls | 3 | UConn Rec Center |
| Cones | 24 | UConn Rec Center |
| Timer | 1 | UConn Athletics Office |
| Table | 1 | UConn Athletics Office |

**Personnel:**

As indicated by the MSP file, we will need a total of 6 team members to complete this project. No extra skills will be required, but in some cases the ability to lift will be necessary (when moving soccer nets and setting up the field). Some general ability to generate an appealing flyer may also be needed.

**Risk Management Plans:**

A few risks that readily stand out are outlined below, but there may be more that need to be analyzed as the project progresses.

|  |  |
| --- | --- |
| Risk | Mitigation Strategy |
| No fields are available for use | Attempt to see the field availability of different dates. If this does not help, we can attempt to look at field availability at E.O. Smith High School, since it is close to UConn and would be a viable alternative |
| No soccer nets are available for use | If nets cannot be acquired, we can use an alternative method for providing goals. Cones can be used instead. This will require us to modify the rules of the tournament, since goalies would not be able to participate and all goals would need to be scored with shots on the ground. |
| Referees will not volunteer to participate | This problem was slightly addressed earlier. If they will not volunteer their services, we will need to find a way to compensate them. The most available method would be to charge a small registration fee per team to play. |
| Soccer balls cannot be acquired from UConn | With the high level of interest in soccer at the University of Connecticut, it would be a simple enough matter to retrieve 3 balls from various students that are either participating in the event, or know the team members working on the project. |

**Evaluation Methods:**

In order to evaluate the success of the tournament, we will be conducting a short survey after its completion. The easiest way for us to do this will be to send out an email to all the teams and players that participated asking them a short list of questions. We can use SurveyMonkey for this task. We can also send a survey link to the referees that helped us with the tournament and include some additional questions that would apply specifically to them.

We will evaluate our objective of obtaining materials based on how we are able to react to any issues that arise. Hopefully we will be able to get everything necessary for the tournament without any problem, but if there is a snag, we will hopefully be able to quickly find an alternative method for completing the task.

Evaluating our ability to create awareness will be based off the number of emails for registrations we receive, the turnout we get on the actual date of the event, and if there are any students other than those participating in attendance at the tournament.