Family Trees: I would not call this a tree as a Tree is defined as a one-many relationship while a family tree exhibits many-many relationships. I say this because a family tree features two (or more if you aren’t looking at strictly biological cases) parents sharing multiple children instead of one parent having multiple children like in a Tree.

Org Chart: I would say this is a tree. The parents would be the bosses of whatever position level you are at. The root of this tree would be the CEO and the leaves would be those in the lowest position of a company. I would not say that this is a binary tree as most of the time a boss oversees more than two employees, especially towards the bottom of the tree. It then follows that the Org Chart is not a Binary Search Tree.

Single Elimination Bracket: This one I am not sure about. It is organized like a binary tree with the tournament winner being the root and all the participants as winners. However, the interesting part is that every parent in the tree will have itself as a child. A way to solve this would be to use the games themselves as nodes. This way the teams would be the data of each node with the parent being the game consisting of the winners of its two children. This counts as a binary tree, however, I wouldn’t say it is a binary search tree as the only way I could think of to order the teams is using who they won or how many games a team has won. This means that the winner of the tournament would have to come all the way from the right side of the tree and in a real tournament that is not a guaranteed case.