Implementing a Score-Time based Model for Handling Deadlocks in Football Group Matches

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Abstract

In a typical football event, three possibilities can occur: a winner, a loser/runners-up, or a tie. The latter however is not left in that status especially when it has to do with a group or league game; as a resolve is needed to establish two partitions – winner and loser. Different deadlock models are employed to resolve different deadlock scenarios. Football histories and events have however shown that most models failed to solve some complex deadlocks. Tossing of coin is a particular kind of model that starts where others stopped. Taking the last Africa Cup of Nations (AFCON) 2015 Football Fiesta as a case study however, the use of the &apos;last man standing&apos; deadlock model – coin tossing, proved unpleasant to both teams in questions and generated lots of heat from football fans of both countries. Football at this age has indeed proved in so many ways to be technological-oriented. Bringing manual &apos;decision system&apos; into a game of this century and magnitude prompted the researcher to present an ideal and implementable model that resolves deadlock situations in football group matches.

References

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