

Round Robin Format

1. Place participant names on the Round Robin draw sheet (see samples below) in groups ranging in size from four players up to six. If you are familiar with players' abilities, it is always best to group players of similar abilities as it will result in more close competitive matches. (You may also try separating the top four players into each box so that at the end of the round robin you can create a playoff with the top player in each box).

2. Each group will play a round robin using one court (this can be adapted according to the draw size and availability of courts. See table below). Each group will be allotted a certain time frame (i.e. Group A will play from 9 a.m. to 12 p.m. or 1 p.m. to 4 p.m.) Matches should be played using a pro set format, which is the first to eight games, and using a "time clock." If a match is played for 45 minutes, the winner is the player who has reached the maximum score in the pro set (eight games) or the player who is ahead when the time period has elapsed. Alternatively, the players can play to the end of the time period allotted and whoever is leading in the end is the winner (This allows for maximum playing time). If the score is tied in games and in points when the time limit is up, you can either leave it as a tie or play a one point playoff with the receiver choosing on which side to receive.

Type of Round Robin	Number of Courts Used	Time Needed for Completion
4 Player (1 Box)	1	4 h 30 min
	2	2 h 15 min
5 Player (1 Box)	1	7 h 30 min
	2	3 h 45 min
6 Player (1 Box)	1	11h 15 min
	2	6 h
	3	3 h 45 min

3. In a round robin, each player plays against every other player in his or her grouping. If you have more than one grouping, it's always fun to incorporate themes such as

naming each division after a popular player like Team Nestor, Federer, Nadal, Agassi or Williams etc.

4. After all of the matches are complete you must total the results from the group. The winner of the group is the player with the most matches won. If there is a tie, prioritize results in the following order:

a. Highest percentage of games won (divide games won by total games played x 100).

b. Result of the match between the two tied players.

5. For multiple groupings, and if court time allows, you can create new groupings based on the results of the first round robin (e.g. all first place finishers go into one group, all second place finishers go into another group etc). In this model, the initial groupings can be evenly distributed if player abilities are known.