

Team Format

1. This format is best for having a group of kids (20 – 32 players) play with incorporating a team points system depending on where they place in their round robin box. This is really useful for young kids and helps take the pressure off of individual results and places focus on team results. It is necessary to know the level of the players so that each box is competitive and that you can place them in balanced teams.
2. The players are placed in boxes of 3 - 4 players based on pairing players of similar calibers in each box (it is recommended with 4 players to ensure a minimal 3 match guarantee). Box one is set with the strongest players and working towards the last box with the weakest players.
3. Each group will play a round robin using one court (this can be adapted according to the draw size and availability of courts). 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.) Due to time constraints, it is important that games are played using “No-ad” scoring. When a game is tied 40-40, the next point determines the winner of the game. In this format, the returner of serve chooses the side of the court (deuce or ad) they would like to return from. If the 45-minute match time limit expires and the match is tied, the tournament director will decide whether the match should end in a tie, or if a one point playoff should determine the winner. The returner of serve will choose the side of the court they would like to return from.
4. Matches should be played using a best two-out-of-three short-set format. In a short-set format, the winner of the set is the first to win four games. If games are tied 3-3, a short tie-breaker should be played to determine the winner of the set. In a short tie-breaker format, the winner is the first to win five points, and must win by two points. If sets are tied 1-1, a short tie-breaker should be played which would count as the 3rd set.
5. Each player plays against every other player in his or her grouping. Teams are then made using one player from each box naming each team after a popular player like Team Nestor, Federer, Nadal, Agassi or Williams etc. If you have 6 groupings of 4 players, you would create teams made up of 6 players. Each player earns points for their team depending on where they finish in their grouping. 1st place receives 4 points for their team, 2nd receives 3 points, 3rd receives 2 points and last receives 1 point (this with 4 players in each grouping).
6. 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. Two-way tie: Result of the match between the two tied players;
 - b. Three-way tie: Highest percentage of sets won (divide sets won by total sets played x 100);
 - c. Three-way tie: Highest percentage of games won (divide games won by total games played x 100)
7. Once all the scores are calculated in the groupings, you can then determine the points given out to each team depending on their placement. The winning team is the team who accumulates the most points. In case of a tie, the tie-breaker would be total games won by each team member combined.