

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.) 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 have them play a one point playoff with the receiver choosing on which side to receive.
4. 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).
5. After all of the matches are complete you must total the results from all the groupings. 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.

6. 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.