



USTA ADULT TOURNAMENTS: LEVEL 7

BEST PRACTICES FOR ONE-DAY TOURNAMENTS

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HOME: I. Introduction

The purpose of this manual is to provide tournament directors with a variety of tools they need to host an adult one-day tournament. Also known as Level 7 events.

Our recommended LEVEL 7 TOURNAMENT model is a non-eliminating, competitive, round-robin, where there is no, or limited waiting to play, with an Awards Ceremony at the end.

This tournament model may be used for all levels of singles, doubles, mixed, age or family events.

This tournament can be run in as few as 3 hours.

Depending on sign-ups, there may be as few as 3, or as many as 7, rounds played.



II. FOUR ELEMENTS OF A FUN TENNIS EVENT

1. THEY ARE COMPETITIVE (EVENLY MATCHED).

The most popular tennis tournament/events have players evenly matched. Level 7 may be thought of as “introductory”, or “social”, but all players enjoy level-based play..

- **LEAGUE:** League has this nailed. Look at the amazing amount of effort put into making sure everyone is evenly matched. You play against others of the same ability, gender, and generally, the same age! This is a big reason why league is so successful.
- **WEEKLY GAMES:** Most players have regular weekly games. You will find that these players are usually very evenly matched. It’s not often that you see three 4.0 players and the fourth is a 3.0 level player.

2. YOUR TIME IS SPENT MOSTLY PLAYING TENNIS.

There should be no, or very limited, waiting to play. You can have an awesome tournament in 3 hours.

- **LEAGUE:** This is another reason league play is so popular. You show up and you play. Most players will get all the tennis they want in this 2-3 hour time period.
- **WEEKLY GAMES:** In the vast majority of instances, this involves 4 players. Rarely will these weekly games include 5 players. No one likes to wait.

3. THEY HAVE NON-ELIMINATING FORMATS.

It's not fun if you lose and have to go home. In the standard tournament model, half of the players are out of "the club" after their first match! The standard tournament model works well for top level spectator and TV events, but from a player's perspective, it's more fun, if win or lose, you get to keep playing.

- **LEAGUE:** Win or lose, next week you get to play again. And, you may have a different partner each week, so even if you never win, you don't feel so bad because it's never your fault ;)
- **WEEKLY GAMES:** No one is ever eliminated....just come back next week. And in many instances it is the same group week after week for years.

4. THEY ARE SOCIAL.

The standard tournament model is not very social. You play only a handful of players, and by the time the finals roll around, most everyone has gone home. Round-Robins are, by their nature, very social. And, there is a fantastic opportunity for closure: to announce winners, recognize sportsmanship, player accomplishments, and thank those who helped.

- **LEAGUE:** Amazingly social! League teams practice, travel, and compete together. They cheer each other on, and share snacks and drinks.
- **WEEKLY GAMES:** Very social. Often, we play with our best friends.

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III. HOW TO RUN A LEVEL 7 TOURNAMENT

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III. HOW TO RUN A LEVEL 7 TOURNAMENT

A. DIVISIONS AND SIGN-UPS

1. Divisions can be Men's, Women's, Singles, Doubles, or Mixed.
2. Divisions can be according to ABILITY LEVEL, AGE DIVISIONS, or FAMILY AGE categories. It is most successful if the players are evenly matched. NTRP ratings work great.
3. For Doubles, there are fewer obstacles for entering, and it's lots of fun if players are allowed to sign up without a partner. You can also do it so they sign up with a partner, but the rotational schedules are set to rotate either with your partner, or to change partners each round. You cannot do both within the same event.
4. It's important to keep waiting to play to a minimum. Have enough courts and groups small enough so that **everyone in the division can be playing at the same time.**
5. If courts are limited, then limit the available spots to play on the sign-up form.
6. Often someone needs to withdraw or sit out of a round. Having a substitute or two will allow the tournament to go on with the same rotational schedule. Substitutes can also double as your Tournament Assistants.



HOME III. How to Run a Level 7 Tournament

7. **See SAMPLE SIGN UP FLYER below:** There are 3 courts to use, so sign-up is for 14. Two subs are perfect in case someone needs to sit out a round or injuries.

4.5 Men's Doubles Tournament

What: Non-stop action! Men's A Doubles Round-Robin. Timed rounds, rotating partners. Must be 4.5 level or above.

When: Saturday, October 4, 11am to 2pm

Cost: \$25/player

What for: Some of the entry fee goes for the keg, the balls and materials, the winner gets their entry fee back!

Name	NTRP	Phone	Email
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
Waiting List			
1.			
2.			

B. MATCH SCORING OPTIONS

1. **Scoring: Players get one point for each game their team wins during each of the rounds.** If some players end up playing fewer rounds than others, add in their average score for the rounds missed. The outcome is a very accurate ranking of the players/teams.
2. **Match Formats: Tournament Directors have a wide variety of match formats to choose from:**
 - a. **Timed Rounds** work great to keep the matches going. Some traditionalists may protest, but you'll find once tried, players love it. Timed rounds speed up play, and it's a plus that everyone ends at the same time. You may be amazed how short the rounds can be and still be super fun.
 - b. **A set number of games** works well as it takes a consistent amount of time to play.
 - c. **A set number of points works well also.**
 - d. Short sets to 4 are also consistent in terms of match duration.. (No-ad, sets to 4 games with a 9 point tie break at 3-all.)
 - e. **7 point-tie break**
 - f. **10 point Match Tie-Break**
 - g. **One Set.** This works well if you have a small draw, and only 2 or 3 rounds are possible.
 - h. See the USTA Manual for all acceptable scoring formats.
3. **Always use No-ad scoring.** This helps keep games more consistent in duration.
4. Based on how many entrants you have, here is a chart that shows how many courts you'll need and recommended match formats.

HOME III. How to Run a Level 7 Tournament

Singles:			
	Time Limit	Matches played / Tourn rounds	Scoring System
3 participants	75 min	2 matches / 3 rds	3/5 short sets to 4, no-ad, tb at 3-all
4 participants	60 min	3 matches / 3 rds	2/3 short sets to 4, no-ad, tb at 3-all
5 participants	45 min	4 matches / 5 rds	2/3 short sets to 4, no-ad, tb at 3-all
6 participants	30 min	5 matches / 5 rds	1 short set to 4, no-ad, tb at 3-all
7 participants	15 min	6 matches / 7 rds	1 short set to 4, no-ad, tb at 3-all
8+ participants	10-12 min	7 matches / 8 rds	10-point tie-breaker
Doubles rotating partners:			
4 participants	60 min	3 matches / 3 rds	2/3 short sets to 4, no-ad, tb at 3-all
5 participants	45 min	4 matches / 5 rds	2/3 short sets to 4, no-ad, tb at 3-all
6 participants	30 min	5 matches / 6 rds	1 short set to 4, no-ad, tb at 3-all
7 participants	15 min	6 matches / 7 rds	1 short set to 4, no-ad, tb at 3-all
8+ participants	10-12 min	7 matches / 8 rds	10-point tie-breaker

C. SCOREBOARD/ROTATIONAL SCHEDULES

Generally speaking the more rounds played, the merrier. 5 rounds is a good number to shoot for and you can play as many as 7 if the rounds are short enough. It's cumbersome doing more than 7 rounds.

Prominently display a good Scoreboard/Rotational Schedule. It provides a way for players to follow along, see where everyone stands, and see what the next round holds. Update after each round. It will show an accurate ranking of the players at the end.

A Universal Scoreboard/Rotational Schedules for any number of players, Singles, Doubles, or Mixed are available in "Resources".

Here is a sample Scoreboard/Rotational Schedule for Doubles, rotating partners, 8 totally fictional players, 2 courts, 7 rounds. With many rotational schedules, some players will play one more match than others. Add in their average round score at the end.

Schedule

Round	Court 1	Court 2
Round 1	1/2 vs. 3/4	5/6 vs. 7/8
Round 2	1/7 vs. 2/8	3/5 vs. 4/6
Round 3	2/6 vs. 3/7	1/5 vs. 4/8
Round 4	2/4 vs. 6/8	1/3 vs. 5/7
Round 5	1/6 vs. 2/5	3/8 vs. 4/7
Round 6	2/3 vs. 5/8	1/4 vs. 6/7
Round 7	1/8 vs. 3/6	2/7 vs. 4/5

HOME III. How to Run a Level 7 Tournament

Scoreboard

Name	Rd 1	Rd 2	Rd 3	Rd 4	Sub Total	Rd 5	Rd 6	Rd 7	Total
1. Tim Claar Annette	4	3	1	4	12	2	3	4	21
2. Daniel Dropshot	4	4	3	3	14	4	4	2	24
3. Mike Vandegrift	2	2	4	4	12	3	4	2	21
4. Steven Cornellio	2	3	3	3	11	4	3	3	21
5. Rafael Nagel	2	2	1	2	7	4	1	3	15
6. Chris Costamagna	2	3	3	4	12	2	2	2	18
7. Jimmy O'Connors	3	3	4	2	12	4	2	2	20
8. Kelly Johnson	3	4	3	4	14	3	1	4	22

D. TOURNAMENT DAY

1. Display the rotational schedule/scoreboard. Fill in the players' names on the Scoreboard as they arrive. This will also serve as check-in.
2. Gather everyone and explain the rotational schedule, the scoring system, to leave the balls on the court after their match, to play fairly, learn their partner's and opponents' names, and to report the scores after each rotation.
3. Give them the balls and set them playing! (If you are using Timed Rounds use a whistle or bell to begin and end each round.)
4. Have someone monitor the Scoreboard to make sure the scores are properly entered each round, and keep the matches going.
5. Start working on the awards.

E. AWARDS CEREMONY

This is an important part of a LEVEL 7 TOURNAMENT. Presenting awards is a fun, simple, and effective way to recognize good sportsmanship and provide tremendous closure. It adds a whole new dimension, and players love it.

1. Having refreshments or snacks at the end is a great way for the players to enjoy each others' company and foster camaraderie. Build the cost of refreshments into the entry fee.
2. Have many awards. Be creative, but be positive. It's better to present someone with "The Fastest Feet" award instead of the "Funniest Hat" award.
3. It is a common mistake to wait too long to determine and fill out the awards. A secret is to start filling them out as early as the second round.
4. See the "Resources" section for a list of sample awards. It's a good idea to print several Universal Awards before-hand. You can just fill in, by hand, the names and even what the award is for, on tournament day as you see fit.
5. Give the awards out right away when the matches are done. Do not wait as players begin to go home.
6. To make it easier and more fun, have others help you come up with the awards.

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III. FUN, CREATIVE IDEAS

1. TIMED ROUND ROBINS FOR SINGLES, DOUBLES OR MIXED DOUBLES.

Recommendations:

4 players: 3 Rounds, 35 min/round

5 players: 4 Rounds, 25 min/round

6-7 players: try to avoid this number. If stuck, have those sitting out play one on one doubles or 2 against 1 triples.

4-5 Rounds: 15-20 minutes

8 players or more: 5-7 Rounds: 12-15 min/round

Rules:

- Do not start play until the whistle blows.
- Play ends when the whistle blows again.
- Scoring is no-ad.
- You get one point for each game that your team wins during each round.
- If the whistle blows in the middle of a point...finish the point.
- Whoever is ahead in the game when the ending whistle blows gets that game.
- If the whistle blows in the middle of a game and it's tied, then play one more point to determine who gets that game.
- Players have 5 minutes between rounds to report their scores, and to see what court they play on next and with whom.
- Planning on staying for a cool down, prizes, awards ceremony at the end!

2. I LOVE MY DOUBLES PARTNER

- Sign up as an individual
- Play a total of 9 games with 6 different partners. 3 before lunch and 3 after.
- Each team gets one point for each game won.

3. GET READY FOR LEAGUE! A LEAGUE PLAYER NTRP FORMAT

- Shake the rust off, work with coordinators to find an open weekend preferably where there has been a lapse between seasons to drive interest in getting ready for the next league.
- Use the league coordinators and league captains to recruit and run.
- 4 league teams submit 4 players to compete. (16 players, 4 courts needed).
- Timed round robin.
- New opportunity for teams to compete in a fun, competitive, and social arena
- Increase the social element, everyone gets to see everyone.



4. GAME. SET. MONEY.**(A COMBINATION OF THREE, 1-DAY EVENTS)**

Variation: Compete in singles or doubles teams (same gender or mixed)

Number of Courts: varies depending on number of players & teams

Draw type: Compass

Rules:

- Exciting series of 3 adult play events that culminate in a fourth prize money invitational event.
- Organize three separate one-day events as qualifiers for the final event.
- Fourth (and final) event will be the final prize money invitational event.
- Each round is timed to ensure predictable schedules for players.
- Organized as a one-day event.

5. TEAM PLAY

- Sign up as teams of 3 men and 3 women of the same level.
- Or they could sign up individually and be put on teams
- Each match is a men's doubles, a women's doubles and a mixed doubles
- It's best to have an even number of teams so that there is no waiting to play.
- Match format depends upon the number of teams competing

6. COMPASS ROUND-ROBIN TOURNAMENTS

You will need to have exactly 8 teams, or a multiple of 8 teams, to make this work. Everyone will play 3 matches.

- The draw is set up like a normal draw with the teams listed down the page.
- 1st round: Winners move East and the others move West.
- 2nd round: East winners move East, East losers move North
- West winners move West, West losers move South
- 3rd round: This becomes a CHAMPIONSHIP ROUND as each team is competing for 1st place in their area.
- Have awards at the end and include sportsmanship.

7. CHALLENGE COURT

- Quick Sign ups the day before, or even that day. This is an event which provides an alternative for the player who does not want to commit.
- Enter depending on how a player feels, how they are playing
- “Challenge Court” style approach and feel, for players who like to play on the fly
- Play for 15 minutes then those teams that are ahead move up one court number and those who are behind move down one court
- Partners split up each round (you don’t have to do it this way but it helps to keep one team on top of the hill forever!). If you are mixed doubles it’s easy. If you are playing men’s or women’s doubles then spin a racquet to see how the teams divide up.

8. TIIMED MATCH, ROUND-ROBIN TOURNAMENT (MATCHES HAVE A MAXIMUM TIME LIMIT.)

- There is a huge amount of time lost between getting the balls at the tournament desk and serving the first serve of the match. This format will do a tremendous job of minimizing time to get the match going and will help to keep the round robin on schedule.
- You can plan on exactly when the tournament will end
- Post sign-ups ahead of time so you can plan your court usage.
- Plan on taking about 2.5 - 3.5 hours to run the whole event.
- Players accumulate one point for each game they win each round.
- It's been most fun if players are allowed to sign up without a doubles partner and we rotate partners each round.
- Use a whistle, bell or actual timer to time the rounds. This will avoid bickering.
- Whomever is ahead in the game gets that game for their point total. This also helps to speed up play

HOME: IV. Fun, Creative Ideas

Singles:			
	Time Limit	Matches played / Tourn rounds	Scoring System
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8+ participants	10-12 min	7 matches / 8 rds	10-point tie-breaker
Doubles rotating partners:			
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V. RESOURCES

ROUND-ROBIN ROTATIONAL SCHEDULES FOR ANY NUMBER OF SINGLES, DOUBLES OR MIXED DOUBLES PLAYERS OR TEAMS.

Schedule

	Court	Court
Round 1	1/2 vs. 3/4	5/6 vs. 7/8
Round 2	1/7 vs. 2/8	3/5 vs. 4/6
Round 3	2/6 vs. 3/7	1/5 vs. 4/8
Round 4	2/4 vs. 6/8	1/3 vs. 5/7
Round 5	1/6 vs. 2/5	3/8 vs. 4/7
Round 6	2/3 vs. 5/8	1/4 vs. 6/7
Round 7	1/8 vs. 3/6	2/7 vs. 4/5

SCOREBOARDS

Name	Rd 1	Rd 2	Rd 3	Rd 4	Sub Total	Rd 5	Rd 6	Rd 7	Total
1.									
2.									
3.									
4.									
5.									
6.									
7.									
8.									

SIGN-UP POSTERS

4.5 Men's Doubles Tournament

What: Non-stop action! Men's A Doubles Round-Robin. Timed rounds, rotating partners. Must be 4.5 level or above.

When: Saturday, October 4, 11am to 2pm

Cost: \$25/player

What for: Some of the entry fee goes for the keg, the balls and materials, winner gets their entry fee back!

Name	NTRP	Phone	Email
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			

Waiting List

1.
2.

SCORESHEETS

6 Players, Singles

	<i>Court 5</i>	<i>Court 6</i>	<i>Court 7</i>
Round 1	2 vs 3	4 vs. 5	1 vs. 6
Round 2	1 vs. 2	3 vs. 4	5 vs. 6
Round 3	1 vs. 3	2 vs. 5	4 vs. 6
Round 4	1 vs. 4	3 vs. 5	2 vs. 6

Name	Rd 1	Rd 2	Rd 3	Rd 4	Total
1					
2					
3					
4					
5					
6					

SCORESHEETS

Schedule for 9 Players

	<i>Court</i>	<i>Court</i>	<i>Out</i>
Round 1	1/6 vs. 9/5	3/8 vs. 4/7	2
Round 2	2/3 vs. 5/8	9/4 vs. 6/7	1
Round 3	1/8 vs. 3/6	2/7 vs. 4/5	9
Round 4	1/2 vs. 3/9	5/6 vs. 7/8	4
Round 5	1/9 vs. 2/8	3/5 vs. 4/6	7
Round 6	1/5 vs. 4/8	2/4 vs. 3/7	6
Round 7	1/7 vs. 6/9	2/5 vs. 3/4	8

Name	Rd 1	Rd 2	Rd 3	Rd 4	Sub Total	Rd 5	Rd 6	Rd 7	Total	Playoffs
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										
9.										
10.										

SCORESHEETS

10 players, Doubles (with rotating partners)

	<i>Court</i>	<i>Court</i>	<i>Out</i>
Rd 1	1/2 vs.3/4	5/6 vs. 7/8	9 10
Rd 2	9/1 vs.2/3	4/5 vs. 6/10	7 8
Rd 3	2/8 vs. 4/10	7/1 vs. 3/9	5 6
Rd 3	5/1 vs. 7/9	6/8 vs.10/2	3 4
Rd 3	3/10 vs. 4/6	5/7 vs. 8/10	1 2
Rd 3	1/3 vs.2/4	5/8 vs. 7/10	6 9
Rd 3	6/9 vs. 1/8	2/5 vs. 7/3	4 10

Name	Rd 1	Rd 2	Rd 3	Rd 4	Sub Total	Rd 5	Rd 6	Rd 7	Total	Playoffs
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										
9.										
10.										

SCORESHEETS

12 players, rotating partners

	<i>Court</i>	<i>Court</i>	<i>Out</i>	<i>Alternates</i>
Round 1	1/ 2 vs.3/4	5/6 vs. 7/8	9/10 vs.11/12	1.
Round 2	3/6 vs. 7/10	1/4 vs. 9/12	2/11 vs. 5/8	
Round 3	4/11 vs. 7/12	2/9 vs. 3/8	1/6 vs. 5/10	2.
Round 4	3/10 vs. 5/12	1/8 vs.2/7	4/9 vs. 6/11	
Round 5	1/10 vs. 8/11	3/12 vs. 6/9	2/5 vs. 4/7	3.
Round 6	1/12 vs. 6/7	4/5 vs. 10/11	2/3 vs. 8/9	
Round 7	2/6 vs. 3/11	7/9 vs. 8/10	1/5 vs. 4/12	4.
Round 8	Play Offs??			

Name	Rd 1	Rd 2	Rd 3	Rd 4	Sub Total	Rd 5	Rd 6	Rd 7	Total	Playoffs
1.										
2.										
3.										
4.										
5.										
6.										
7.										
8.										
9.										
10.										
11.										
12.										

SCORESHEETS

Schedule for 13 players

	<i>Court</i>	<i>Court</i>	<i>Court</i>	<i>Out</i>
Round 1	1,2 vs 7,8	3,4 vs 9,10	5,6 vs 11,12	13
Round 2	2,3 vs 8,9	4,5 vs 10,11	6,7 vs 12,13	1
Round 3	1,13 vs 2,4	5,7 vs 6,8	9,11 vs 10,12	3
Round 4	3,12 vs 4,13	5,11 vs 6,10	7,9 vs 8,1	2
Round 5	2,6 vs 13,9	5,8 vs 7,10	3,11 vs 1,12	4

SCORESHEETS

Universal Scoreboard

Name	Rd 1	Rd 2	Rd 3	Rd 4	Rd 5	Rd 6	Rd 7	Total
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								
14.								
15.								
16.								
17.								
18.								
19.								
20.								

CERTIFICATE

★ **CERTIFICATE OF EXCELLENCE** ★

Put your tournament name here

This certificate is presented to

.....

for excellence in

.....

.....

Signature

.....

Date

