



12 & 14 and under L7 Futures Circuit Tournament Regulations

July 2015

EVENT DURATION: 1 day

MATCH PLAY FORMAT: 6 game *No-ad Pro Sets* with 7 point *Set Tiebreak*.

Pro Set: First player to reach 6 games, provided there is a margin of 2 games.
At 6-6 play a 7 point tiebreak to decide the set.

Set Tiebreak: First player to 7 points by a margin of 2 points.

No-ad scoring: First player to win 4 points wins 1 game.

DRAW FORMAT: Singles draws are round-robin flights with 3, 4, 5, 6 or 7 players per flight.
Players play 2 matches in flights of 3, and 3 matches in flights of 4, 5, 6 or 7
(in a flight of 5 or 7 one player at random plays 4 matches).

PLAYER SELECTION: Players are selected to *Flights* in descending order as listed on most recent published standing list. ***Example:*** with 10 players the 4 highest listed players will be in one flight, and the next 6 highest listed players will be in a second flight.

Tournament director has the right to limit the size of the draw if this limit is posted prior to the registration (entries) open date on the tournament home page on the TennisLink schedule and provided selection is done using a bottom up approach whereby the unranked and lowest ranked players on the most current standing list available are selected first until the draw limit is reached.

ROUND ROBIN FLIGHT SET UP: [note: if only 2 players are available do not run the event]

# of players	# of players per flight	# of players	# of players per flight	# of players	# of players per flight
3	3	14	4, 4, 6	25	4, 4, 4, 4, 4, 5
4	4	15	4, 5, 6	26	4, 4, 4, 4, 4, 6
5	5	16	4, 4, 4, 4	27	4, 4, 4, 4, 5, 6
6	6	17	4, 4, 4, 5	28	4, 4, 4, 4, 4, 4, 4
7	7	18	4, 4, 4, 6	29	4, 4, 4, 4, 4, 4, 5
8	4, 4	19	4, 4, 5, 6	30	4, 4, 4, 4, 4, 4, 6
9	4, 5	20	4, 4, 4, 4, 4	31	4, 4, 4, 4, 4, 5, 6
10	4, 6	21	4, 4, 4, 4, 5	32	4, 4, 4, 4, 4, 4, 4, 4
11	6, 5	22	4, 4, 4, 4, 6	33	4, 4, 4, 4, 4, 4, 4, 5
12	4, 4, 4	23	4, 4, 4, 5, 6	34	4, 4, 4, 4, 4, 4, 4, 6
13	4, 4, 5	24	4, 4, 4, 4, 4, 4	35	4, 4, 4, 4, 4, 4, 5, 6

TDM PROCEDURES 1-12

1. Use steps 1- 4 in “**TD #1 Follow These Steps**” to select players and complete initial TDM steps
2. Be sure that the “**Lock Players**“ box has a check mark - **important step!**
3. Be sure that the “**Hide Seeds**” and “**Hide Competitors**” boxes are checked - **important step!**
 - o If not: **Publish Options** link - > check the boxes > Save and Close
4. Click on Event titles. Confirm that all players are entered into the correct event
5. Check that B12/14 and G112/17 L7 Draw Types. Events must show as “Round Robin”
 - o If not: Edit Event menu > Draw Type > change to “Round Robin” > OK
6. Auto-seed **ALL** players in each Round Robin event (ex: 13 players in B10 > seed 13 players)

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7. Review **ROUND ROBIN FLIGHT SET UP** above for the number of Round Robin flights that are needed. (ex: 13 players in B10 > 3 flights needed with 4, 4, 5 players)
8. Split each gender's Round Robin event. Then distribute the players.
 - o Split Event menu > specify correct number of events (ex: 3 events for 13 players) > **specify "Colors"** > **uncheck** "Split players across events" > OK
 - o Move players - "drag & drop" - into the flights. **Place SIBLINGS in different flights.**
 - Put the top seeds together in one flight (ex: 4 players/seeds 1-4 in Flight Red)
 - Move next group of players to a 2nd flight (ex: 4 players/seeds 5-8 in Flight White).
 - Continue moving players until flights are filled. Place the lowest seeds/unseeded players together in a flight (ex: 5 players in Flight Blue)
To move players: click on the first player's name and then shift-click or ctrl-click on the additional players' names. Use dotted "handle" at left of player name to drag & drop highlighted names to title bar of the new RR flight
9. Un-seed all players for each event. Manual Seed menu > change all seed #s to 0-zero > OK
10. Check/update correct number of rounds for each flight
 - o Edit event > Round Limit = 3 for 3, 4, 6 players; Round Limit = 4 for 5 **or 7** players > OK
11. Show Seeds and Competitors – reverse of Step #3
12. Make draws, schedule start times, play matches, and enter scores as usual (per **TD #1** document)

TDM Technical Assistance: E-mail Linkteam@usta.com

TDM Info Center : <http://www.usta.com/tdm> TDM-web FAQs:

<http://www.usta.com/TennisLink/faq/>

DETERMINING AWARDS:

Player who wins highest % of matches in each flight is the winner of that flight and receives an award.

Wins: Includes wins against a player who defaults, withdraws or retires.

Defaults, withdrawals, walkovers: Do not have game scores and do not count toward % of games won.

Retirements: Include game scores; they do count toward % of games won.

Tiebreak: Counts as 1 game toward % of games won.

If two players are tied, the winner of the head-to-head match is the winner.

If three or more players are tied, the winner is determined by using the first of the following methods that successfully breaks the tie: The win-loss record (head-to-head) in matches involving just the tied players; The player with the highest percentage of games won of all games played (games won divided by total games played). To the extent that the above methods eliminate players from consideration at any step, the win-loss record between the remaining players shall be considered before going on to the next step. If at any point only two entrants remain tied, then the head-to-head result (if played) between these two entrants determines the winner.

If a tie cannot be broken after all the steps are employed, it is suggested to give both players an award or a random drawing between the remaining tied entrants shall be used to determine the winner.

Total Event time needed: Total number matches (A), divided by number of courts (B), multiplied by average time per match (C) plus time for warm up and player talk (D) = Total event time needed.

Total courts required: Total number matches (a) multiplied by average time per match (b), divided by overall time allotted for event, minus warm up/orientation = Total courts required.