



RESOURCE GUIDE FOR NON-ELIMINATION FORMATS

The purpose of these resources is to assist Tournament Directors in the process of making draws and creating schedules for non-elimination tournaments. The following are guidelines to follow to insure kids play multiple matches and the tournament stays within the appropriate duration.

Basic Competitive Guidelines for Half-day Events

* The age divisions will be 4 hours or less although the tournament may have a sanction for 1 or 2 days. Scheduling in blocks of time is called Block Scheduling. It guarantees a start and end time.

**Frequency refers to how often the kids play. 50% means they play 1/2 the time. 66% means they play 2/3 of the time

Age Divisions	8U	10U	12U-18U
*Event Duration	2 Hours or Less	4 Hours or Less	4 Hours or Less
Match Minimums	4	4	3
**Frequency	50-66%	50%ormore	50%ormore
Scoring	1 Tiebreak Game 2 out of 3 Tiebreak Games (Win by 1) 10-15 Min. Timed Matches	1 Short Set to 4 2 out of 3 Short Sets (Win by 1 & No-ad) 20 Min. Timed Matches	1 Setto6 2 out of 3 Short Sets (Win by 1 & No-ad) 30 Min. Timed Matches

FORMAT RECOMMENDATION SHEET

8 AND UNDER

Size	Draw Option	# of Players in Groups	Playoff Option	Scoring Format	Minimum Courts Needed to Run This Option	Finish Minutes	Finish Hours
3	1 RR	3		2 out of 3 tiebreak games or 20 minute timed match	1	70	1:10
4	1 RR	4		15 minute timed match	1	100	1:40
5	1 RR	5		2 out of 3 tiebreak games or 20 minute timed match	2	110	1:50
6	1 RR	6		1 tiebreak or 10 minute timed match	2	90	1:30
7	1 RR	7		1 tiebreak or 10 minute timed match	2	120	2:00
8	1 RR	8		1 tiebreak or 10 minute timed match	2	150	2:30
9	2RR	4,5	Playoff matches (use order of finish)	1 tiebreak or 10 minute timed match	3	80	1:20
10	2RR	5,5		1 tiebreak or 10 minute timed match	3	80	1:20
11	2RR	5,6		1 tiebreak or 10 minute timed match	3	90	1:30
12	2RR	6,6		1 tiebreak or 10 minute timed match	3	110	1:50
13	2RR	6,7		1 tiebreak or 10 minute timed match	4	100	1:40
14	2RR	7,7		1 tiebreak or 10 minute timed match	4	120	2:00
15	3RR	5,5,5		1 tiebreak or 10 minute timed match	4	90	1:30
16	3RR	5,5,6		1 tiebreak or 10 minute timed match	4	100	1:40
16	Compass Draw	16		1 tiebreak or 10 minute timed match	4	90	1:30
17	3RR	5,6,6		1 tiebreak or 10 minute timed match	5	90	1:30
18	3RR	6,6,6		1 tiebreak or 10 minute timed match	5	100	1:40
19	3RR	6,6,7		1 tiebreak or 10 minute timed match	5	110	1:50
20	3RR	6,7,7		1 tiebreak or 10 minute timed match	5	120	2:00
21	3RR	7,7,7		1 tiebreak or 10 minute timed match	6	120	2:00
22	4RR	5,5,6,6		1 tiebreak or 10 minute timed match	6	90	1:30
23	4RR	5,6,6,6		1 tiebreak or 10 minute timed match	6	100	1:40
24	3RR	8,8,8		1 tiebreak or 10 minute timed match	6	150	2:30
25	4RR	6,6,6,7		1 tiebreak or 10 minute timed match	7	100	1:40
26	4RR	6,6,7,7		1 tiebreak or 10 minute timed match	7	110	1:50
27	4RR	6,7,7,7		1 tiebreak or 10 minute timed match	7	120	2:00
28	5RR	6,6,6,5,5		1 tiebreak or 10 minute timed match	7	100	1:40
29	5RR	6,6,6,6,5		1 tiebreak or 10 minute timed match	8	100	1:40
30	5RR	6,6,6,6,6		1 tiebreak or 10 minute timed match	8	100	1:40
31	5RR	6,6,6,6,7		1 tiebreak or 10 minute timed match	8	110	1:50
32	5RR	6,6,6,7,7		1 tiebreak or 10 minute timed match	8	120	2:00
32	Alternate Option: Two16 Compass Draws	16, 16		1 tiebreak or 10 minute timed match	8	90	1:30

FORMAT RECOMMENDATION SHEET

10 AND UNDER

Size	Draw Option	# of Players in Groups	Playoff Option	Scoring Format	Minimum Courts Needed to Run This Option	Finish Minutes	Finish Hours
3	1 RR	3		2 out of 3 short sets w/breaker for 3rd	1	145	2:25
4	1 RR	4		1 short set or 20 min. timed matches	1	130	2:10
5	1 RR	5		1 short set or 20 min. timed matches	2	110	1:50
6	1 RR	6		1 short set or 20 min. timed matches	2	170	2:50
7	1 RR	7		1 short set or 20 min. timed matches	2	230	3:50
8	2 RR	4,4	Playoff matches (use order of finish)	1 short set or 20 min. timed matches	2	170	2:50
9	2 RR	4,5	Playoff matches (use order of finish)	1 short set or 20 min. timed matches	3	170	2:50
10	2 RR	5,5		1 short set or 20 min. timed matches	3	150	2:30
11	2 RR	5,6		1 short set or 20 min. timed matches	3	170	2:50
12	2 RR	6,6		1 short set or 20 min. timed matches	3	210	3:30
13	2 RR	6,7		1 short set or 20 min. timed matches	4	190	3:10
14	2 RR	7,7		1 short set or 20 min. timed matches	4	230	3:50
15	3 RR	5,5,5		1 short set or 20 min. timed matches	4	170	2:50
16	3 RR	5,5,6		1 short set or 20 min. timed matches	4	190	3:10
16	Alternate Option Compass Draw	16		1 short set or 20 min. timed matches	4	170	2:50
17	3 RR	5,6,6		1 short set or 20 min. timed matches	5	170	2:50
18	3 RR	6,6,6		1 short set or 20 min. timed matches	5	190	3:10
19	3 RR	6,6,7		1 short set or 20 min. timed matches	5	210	3:30
20	4 RR	5,5,5,5		1 short set or 20 min. timed matches	5	170	2:50
21	4 RR	5,5,5,6		1 short set or 20 min. timed matches	6	170	2:50
22	4 RR	5,5,6,6		1 short set or 20 min. timed matches	6	170	2:50
23	4 RR	5,6,6,6		1 short set or 20 min. timed matches	6	190	3:10
24	4 RR	6,6,6,6		1 short set or 20 min. timed matches	6	210	3:30
25	5 RR	5,5,5,5,5		1 short set or 20 min. timed matches	7	150	2:30
26	5 RR	5,5,5,5,6		1 short set or 20 min. timed matches	7	170	2:50
27	5 RR	5,5,5,6,6		1 short set or 20 min. timed matches	7	190	3:10
28	5 RR	5,5,6,6,6		1 short set or 20 min. timed matches	7	190	3:10
29	5 RR	5,6,6,6,6		1 short set or 20 min. timed matches	8	190	3:10
30	5 RR	6,6,6,6,6		1 short set or 20 min. timed matches	8	190	3:10
31	6 RR	5,5,5,5,5,6		1 short set or 20 min. timed matches	8	170	2:50
32	6 RR	5,5,5,5,6,6		1 short set or 20 min. timed matches	8	190	3:10
32	Alternate Option: Two Compass Draws	16, 16		1 short set or 20 min. timed matches	8	170	2:50

FORMAT RECOMMENDATION SHEET

12 AND UNDER-18 AND UNDER

Size	Draw Option	# of Players in Groups	Scoring Format	Minimum Courts Needed to Run This Option	Finish Minutes	Finish Hours
3	1 RR	3	2 out of 3 short sets w/breaker for 3rd	1	145	2:25
4	1 RR	4	1 set or 30 minute timed matches	1	190	3:10
5	1 RR	5	1 set or 30 minute timed matches	2	160	2:40
6	1 RR	6	1 set or 30 minute timed matches	2	250	4:10
7	1 RR	7	1 set or 30 minute timed matches	3	220	3:40
8	2 RR	4,4	1 set or 30 minute timed matches	2	190	3:10
8	Alternate Option: Compass Draw	8	1 set or 30 minute timed matches	2	190	3:10
9	2 RR	4,5	1 set or 30 minute timed matches	3	190	3:10
10	2 RR	5,5	1 set or 30 minute timed matches	3	220	3:40
11	2 RR	5,6	1 set or 30 minute timed matches	3	250	4:10
12	3 RR	4,4,4	1 set or 30 minute timed matches	3	190	3:10
13	3 RR	4,4,5	1 set or 30 minute timed matches	4	190	3:10
14	3 RR	4,5,5	1 set or 30 minute timed matches	4	220	3:40
15	3 RR	5,5,5	1 set or 30 minute timed matches	4	250	4:10
16	4 RR	4,4,4,4	1 set or 30 minute timed matches	4	190	3:10
16	Alternate Option: Compass Draw	16	1 set or 30 minute timed matches	4	250	4:10
17	4 RR	4,4,4,5	1 set or 30 minute timed matches	5	190	3:10
18	4 RR	4,4,5,5	1 set or 30 minute timed matches	5	190	3:10
19	4 RR	4,5,5,5	1 set or 30 minute timed matches	5	220	3:40
20	5 RR	4,4,4,4,4	1 set or 30 minute timed matches	5	190	3:10
21	5 RR	4,4,4,4,5	1 set or 30 minute timed matches	6	190	3:10
22	5 RR	4,4,4,5,5	1 set or 30 minute timed matches	6	190	3:10
23	5 RR	4,4,5,5,5	1 set or 30 minute timed matches	6	220	3:40
24	6 RR	4,4,4,4,4,4	1 set or 30 minute timed matches	6	190	3:10
25	6 RR	4,4,4,4,4,5	1 set or 30 minute timed matches	7	190	3:10
26	6 RR	4,4,4,4,5,5	1 set or 30 minute timed matches	7	190	3:10
27	6 RR	4,4,4,5,5,5	1 set or 30 minute timed matches	7	220	3:40
28	6 RR	4,4,5,5,5,5	1 set or 30 minute timed matches	7	220	3:40
29	6 RR	4,4,5,5,5,6	1 set or 30 minute timed matches	8	220	3:40
30	6 RR	4,5,5,5,5,6	1 set or 30 minute timed matches	8	250	4:10
31	7 RR	5,5,5,4,4,4,4	1 set or 30 minute timed matches	8	220	3:40
32	Two 16 Compass Draws	16, 16	1 set or 30 minute timed matches	8	250	4:10

TIPS FOR RUNNING A SUCCESSFUL JUNIOR EVENT

Tournament Homepage

- Consider the customer when posting on the TDM homepage. Ideally, list all time blocks in advance. If unsure, publish as much as possible - such as morning or afternoon; or, with a 2-day sanction, which day the division will be held. Also, post in advance when they can find out the final time block and day.

Draws

- Merging draws is combining two age groups or genders into one division. This would be done if there were not enough players entered to guarantee multiple matches. Check first with the section/district staff for specific rules.
- The majority of recommended draws are round robins; just a few have two options of a round robin or compass draw. For larger numbers, you will have multiple round robin groups within a division.
- If running short of time and all kids have gotten their minimum matches, either don't play the final round or stop the round in progress

Scoring Format – Timed Matches

- 8U divisions are played with a point format. For 10-minute matches, players will play a continuous tiebreak game until time is called. For a 15-minute match, if players finish the first tiebreak game, they can start another.
- To determine the winner, add up all points scored for each player. If the match is tied, play one more point.
- For 10U-18U timed matches, players will play a continuous set until time is called (game format).
- To determine the winner, add up all games won. For games in progress, whoever is leading is the winner. If tied, play one more point.

Playoffs

- For the 8s and 10s divisions, 8 players divided into two groups of four will require a play-off to guarantee 4 matches.
- For all age groups, in order to guarantee four matches for a draw of 9, you will have to create playoff draws outside of the wizard in TDM. The group of four will have to play the group of five based on order of finish. The last place player in the group of five will not receive a playoff match. Please contact your section for more information.

Courts

- Try to keep an entire division and/or round robins groups on adjacent courts. If using multiple facilities, try to keep entire divisions and age groups at same site.
- When stand-alone 36' or 60' courts are used, make sure they are scheduled first so that no 78' courts are used unnecessarily.
- Remember, if you are putting down temporary lines for 36' or 60' courts, you will need to add time for set-up and take down.

Tournament Desk

- Have the tournament desk as close to the courts as possible. If you have several different age divisions it is recommended to have multiple tournament desks.
- For 8s and 10s who have shorter matches, it can be as simple as a volunteer with a clipboard that collects scores on court and puts on the next matches.
- With the shorter scoring and timed formats, players can play back-to-back matches. Try to give everyone a rest after two rounds in a row and remember that it does not have to be more than 15 minutes.
- To stay on time with your matches, only allow a warm up before the first match.
- Use a "next on" system - when matches are close to being finished, send the next round of matches out to wait for the court to open.

Before You Start

- Take the opportunity to have a brief meeting explaining the format and expectations before the start of the first round.