Round Robin Format

1. Place participant names on the Round Robin draw sheet (see samples below) in groups ranging in size from four players up to six. If you are familiar with players' abilities, it is always best to group players of similar abilities as it will result in more close competitive matches. (You may also try separating the top four players into each box so that at the end of the round robin you can create a playoff with the top player in each box).

2. Each group will play a round robin using one court (this can be adapted according to the draw size and availability of courts. See table below). 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.

Type of Round Robin	Number of Courts Used	Time Needed for Completion
4 Player (1 Box)	1	4 h 30 min
	2	2 h 15 min
5 Player (1 Box)	1	7 h 30 min
	2	3 h 45 min
6 Player (1 Box)	1	11h 15 min
	2	6 h
	3	3 h 45 min

3. 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.

4. In a round robin, each player plays against every other player in his or her grouping. If you have more than one grouping, it's always fun to incorporate themes such as naming each division after a popular player like Team Nestor, Federer, Nadal, Agassi or Williams etc.

5. 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)

6. For multiple groupings, and if court time allows, you can create new groupings based on the results of the first round robin (e.g. all first place finishers go into one group, all second place finishers go into another group etc). In this model, the initial groupings can be evenly distributed if player abilities are known.