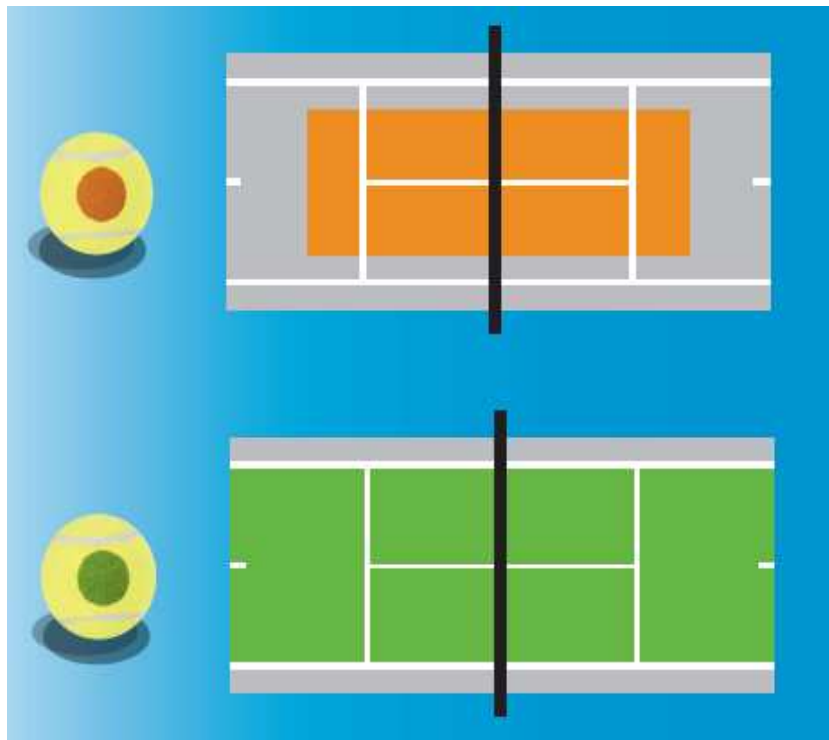


# PROGRESSIVE TENNIS TOURNAMENT ORGANIZATION GUIDE

## U9 ADVANCED TOUR-3/4 COURT COMPETITION



## U10 ADVANCED TOUR-FULL COURT COMPETITION

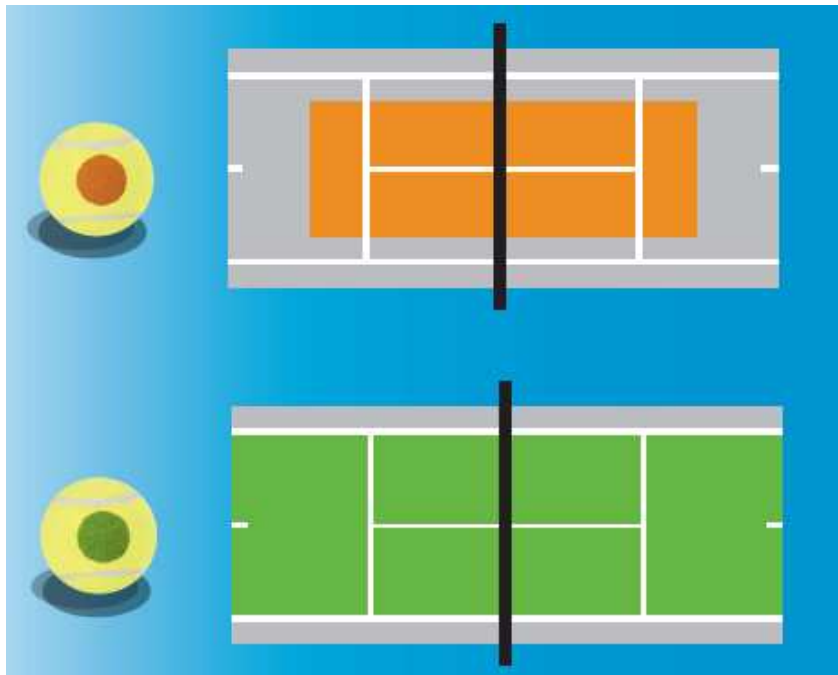
(Updated August 2010)

The logo for Progressive Tennis, featuring a stylized tennis ball in motion above the text "PROGRESSIVE TENNIS".

The logo for Tennis Canada, featuring a stylized tennis ball in motion above the text "TENNIS CANADA".

# Table of Contents

A. Guidelines and checklist for running a progressive orange and green court events	
1. Guidelines for running a progressive event.....	2
2. ¾ court competition set-up.....	3
3. Checklist for running progressive tournaments.....	4
B. Tournament Operation Tools	
1. Tournament sign-up entry sheet.....	5
2. Round robin format instructions.....	6
3. 4 player round robin blank tournament sheet.....	7
4. 5 player round robin blank tournament sheet.....	8
5. 6 player round robin blank tournament sheet.....	9
6. Flight tournament format instructions.....	10
7. Flight tournament blank sheet.....	11
8. Compass tournament format instructions.....	12
9. Compass draw blank sheet (16 player).....	13
10. Compass draw blank sheets (32 player).....	14
11. Team tournament format instructions.....	17
12. Team tournament blank sheets.....	18
13. Skills Competition Games.....	21

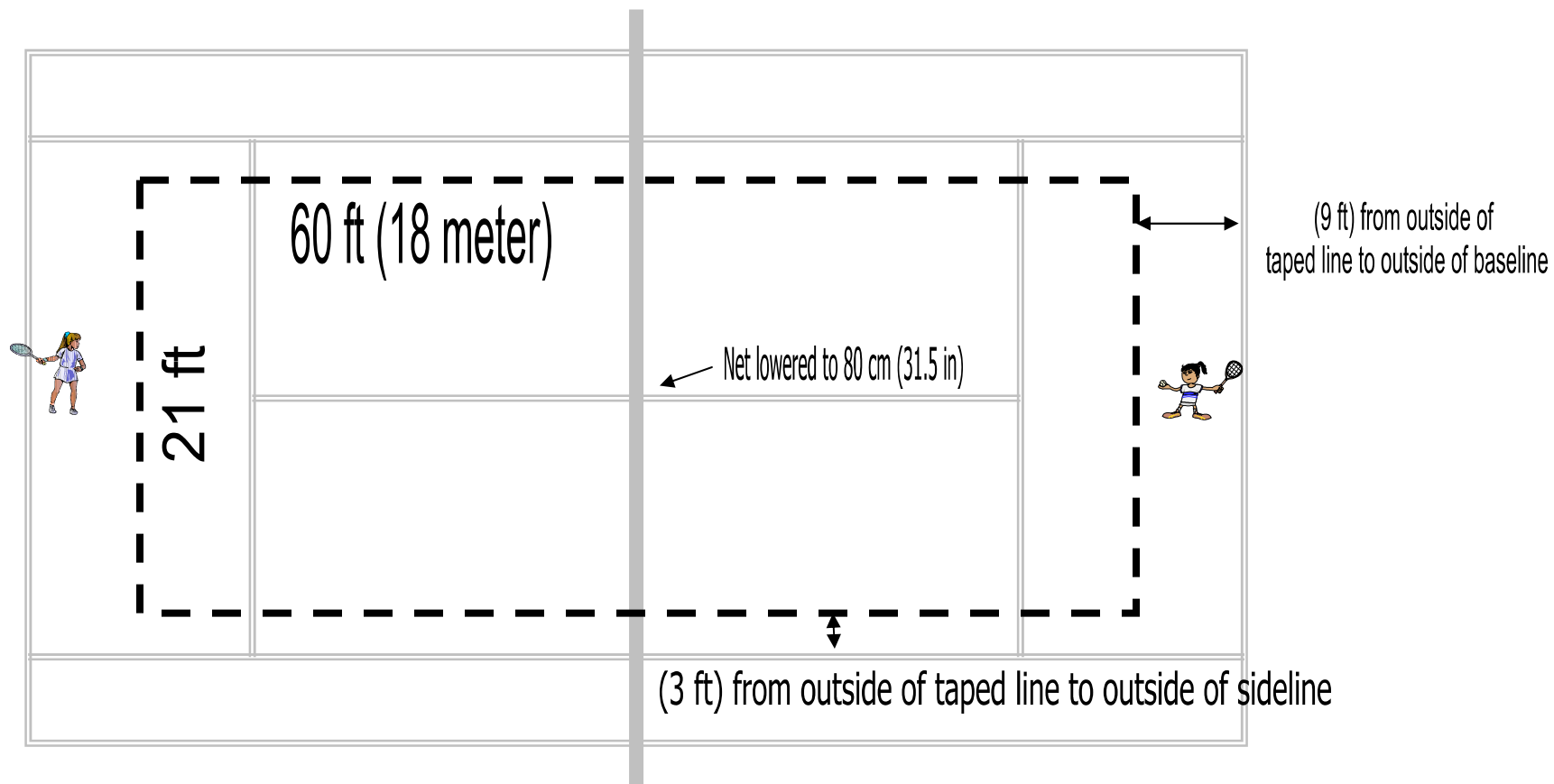


# Guidelines for Running a Progressive Event

The guidelines for running your Progressive Tennis events and ensuring full support from Tennis Canada are as follows:

- The tournament must be a provincially sanctioned event (A tournament which is on your provincial association calendar).
- The **U9 Advanced Tour tournaments** are for boys and girls combined from the ages of 7-9 (No separate draws for boys/girls). Note: It is recommended that entry-level competitors compete in Rogers Rookie Tour Events.
  - In order to be eligible to play in these events in 2010 event participants must be born in the year 2001 or later. In 2011, event participants must be born in 2002 or later.
- The **U10 Advanced Tour tournaments** are for boys and girls and draws should be separated by gender. Note: It is recommended that entry-level competitors compete in Rogers Rookie Tour Events.
  - In order to be eligible to play in these events in 2010 event participants must be born in the year 2000 or later. In 2011, event participants must be born in 2001 or later.
- You must use any tournament format which offers a minimum of 3 matches played per event per junior with a minimum of 45 minutes allotted for each match. Please confirm with your Provincial Tennis Association (PTA), if there is a preferred format for these types of events which may be a requirement for sanctioning. If your provincial association does not have a required format, you can select one of the 4 different tournament formats included in this package. For online versions of these formats and associated draw sheets please visit [www.tenniscanada.com/tournamentformats](http://www.tenniscanada.com/tournamentformats).
- Masking tape must be used for the lines with the proper court specifications. (See 3/4 court competition set-up). **U9 Event only**
- Tournaments must use a roaming umpire or junior staff (one per 2 courts, i.e. 4 courts require 2 helpers) to help run a smooth event by promoting fair play and assisting with any disputes on court.
- The event should be fun and should include a fun 30 minute skills competition of any kind to ensure a memorable event. **U9 Event only**
- Hand out some small prizes for skills competition or most sportsmanlike player (TC will supply prizes). **U9 Event only**
- Each player must receive a gift bag which is provided to you by Tennis Canada. The items of the gift bag will be sent to you prior to the event and the tournament director must ensure that all players receive the gift bag upon sign in. **U9 Event only**
- Ensure that all players have a positive experience and enjoyment of the event.
- All draws with results along with completed player entry sheet must be sent back to your province the following day (Fully complete with players D.O.B.).

## 3/4 Court Competition Set-up



# Check List For Running Progressive Tournaments

## **PRE TOURNAMENT ORGANIZATION AND REGISTRATION**

- Ensure sanctioning of event with your provincial association and ask them to place it on the calendar well in advance
- Communicate with Tennis Canada representative to ensure you have the proper amount of player packages **U9 Event only**
- Get courts booked well in advance as per your club's policy
- Ensure proper ¾ court (orange) balls for U9 or (green) balls for U10 are available for use or else be sure to place your order one month in advance
- Choose a desired registration method(email or phone) and use entry list provided to take the following player information:
  - Players full name
  - Provincial registration/license number
  - Phone number and email to contact
  - Gender, birth date, and current age
- Send entry list the day after deadline to your provincial association
- Confirm with your PTA to see if they have a preferred tournament format. If your provincial association does not have a required format, you can select one of the 4 different tournament formats included in this package.
- Set up your tournament and have start times available 2 days before the tournament
- Print start times neatly to ensure no mistake
- Call all players parents to give them their child's start times along with the expected ending time of the event. Be sure to include a parent meeting 30 minutes before the first round of start times. (To explain rules)
- Arrange to have tournament assistants to help run the event (1 per 2 courts)

## **TOURNAMENT SET-UP**

- Ensure all courts are taped to ¾ court specifications (see ¾ court specifications sheet) **U9 Event only**
- Ensure nets are lowered to 80cm (use net lowering device) **U9 Event only**
- Place 3 balls on each court and number them to the number of the court
- Have big round robin draws visible and posted for all kids and parents to see
- Set up a tournament desk for sign in and reporting the results

## **TOURNAMENT OPERATIONS**

- Ensure everyone has paid their entry fee upon signing in and verify you have all players correct information (entry list) if not completed during registration
- Hand out player package upon sign in **U9 Event only**
- Run quick player/parent meeting about rules
- Respect all court rules and provincial code of conduct (fair play, sportsmanship etc.)
- Select time for skills competition and ensure that all kids participate to ensure fun (see examples provided in booklet). **U9 Event only**
- Hand out participant medals, sportsmanship and skills competition prizes at award ceremony **U9 Event only**

## **POST TOURNAMENT ADMINISTRATION**

- Send in all results to your provincial association including the complete entry list with all players information

**TOURNAMENT NAME:** \_\_\_\_\_

**EVENT (Please select one event per page):**

**DATE:** \_\_\_\_\_

U9 Advanced Tour \_\_\_\_\_

**CLUB:** \_\_\_\_\_

U10 Advanced Tour \_\_\_\_\_

**TOURNAMENT DIRECTOR:** \_\_\_\_\_

	Provincial Licence/ Registration #	Sex (M/F)	First Name	Last Name	D.O.B dd/mm/yyyy	Age Group Participated In	Phone #	Email Address
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								
26								
27								
28								
29								
30								
31								
32								

# 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 3<sup>rd</sup> 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.

# 4 PLAYER ROUND ROBIN

BOX							Wins	Percentage	
								Sets	Games
1									
2									
3									
4									

## SCHEDULE

Round 1	Round 2	Round 3
1 vs 2	1 vs 3	1 vs 4
3 vs 4	2 vs 4	2 vs 3





# 5 PLAYER ROUND ROBIN

BOX									Wins	Percentage	
										Sets	Games
1											
2											
3											
4											
5											

## SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5
1 vs 2	1 vs 3	1 vs 5	1 vs 4	2 vs 3
3 vs 4	2 vs 5	2 vs 4	3 vs 5	5 vs 4
5(Bye)	4(Bye)	3(Bye)	2(Bye)	1(Bye)



# 6 PLAYER ROUND ROBIN

BOX											Wins	Percentage	
												Sets	Games
1													
2													
3													
4													
5													
6													

## SCHEDULE

Round 1	Round 2	Round 3	Round 4	Round 5
1 vs 2	1 vs 3	1 vs 4	1 vs 5	1 vs 6
3 vs 4	2 vs 5	3 vs 5	2 vs 4	5 vs 4
5 vs 6	6 vs 4	2 vs 6	6 vs 3	2 vs 3

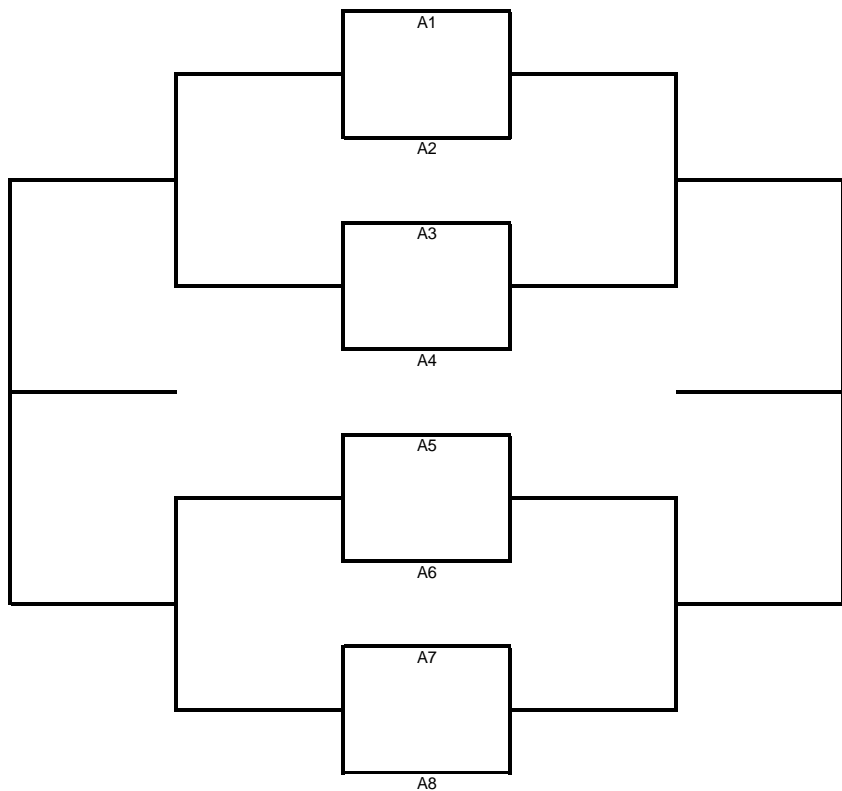


# Flight Format

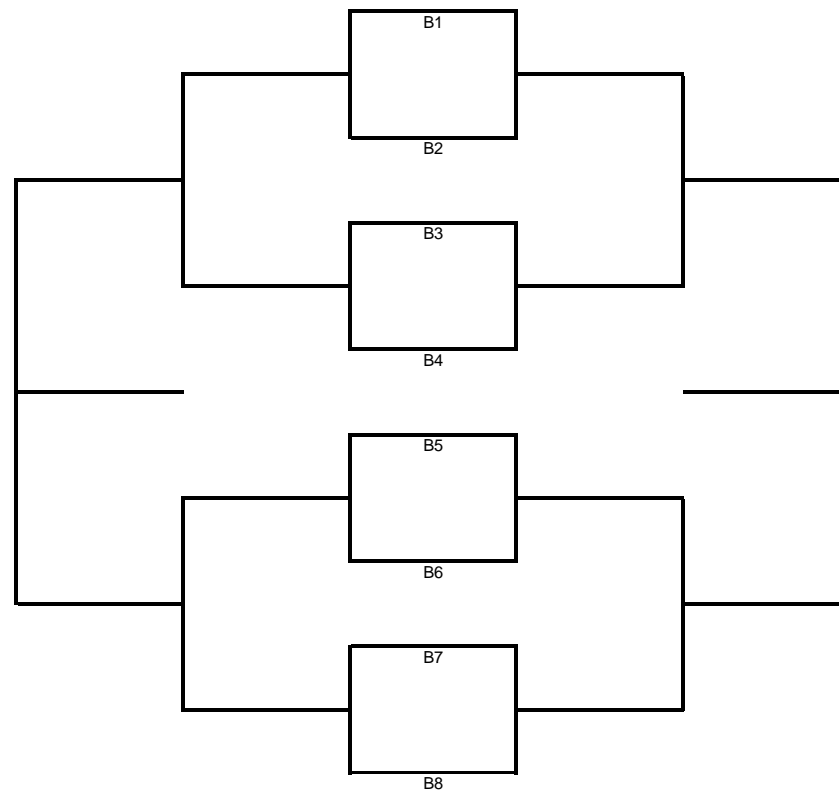
1. This format works best when the tournament director knows the skill level of all the participants. The draws can then be set up accordingly, with one division for more competitive players and the other for less experienced players. The example below is shown with two 8 player draws and the use of four courts. The tournament can be completed in four and a half hours using 45 minute match limits.
2. Matches should be played with a 45-minute time clock. 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.
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 3<sup>rd</sup> set.
4. Format Instructions (which ensures that all players are guaranteed a minimum of three matches.)
  - a. Enter the top eight ranked players’ names in the ‘A draw,’ separating the seeded players.
  - b. Enter the next top ranked eight players’ names in the ‘B draw,’ separating the more competitive players if possible.
  - c. Winners of the first round move to the right side of the draws; losers move to the left of the draws.
  - d. The losers of the semi-finals on the right of the draws are moved to the right side of the semi-final consolation.
  - e. The losers of the semi-finals on the left of the draws are moved to the left side of the semi-final consolation.
5. The tournament champion(s) is the player(s) who has not lost a match.

# FLIGHT TOURNAMENT

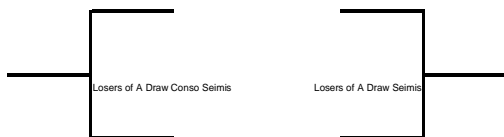
Draw A



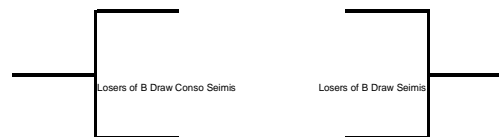
Draw B



A Draw Semi Final Consolations



B Draw Semi Final Consolations

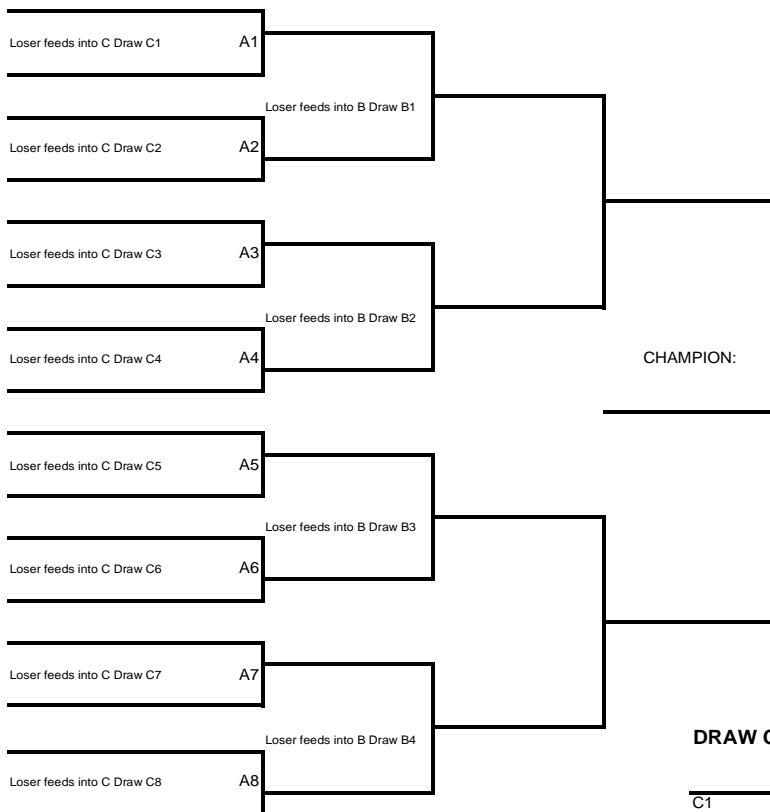


# Compass Draw Format

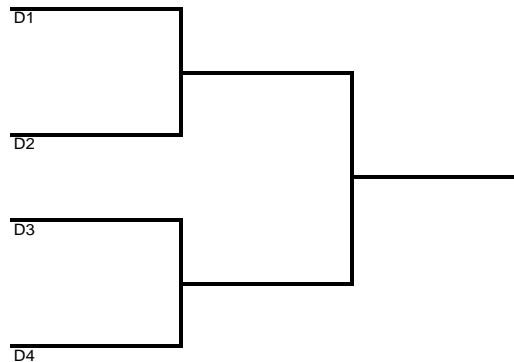
1. This format works best for a more competitive tournament with 16-64 players. First round byes can be distributed if there are not enough players registered. The example below is shown with a 16 player draw and the use of four courts. The tournament can be completed in five and a quarter hours using 45 minute match limits.
2. Matches should be played with a 45-minute time clock. 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.
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 3<sup>rd</sup> set.
4. Following this format, all players are guaranteed a minimum of three matches.
  - a. Enter all player names in the ‘A Draw’ to begin the tournament. (Try to keep seeded players separate.)
  - b. First round winners move to the right side of the ‘A Draw,’ while losers move to the ‘C Draw.’
  - c. The losers of the quarter-final of the ‘A Draw’ are placed into the ‘B Draw.’
  - d. The losers of the quarter-finals of the ‘C draw’ move to the ‘D Draw.’
5. The tournament champion is the player who wins the final of the ‘A draw.’

# COMPASS FORMAT (16 Player)

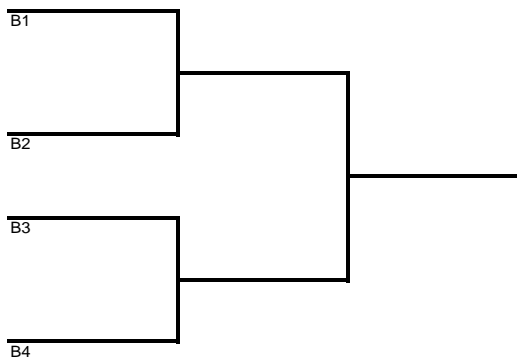
## DRAW A



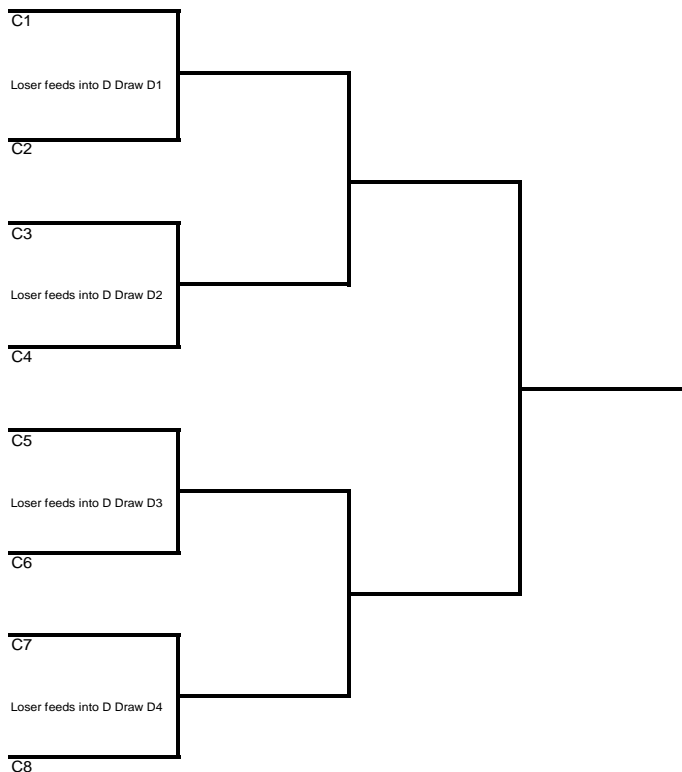
## DRAW D



## DRAW B



## DRAW C



# COMPASS FORMAT (32 Player)

## DRAW A (All players start off here)

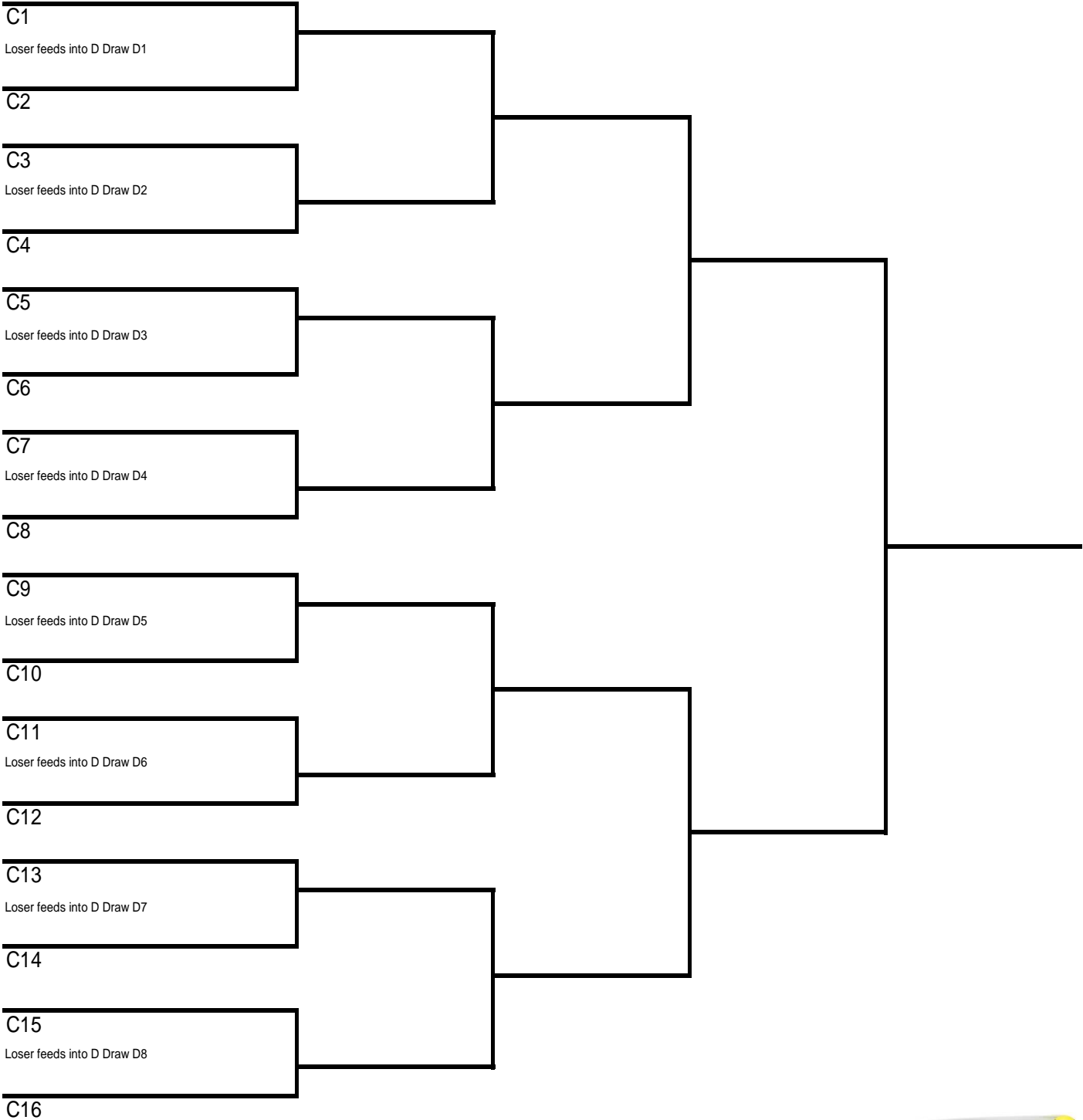


Instructions	
1.	All players start in A draw
2.	First round losers of A draw move into C draw
3.	Second round losers of A draw move into B draw
4.	First round losers of C draw move into D draw



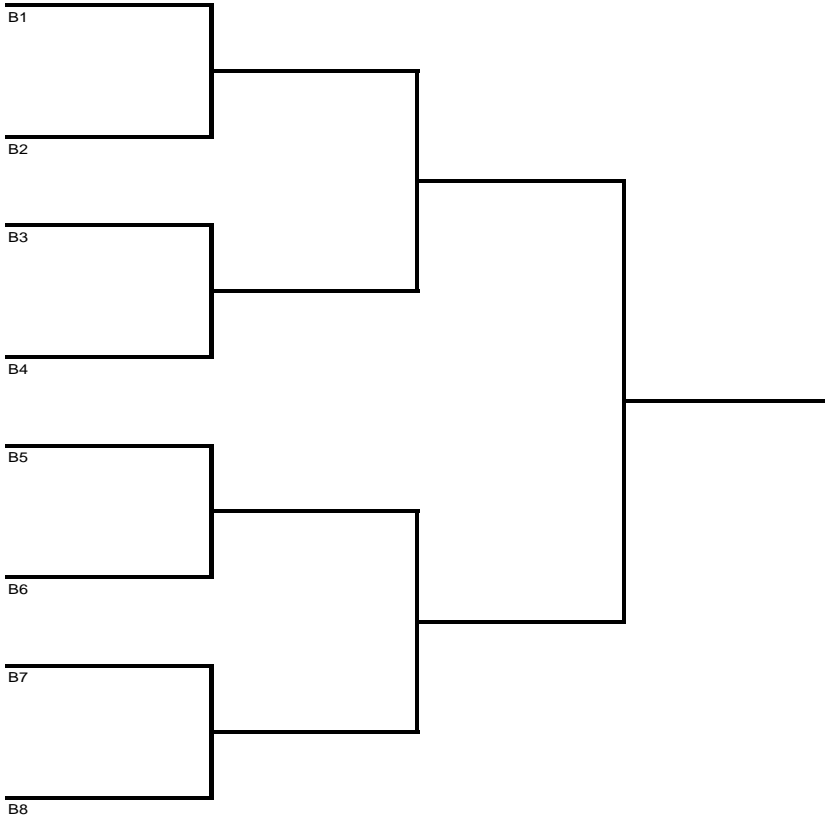
# DRAW C (1st round losers from A Draw)

Instructions
1. First round losers of C draw move into D draw

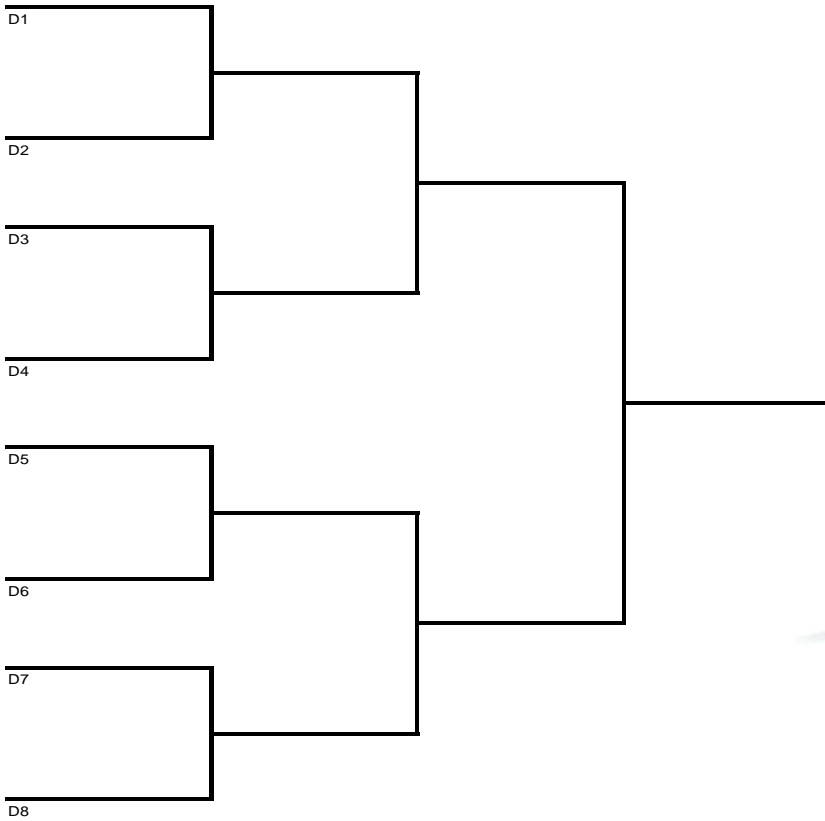




**DRAW B (2nd round losers from A Draw)**



**DRAW D (1st round losers from C Draw)**



# 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.) 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.
4. 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 3<sup>rd</sup> set.
5. 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 6 teams made up of 4 players. Each player earns points for their team depending on where they finish in their grouping. 1<sup>st</sup> place receives 4 points for their team, 2<sup>nd</sup> receives 3 points, 3<sup>rd</sup> receives 2 points and last receives 1 point (this with 4 players in each grouping).
6. 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)
7. 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.

# 4 PLAYER GROUPINGS

	BOX 1					Wins	Percentage		Place	Team Points
							Sets	Games		
1										
2										
3										
4										

	BOX 2					Wins	Percentage		Place	Team Points
							Sets	Games		
1										
2										
3										
4										

	BOX 3					Wins	Percentage		Place	Team Points
							Sets	Games		
1										
2										
3										
4										

	BOX 4					Wins	Percentage		Place	Team Points
							Sets	Games		
1										
2										
3										
4										

## SCHEDULE PER BOX

Round 1	Round 2	Round 3
1 vs 2	1 vs 3	1 vs 4
3 vs 4	2 vs 4	2 vs 3



# 4 PLAYER GROUPINGS

	BOX 5							Wins	Percentage		Place	Team Points
									Sets	Games		
1												
2												
3												
4												

	BOX 6							Wins	Percentage		Place	Team Points
									Sets	Games		
1												
2												
3												
4												

	BOX 7							Wins	Percentage		Place	Team Points
									Sets	Games		
1												
2												
3												
4												

	BOX 8							Wins	Percentage		Place	Team Points
									Sets	Games		
1												
2												
3												
4												

## SCHEDULE PER BOX

Round 1	Round 2	Round 3
1 vs 2	1 vs 3	1 vs 4
3 vs 4	2 vs 4	2 vs 3



# TEAM PAIRINGS

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		

Team \_\_\_\_\_

Players	Points	Tot Games
1		
2		
3		
4		
<b>TEAM TOTAL</b>		



# **Skills Competition Options for ¾ Court Events**

The purpose of the skills competition is to ensure your event has maximum participation and fun involvement for all competitors. The key is to make every competitor want to compete in more ¾ court progressive tennis events. Please set aside a half hour at the beginning to start the event out with excitement or in-between a round of matches or at the end of the competition just before the awards ceremony for your skills competition to take place. Promote the skills competition when you sanction your event with your province and let the parents know about it when they receive their child's start times as well as during sign-in of your event.

## **1. Serve Accuracy**

Each competitor will take 3-5 serves (your choice depending on the number of kids and time factor) in which they will try to hit a target in the service box. You can use a large towel or tape a 2 x 2 meter box in one of the corners of the service box. The winner is the competitor who hits the most targets within the serves allowed. If there is a tie amongst competitors, they can move on to a second round and all others will be eliminated. You can have 3-4 kids going at once as long as you have the help of your junior assistants and some parent volunteers. Ensure the kids are warmed up before going into serving.

## **2. Groundstroke Accuracy**

Each competitor will receive 3 -5 feeds (your choice depending on the number of kids and time factor) to their forehand side in which they will try to hit a target which is placed past the service box in either side of the court. You can use a large towel or tape a 2 x 2 meter box in one of the corners of the baseline. The winner is the competitor who hits the most targets within the number of feeds received. If there is a tie amongst competitors, they can move on to a second round and all others will be eliminated. You can have 3-4 kids going at once as long as you have the help of your junior assistants and some parent volunteers. You can also choose to make it a backhand competition.

## **3. Skipping Competition**

Each competitor will be timed to see how many jumps they can get with both feet side by side and jumping together in a specific time frame (30 seconds minimal to 60 seconds maximum depending on the number of kids and time factor). The winner is the competitor who jumps the most repetitions in the specific time allotted (total count, not in a row). You can have 3-4 kids going at once as long as you have the help of your junior assistants and some parent volunteers. You can also choose a different skipping pattern such as alternate feet if you wish to challenge them more.

## **4. Team Passing Ball Game**

Teams can be comprised of 4 or 6 players (4 v 4 or 6 v 6) using a sponge ball. The game is played with-in a specific area such as a service box, both service boxes, or half of a court if needed with a time limit (your choice depending on the number of kids and time factor). A team will receive a point if they can manage to pass the ball to each team member without dropping the ball while the other team is trying to prevent or intercept the passes. There is no running allowed when the ball is in possession; you can pass the ball to the same teammate more than once if needed. If a team member drops the ball, the possession of the ball goes to the other team. If a team intercepts a pass from the other team, they will receive half a point plus gain possession.

- Please note: These are just a few examples provided. Feel free to make up or use one of your favorite games. The key is participation and fun!