



SECTION 3.07

SINGLE DAY TOURNAMENTS

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Operation of a one-day event requires a change in mindset for the organizer. Think more play and short and sweet. Participants are showing up to play for a designated time period. They are going to commit three hours to us, so we want to keep them playing for as much of that period as possible.

Entries	Limit your entries to defined totals (4, 8 or 16 draws). <ul style="list-style-type: none">• 4 entries = Round Robin = 3 guaranteed matches• 8 Compass Draw = 3 guaranteed matches.• 16 Compass Draw = 4 guaranteed matches
Scoring	1 Set Per Match (3.5 hour event) or 8 game pro set match (makes event a little longer).
Schedule	Only schedule the start time. For example, all matches to begin at 10:00 a.m. The remainder of the matches will be played on a “to be followed by” basis. Players are usually given 5-10 minutes break between matches.
Courts	These events are only effective if all matches begin at the same time. Therefore, you will need 2 courts for every 4 player (or 4 doubles teams) round robin, 4 courts for every 8 player (8 doubles teams) compass draw, and 8 courts for every 16 player (16 doubles teams) compass draw.

COMPASS DRAW



Making the draw. Each player is placed on a line on the center draw sheet. The procedure for making a standard draw shall be followed for determining the exact line on which each player is placed.

1) Byes. Complications will develop if there are Byes in the draw. Therefore, it is best to limit the entries to 16, 32, or 64. A substitute list is helpful to eliminate problems caused by last minute withdrawals. If byes must be placed in the draw, distribute them evenly in the quarters and halves of the draw as described in Tennis Canada's Rules of the Court.

2) Progression in the draw. At the end of each round, the winners continue in their tournament in the same direction, while the losers move to other points on the compass to form a new satellite tournament.

3) Specific procedures for draw of 32.

At the end of round 1:

- the winners go east;
- the losers go west.

At the end of round 2:

- the east losers go north;
- the west losers go south.

At the end of round 3:

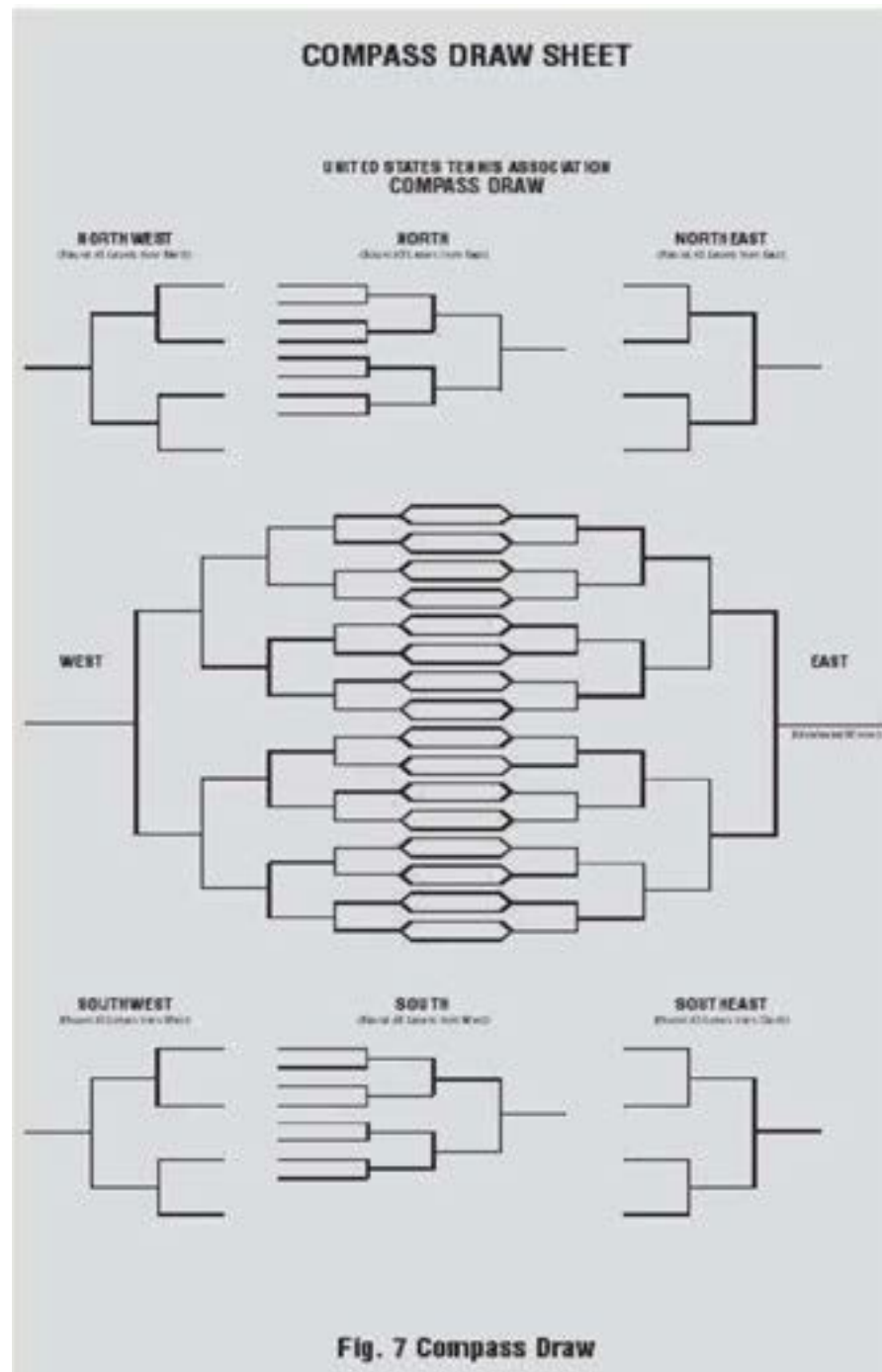
- the east losers go northeast;
- the north losers go northwest;
- the west losers go southwest;
- the south losers go southeast.

At the end of round 4:

- the losers are out of the tournament (unless it is announced in writing before the start of the first match of the tournament that there will be semifinal play-offs);
- the winners play the finals on each draw sheet.



- 4) Specific procedures for draw of 16. Use only the top half of the draw at each compass point. Follow the same procedure as in a draw of 32 except that round 4 is the finals instead of the semifinals.



VARIATIONS





- 1) **Double Run Robin.** Run round robin groupings of 3, 4 or 5 teams. After first round robin, organize another round robin using the teams that finish first in each group in group 1, the teams that finish second in group 2, etc.
- 2) **Round Robin with playdowns** (single elimination or playoffs between group by placement prior to semifinals/finals).
- 3) **Round Robin with entire group** but playing only 4 games, a tie-breaker or a super tie breaker.
- 4) **Use regular or no-ad scoring.** In no-ad scoring, at deuce, the receiver gets to choose who receives the serve and one point is played with the winner of that point taking the game.

Round Robin (RR) Events

These work well and may not be quite as complicated the compass draw format noted above. The number of RR groups the organizer sets up will depend on the total number of participants who register as well as the number of matches that the event information guarantees participants will play.

If 8 doubles teams register, it may be beneficial to set up 2 groups of 4 teams so each team is guaranteed 3 matches.

The organizer also may want to play a finals so all teams will get 4 matches.

The team who wins group A could play the final against the team who wins group B, the team who places second in group A could play a final against the team who placed second in group B, all the way down to the teams who placed 4th.

This guarantees a lot of tennis for everyone (and if the format used consists of playing some form of pro set with no ad scoring, this can easily be finished in a 3-4 hour block of time).

Please also refer to documents 3.08, 3.09 and 3.10 for more information.

