



Section 3.07 SINGLE DAY TOURNAMENTS

There are many advantages to running a one-day format tennis tournament utilizing the non-elimination compass draw. They require a limited time commitment – multiple matches can be played in a 3-4 hour span. The non-elimination compass format guarantees the same number of matches for all participants. Provides competitive play for the population that cannot commit to an entire competitive weekend or league season.

This format is ideal for many groups – novice to advanced, age group or level play, singles or doubles, busy young professionals to retirees. It provides a friendly environment that cultivates camaraderie and sportsmanship in a predictable time frame.

USTA Sections are reporting a 140 - 300% increase in participation with one day events.

How to run it:

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).

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 **USTA Regulation I.H.4.d.**
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.

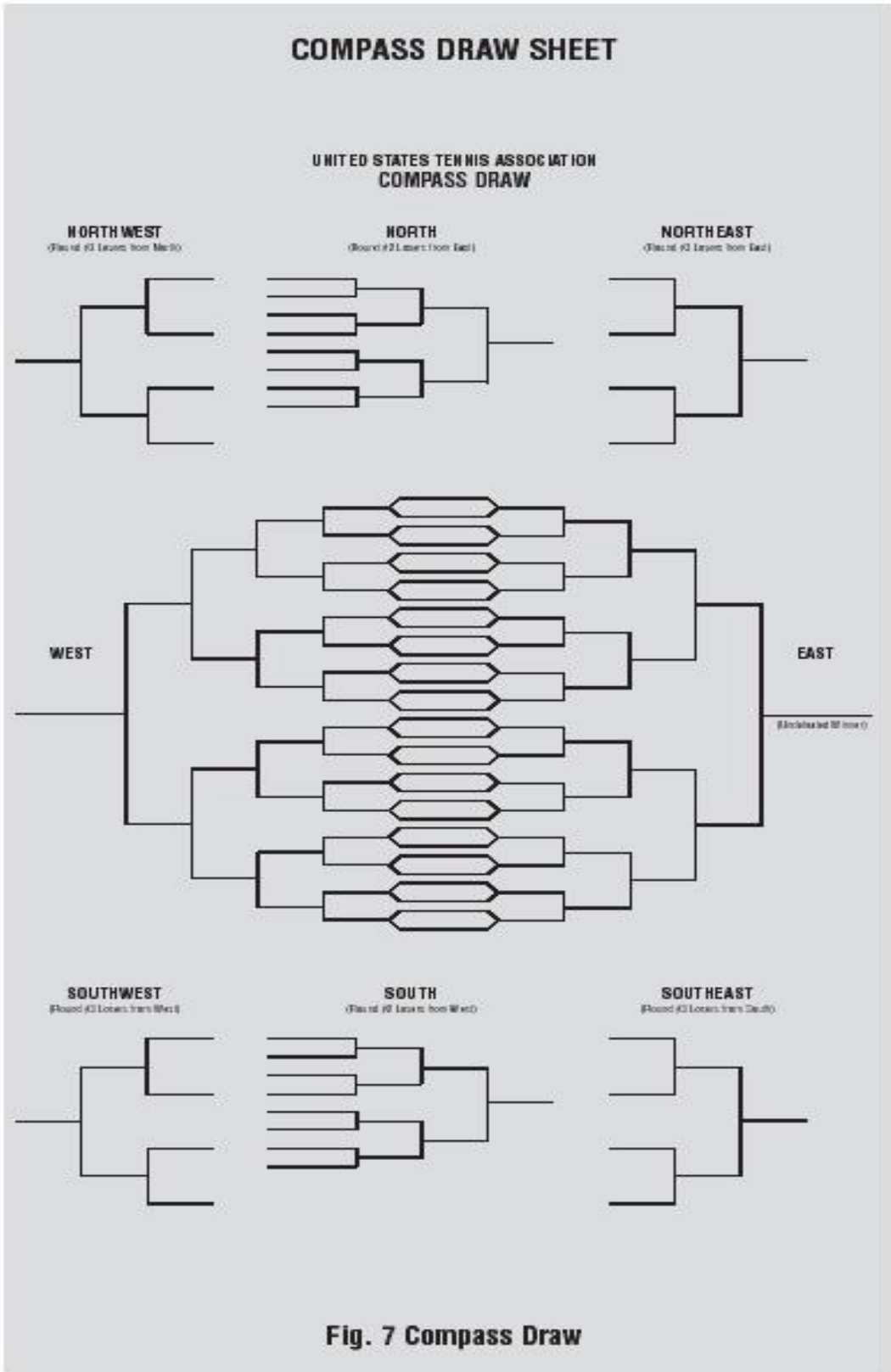
At the end of round 3:

- 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 ROUND 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 or 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.)