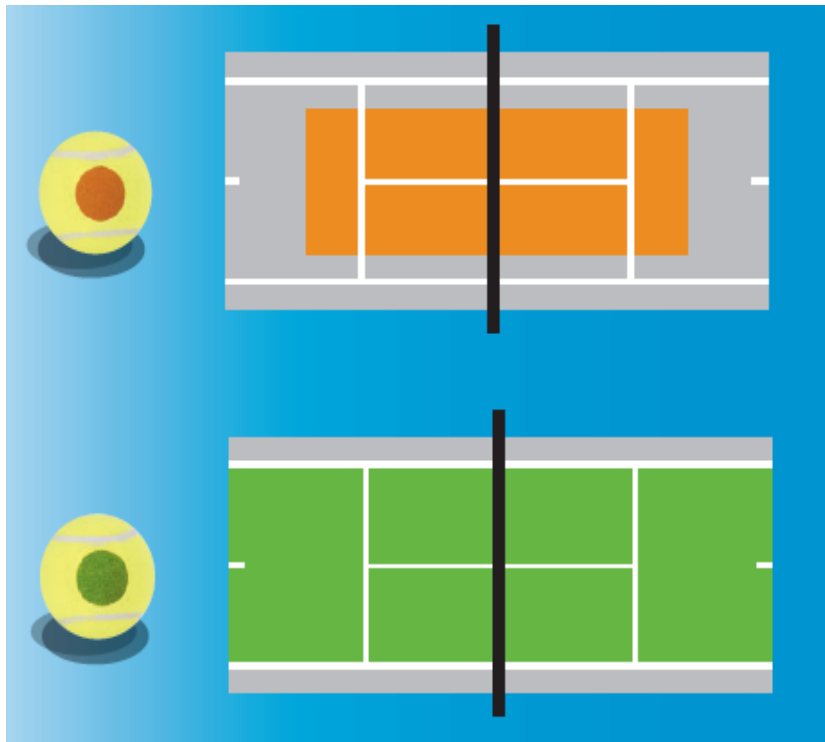# FUTURE STARS TENNIS TOURNAMENT ORGANIZATION GUIDE

U9 FUTURE STARS-3/4 COURT COMPETITION

U10 FUTURE STARS TOUR-FULL COURT

(Updated May 2017)
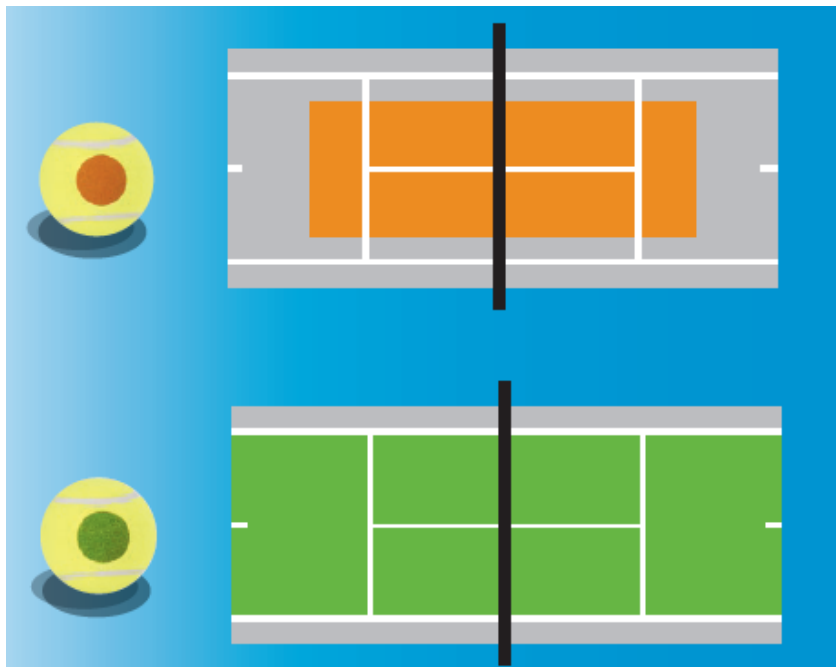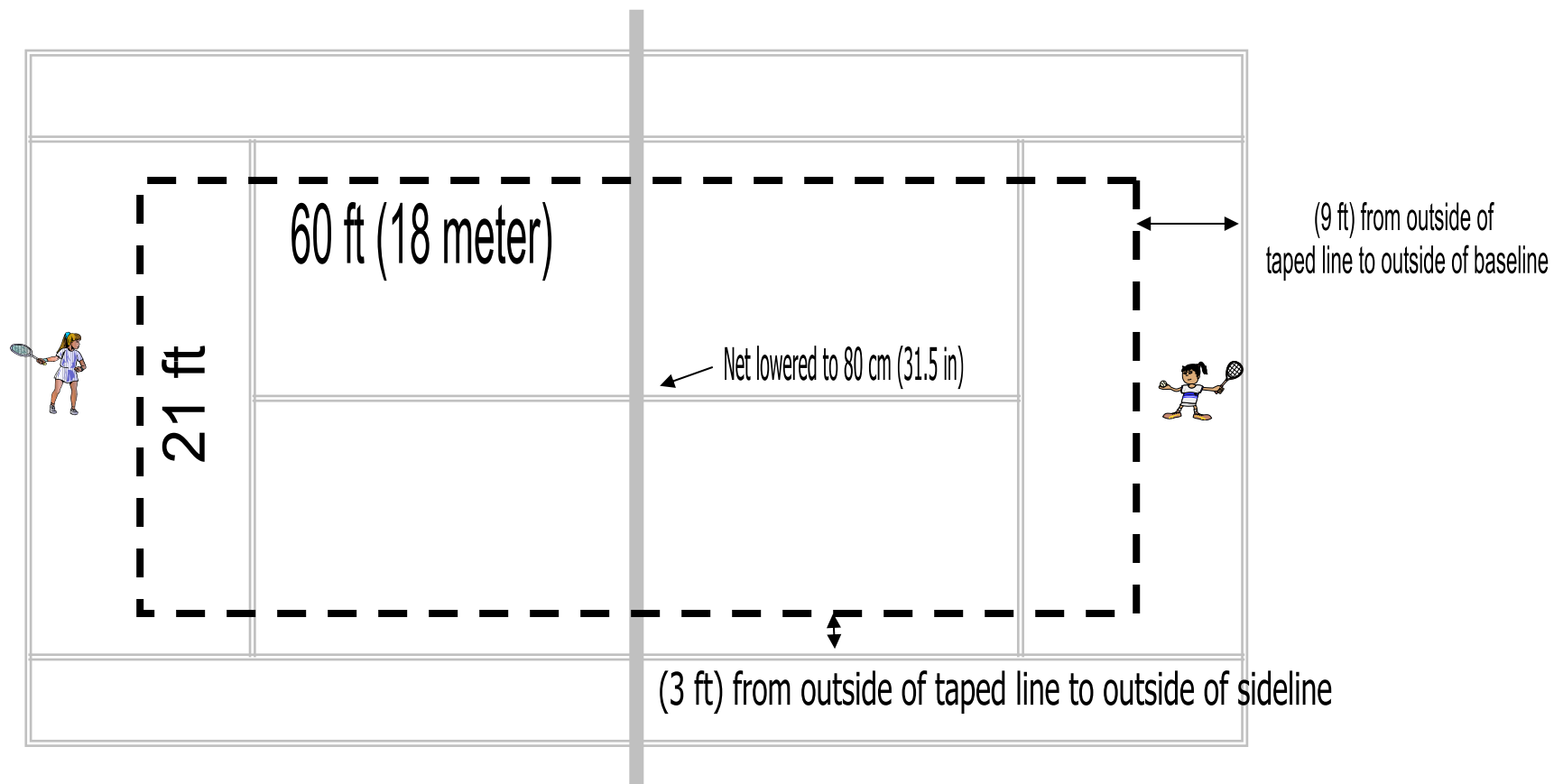
Table of Contents

Guidelines for Running a Future Stars Event

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

- ➢ The tournament must be a provincially sanctioned event (a tournament put in VR).
- ➢ The **U9 (orange ball) 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.
  - o In order to be eligible to play in this category of events, the event participants must be born in the year described by the following formula. **((birth year + 9) <= current year).** For example, a player born in 2007 is $2007 + 9 = 2016$ which is <= 2017 (current year) so they are eligible to play in 2017.
- ➢ 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.
  - o In order to be eligible to play in this category of events, the event participants must be born in the year described by the following formula. **((birth year + 10) <= current year).**
- ➢ You must use any tournament format which offers a minimum of 3 matches played per event per junior with a minimum of 30 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 http://www.tpacanada.com/resources/tournaments .
- ➢ The matches must be played in a single block of time. For example, all the matches must be played either in the morning session or the afternoon session. The players should not play one match in the morning and then come back for their second match in the evening.
- ➢ 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/PTA will supply prizes). **U9 Event only**
- ➢ Each player must receive a gift bag which is provided to you by the PTA (funded by TC). 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 enjoy 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. and VR member id). TD's also need to ensure that all players are registered in VR.

¾ Court Competition Set-up

60 ft (18 meter)

21 ft

Net lowered to 80 cm (31.5 in)

(9 ft) from outside of
taped line to outside of baseline

(3 ft) from outside of taped line to outside of sideline

Check List For Running Future Stars 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 **in VR**
- ☐ Communicate with Tennis Canada representative to ensure you have the proper amount of player packages
- ☐ 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 and VR member id
  - ▪ 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 will all players information (including the VR member id of the player)

TOURNAMENT NAME: _____

DATE: _____

CLUB: _____

TOURNAMENT DIRECTOR: _____

EVENT (Please select one event per page):

U9 Future Stars Tour _____
U10 Future Stars Tour _____

	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 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.

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 three hours using 30 minute match limits.

2. Matches should be played with a 30-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 30-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 3rd 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

A1
A2
A3
A4
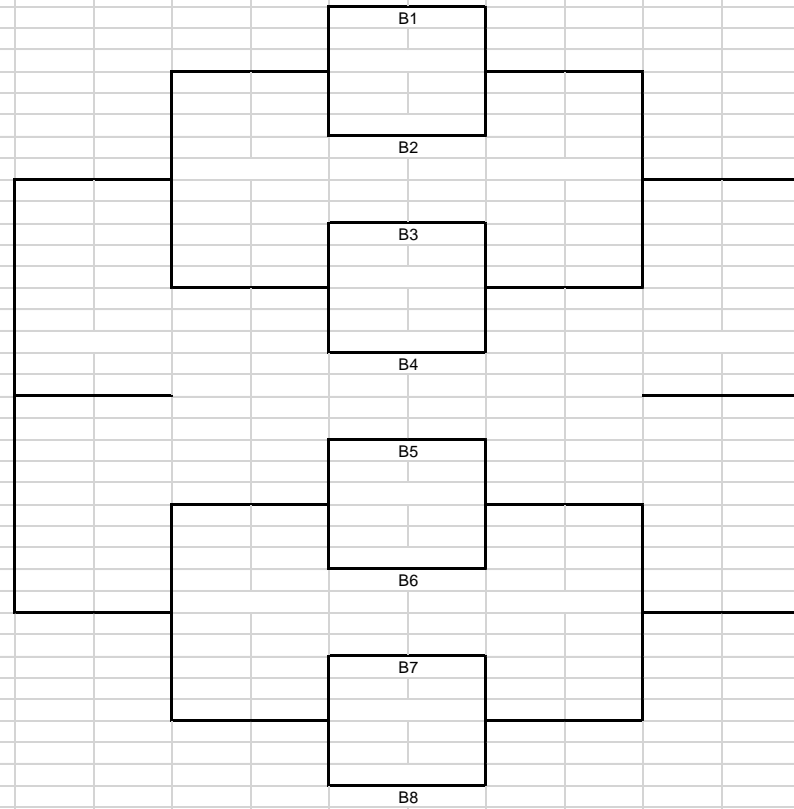A5
A6
A7
A8

A Draw Semi Final Consolations

Losers of A Draw Conso Seimis   Losers of A Draw Seimis

Draw B

B1
B2
B3
B4
B5
B6
B7
B8
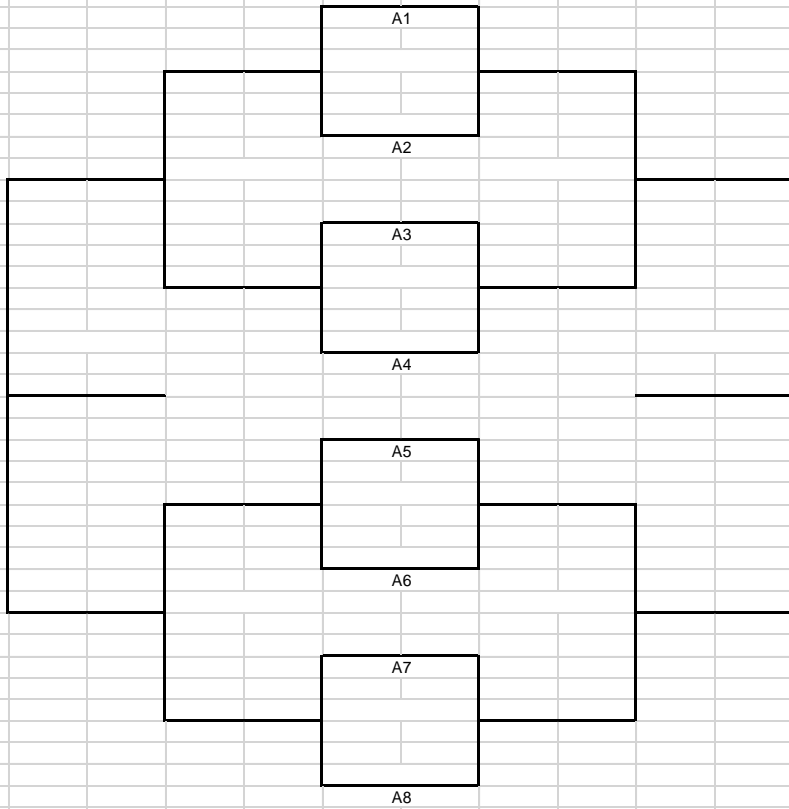
B Draw Semi Final Consolations

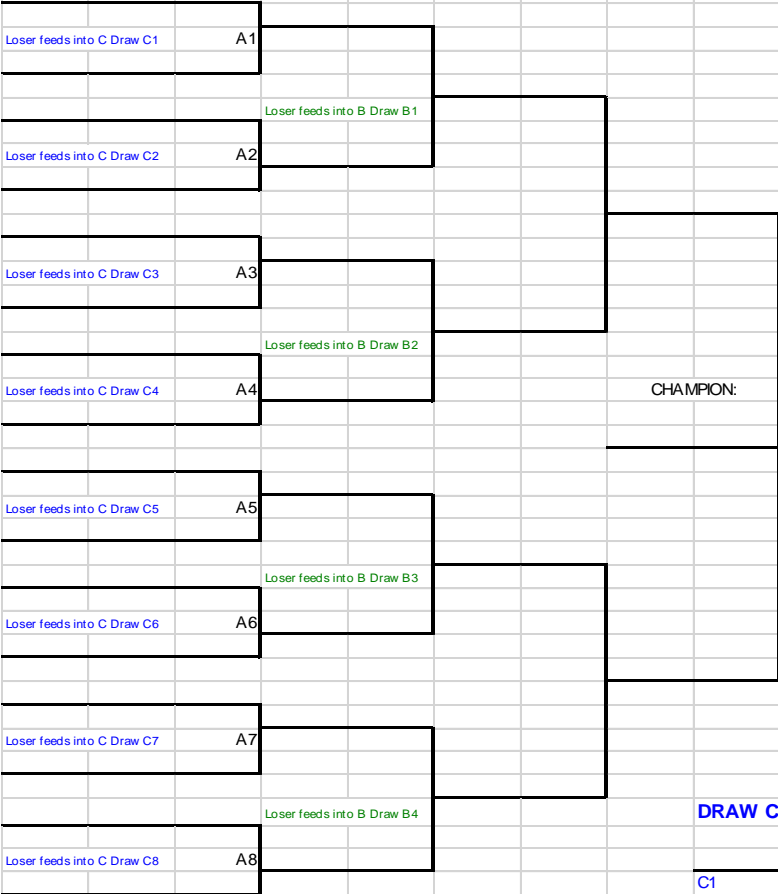Losers of B Draw Conso Seimis   Losers of B Draw Seimis
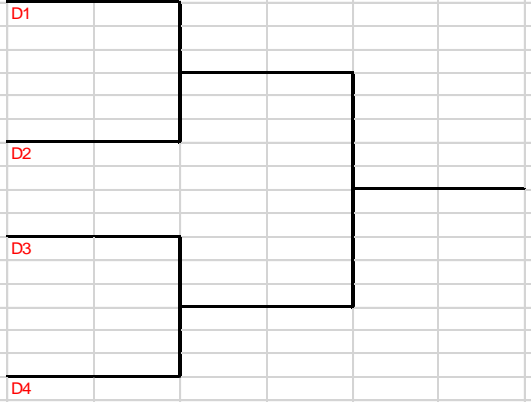
Compass Draw Format

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 30 minute match limits.

2. Matches should be played with a 30-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 30-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 3rd 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

Loser feeds into C Draw C1 — A1

D1

Loser feeds into B Draw B1

Loser feeds into C Draw C2 — A2

D2

Loser feeds into C Draw C3 — A3

D3

Loser feeds into B Draw B2

CHAMPION:

Loser feeds into C Draw C4 — A4

D4

Loser feeds into C Draw C5 — A5

Loser feeds into B Draw B3

Loser feeds into C Draw C6 — A6

Loser feeds into C Draw C7 — A7

Loser feeds into B Draw B4

DRAW C

Loser feeds into C Draw C8 — A8

C1

Loser feeds into D Draw D1

DRAW B

C2

B1

C3

Loser feeds into D Draw D2

B2

C4

B3

C5

Loser feeds into D Draw D3

B4

C6

C7

Loser feeds into D Draw D4

C8

Loser feeds into B Draw B5

Loser feeds into C Draw C10   A10

Loser feeds into C Draw C11   A11

Loser feeds into B Draw B6

Loser feeds into C Draw C12   A12

Loser feeds into C Draw C13   A13

Loser feeds into B Draw B7

Loser feeds into C Draw C14   A14

Loser feeds into C Draw C15   A15

Loser feeds into B Draw B8

Loser feeds into C Draw C16   A16

DRAW C (1st round losers from A Draw)

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

C1
Loser feeds into D Draw D1

C2

C3
Loser feeds into D Draw D2

C4

C5
Loser feeds into D Draw D3

C6

C7
Loser feeds into D Draw D4

C8

C9
Loser feeds into D Draw D5

C10

C11
Loser feeds into D Draw D6

C12

C13
Loser feeds into D Draw D7

C14

C15
Loser feeds into D Draw D8

C16
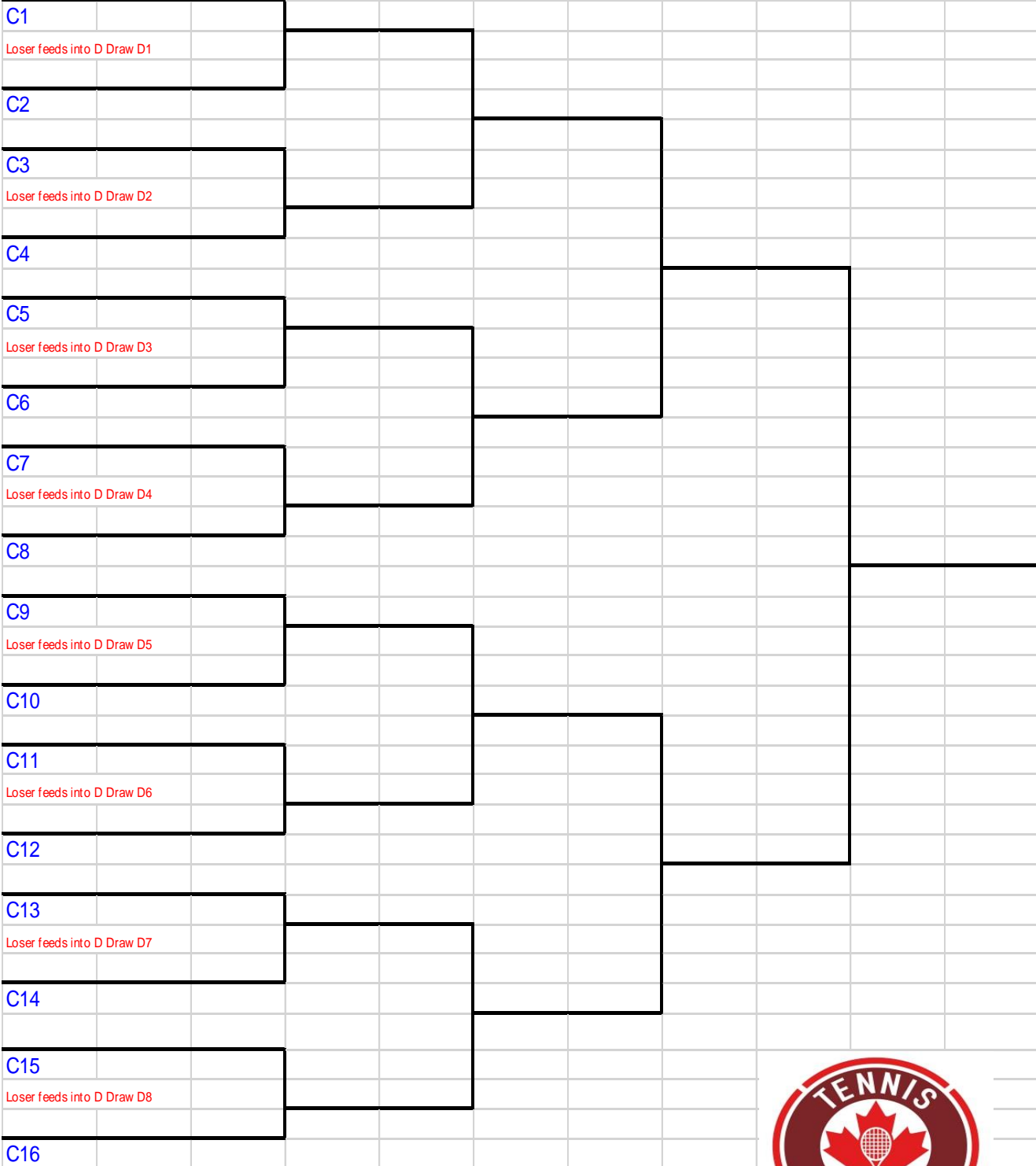
DRAW B (2nd round losers from A Draw)

B1

B2

B3

B4

B5

B6

B7

B8
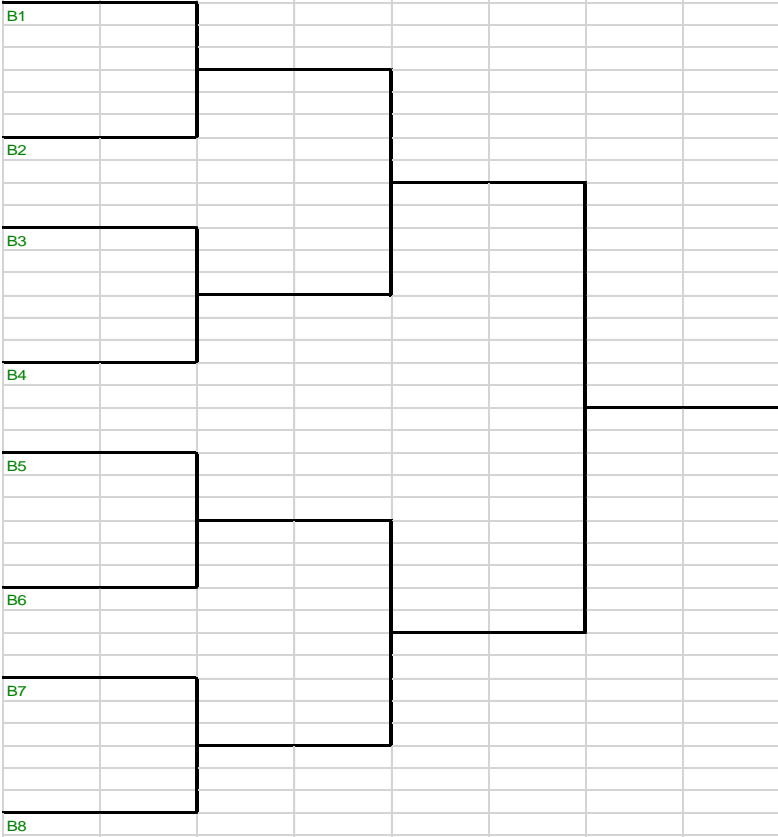
DRAW D (1st round losers from C Draw)

D1

D2

D3

D4

D5

D6

D7

D8
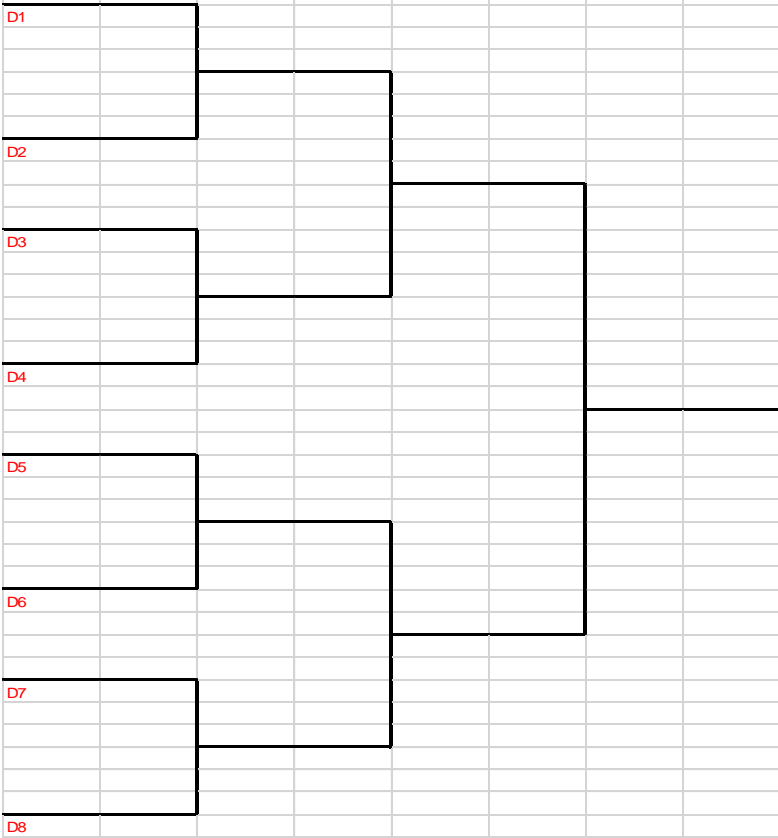
Team Format

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 30-45 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 3rd 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. 1st place receives 4 points for their team, 2nd receives 3 points, 3rd 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

TENNIS CANADA

TEAM PAIRINGS

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

Team _____

Players		Points	Tot Games
1			
2			
3			
4			
TEAM TOTAL			

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 has 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 has 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 has 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 of 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!