

MATCH SCORING FORMATS

3 TB Sets = Best of 3 Tie-Break Sets (Avg 90 Minutes)

- Each match is played to the best of 3 sets a player/team needs to win 2 sets to win the match.
- Each set is the first to 6 games. The first player/team who wins 6 games wins that set, provided there is a margin of 2 games over the opponent(s).
- If the score reaches 6 games all, a tie-break game to 7 points leading with a margin of 2 shall be played.

2 TB Sets + 10MTB = 2 Tie-Break Sets and 10 Point Match Tie-Break (Avg 70 Minutes)

- Each match is played to the best of 3 sets a player/team needs to win 2 sets to win the match.
- Each set is the first to 6 games. The first player/team who wins 6 games wins that set, provided there is a margin of 2 games over the opponent(s).
- If the score reaches 6 games all, a tie-break game to 7 points leading with a margin of 2 shall be played.
- If the score in a match is one set all, one tiebreak game is played to decide the match. This tiebreak game replaces the deciding final set. The player/team who first wins 10 points shall win the Match Tiebreak and the match, provided there is a margin of 2 points over the opponent(s).

3 FAST4 Sets = Best of 3 FAST4 Sets (Avg 48 Minutes)

- Each match is played to the best of 3 sets a player/team needs to win 2 sets to win the match.
- Each Set is the first to 4 games. The first player/team who wins 4 games wins that set.
- If the score reaches 3 games all, a tie-break game to 5 points shall be played, with a deciding point played at 4-4.
- FAST4 is played with the "no let rule"
- All matches adopt "no-advantage scoring", with the receiver(s) choosing the service side when the game score reaches deuce.

2 FAST4 Sets + 10MTB = 2 FAST4 Sets and 10 Point Match Tie-Break (Avg 34 Minutes)

- Each match is played to the best of 3 sets a player/team needs to win 2 sets to win the match.
- Each Set is the first to 4 games. The first player/team who wins 4 games wins that set.
- If the score reaches 3 games all, a tie-break game to 5 points shall be played, with a deciding point played at 4-4.
- If the score in a match is one set all, one tiebreak game is played to decide the match. This tiebreak game replaces the deciding final set. The player/team who first wins 10 points shall win the Match Tiebreak and the match, provided there is a margin of 2 points over the opponent(s).
- FAST4 is played with the "no let rule"
- All matches adopt "no-advantage scoring", with the receiver(s) choosing the service side when the game score reaches deuce.



3 Short Sets = Best of 3 Short Sets (Avg 55 Minutes)

- Each match is played to the best of 3 sets a player/team needs to win 2 sets to win the match.
- Each Set is the first to 4 games, the first player/team who wins 4 games wins that set, provided there is a margin of 2 games over the opponent(s).
- If the score reaches 4 games all, a tie-break game to 7 points leading with a margin of 2 shall be played.

2 Short Sets = Best of 2 Short Sets and 10 Point Match Tie-Break (Avg 41 Minutes)

- Each match is played to the best of 3 sets a player/team needs to win 2 sets to win the match.
- Each Set is the first to 4 games, the first player/team who wins 4 games wins that set, provided there is a margin of 2 games over the opponent(s).
- If the score reaches 4 games all, a tie-break game to 7 points leading with a margin of 2 shall be played.
- If the score in a match is one set all, one tiebreak game is played to decide the match. This tiebreak game replaces the deciding final set. The player/team who first wins 10 points shall win the Match Tiebreak and the match, provided there is a margin of 2 points over the opponent(s).

1 TB Set = 1 Tie-Break Set (Avg 30 Minutes)

- Each match is 1 set the player/team that win the set win the match.
- The set is the first to 6 games. The first player/team who wins 6 games wins that set, provided there is a margin of 2 games over the opponent(s).
- If the score reaches 6 games all, a tie-break game to 7 points leading with a margin of 2 shall be played.

Timed Matches

Matches will continue for nominated length of time as set by the event.

Scoring Formats Explained

FAST4

- A set is complete once a player/team reaches four (4) games.
- A FAST4 tie-break is played when the score reaches three (3) games all.
- In a FAST4 tie-break, the player/team who first wins five (5) points shall win the set, with a deciding point played at 4-4. The player whose turn it is to serve at the commencement of the tie-break (Player A) will serve two (2) points starting on the right half of the court. The opposing player (Player B) will then serve two (2) points starting on the right half of the court. Player A (or the partner, Player C, in doubles) will then serve two (2) points. Player B (or the partner, Player D, in doubles) will then serve the following two (2) points.
- If the score reaches 4-4, Player B (or Player D in doubles) will serve the final point of the tie-break with the receiver(s) choosing whether to receive the serve from the right half or the left half of the court.
- Players/Teams will only change ends after the first four (4) points.



- All singles and doubles matches adopt "no-advantage scoring", with the receiver(s) choosing the service side when the game score reaches deuce.
- FAST4 is played with the "no let rule", for the entire match (including the match tiebreak if this is used to decide the match). In doubles, if a serve touches the net, strap or band and lands (bounces) within the correct service box, either player on the receiving team can return the ball. If either players or teams make an incorrect "let" call, this is an "Accidental Hindrance" under rule 26 of the Rules of Tennis.
- When the athletes change ends at the end of a game and during a tiebreak game, play shall be continuous and the athletes shall change ends with athletes having to be ready to play within 60 seconds of the previous games completion.
- At the end of each set, there shall be a set break of a maximum of 90 seconds ("Set Break"), from the end of the last point of the previous set until the first serve is struck to start the next set.

MATCH TIE-BREAK (10 POINTS)

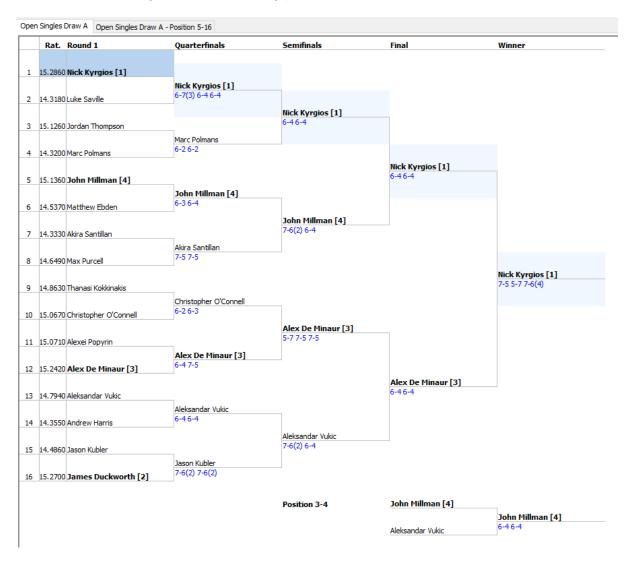
- When the score in a match is one set all, one tiebreak game is played to decide the
 match. This tiebreak game replaces the deciding final set. The player/team who first
 wins ten points shall win the Match Tiebreak and the match, provided there is a
 margin of two points over the opponent(s).
- Note: When using the Match Tiebreak to replace the final set:
 - The original order of service continues.
 - In doubles, the order of serving and receiving within the team may be altered, as in the beginning of each set.
 - Before the start of the match tie-break there shall be a 120 seconds set break.
 - Balls should not be changed before the start of the match tie-break even if a ball change is due.



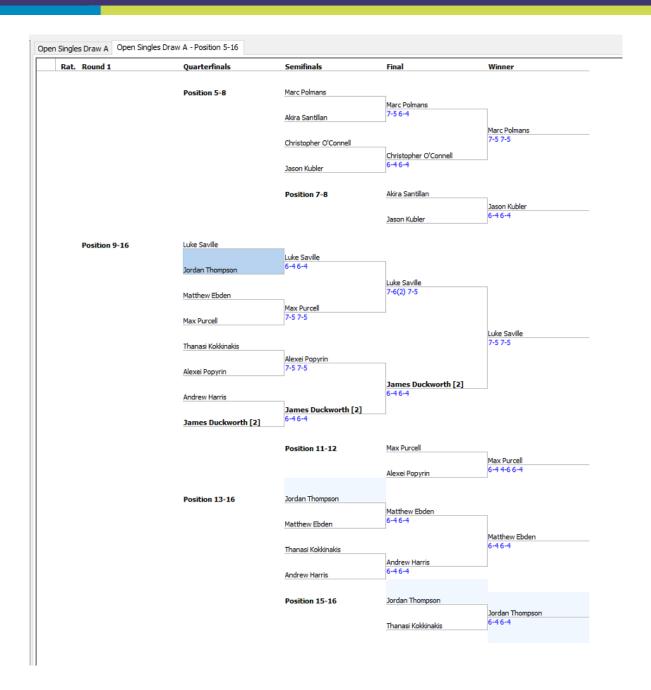
DRAW FORMATS

Monrad

A monrad draw is a multi-match draw format whereby all players continue to play, win
or lose through to a final finishing position



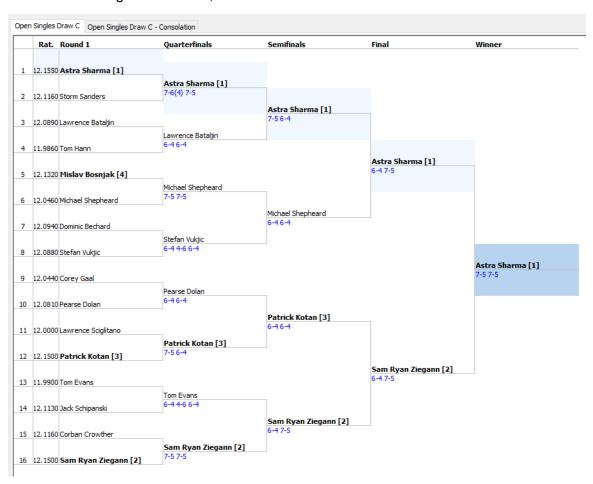






Single Elimination (with Matchplay formats - Single Elimination, Round Robin)

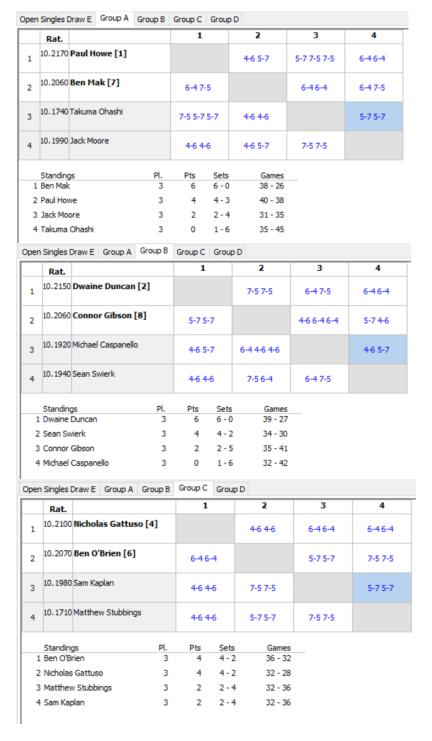
- A single-elimination or knockout draw is a type of elimination format where the loser of each match is immediately eliminated from the draw.
- Players have the option to sign-in for additional Matchplay. Matchplay can consist of either single elimination, feed-in or round robin draws.





Round Robin

- A round-robin draw is a format where each player competes against every other player within their group
- Multiple round-robin draws can be used in a group stage with winners of each group advancing to an elimination play-off.





per	Singles (Draw E Group A Gro	up B	Group C	Group	D		
	Rat.			1		2	3	4
1	10.2120	Naca Hitchman [3]				6-46-4	7-5 7-5	6-4 7-5
2	10.2070	Troy Delgado [5]		4-6 4	-6		4-6 4-6	4-6 4-6
3	10.1950	Gabby O'Gorman		5-7 5-	-7	6-46-4		5-7 4-6
4	10.2000	Tim Wood		4-6 5-	-7	6-46-4	7-5 6-4	
	Standing	os	Pl.	Pts	Sets	Games		
1	Naca Hi	tchman	3	6	6 - 0	39 - 27		
2	Tim Woo	od	3	4	4-2	34 - 30		
3	Gabby 0	D'Gorman	3	2	2 - 4	31 - 35		
4	Troy De	lgado	3	0	0 - 6	24 - 36		

	Rat.	Semifinals	Final	Winner
L	10.2060	Ben Mak		
			Naca Hitchman	
2	10.2120	Naca Hitchman	7-5 7-5	
				Dwaine Duncan
3	10.2070	Ben O'Brien		7-5 6-4
			Dwaine Duncan	
	10 2150	Dwaine Duncan	6-4 4-6 6-4	



Compass

- A compass draw is divided into eight brackets, each bracket representing a point on a compass (i.e., North, South, North-East, etc.).
- All players start in a main draw which is the East draw. A player simply moves into a new bracket when they lose a match.
- In Round 1, winning players stay in the East bracket and losing players move into the West
- In Round 2, winning players in the East bracket stay in the East bracket, while losing
 players in the East bracket move into the North bracket. Similarly, winning players in
 the West bracket stay in the West bracket, while losing players in the West bracket
 move into the South bracket.
- This process continues in rounds 3 and 4 where losing players can be moved into the Northeast, Northwest, Southeast, or Southwest brackets.
- The champion of the East draw is the overall winner of the tournament, having remained undefeated throughout the tournament.

