

TOURNAMENT PLANNER GUIDES

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EVENT DIRECTOR CHECKLIST

Pre-Event

Once Event Has Been Approved

Tennis Victoria will send you a TP Back Up of your event

Check the details in the TP File incl. contact details, venue addresses, draw sizes (match to your match plan), how many events players can enter, enter 1 age group only, etc.

Add a message that will be published on the event homepage.

Publish the TP file under your TP licence.

Check all details on the event factsheet. Send through any updates to Tennis Victoria. Please note that any updates to draw sizes and dates of draws starting needs to be done before entries open.

Create a budget for event, include court hire, official's costs, trophies, balls etc.

2 Months Before Event

Check your online entries and republish the file.

Send EORF through to Sof Megas with officiating requirements.

Update the message on event homepage (if required)

Order Trophies and Balls (depending upon the lead times with your suppliers)

Confirm Court Bookings including secondary venues (if required)

Contact referee once selections have been made

Send out email to previous event players letting them know entries are open. Ensure you blind copy (BCC) the email addresses.

Respond to any enquiries

1 Month Before Event

Continue checking for online entries, download and publish.

Closer to the entry deadline check more frequently.

Check venue (nets, fencing etc.) and make repairs where required

Ensure you have singles sticks

Ensure you have on court player seating

Respond to any enquiries

10 Days Before Event

After entries close send the TP File to Tennis Victoria for singles acceptance lists

Publish acceptance lists once file has been returned from TV

Confirm secondary venues (if required)

Pair any confirmed doubles partnerships. Both players need to confirm the pairing online or via email. And note in homepage re Doubles requirements.

Process any withdrawals – ensure you check for online withdrawals.

Send a welcome email to players with key information i.e., venue location/s, scoring formats, matchplay information (sign in or compulsory), amenities available at venue/s – canteen, stringing, key staff and contact details.



6 days Before Event

Withdrawal Deadline is 7 days before the event

Update the acceptance lists if there have been any withdrawals

Send file to TV for seedings and finalising of doubles pairs

Publish file once received from TV

After publishing, work on the draws and schedule

Send the draws and schedule to Referee for approval

3-4 days Before Event

Publish draws and schedule AFTER the referee has approved them.

Make updates where required if players have withdrawn.

Any seeds that withdraw after draws have been published you will need to do seed changes – see Rules and Regulations for further information.

Process refunds for players who have withdrawn.

Organise gear for secondary venues (if required)

Check PA system at venue/s

1 Day Before Event

Ensure Walkie Talkies are charged

Set up Event Desk with printer, walkie chargers, sign in sheets (if needed), run sheets etc

Day 1 of Event

Check email for any withdrawals (Process and contact opponents when necessary)

Print and Display Draws

Put single sticks and chairs on courts

Put out events behaviour A-Frame sign (if you have one)

Ensure courts are clear of debris

Test PA system

Prepare practice balls

Prepare match balls

Set out walkie talkies

Find players for doubles events (if you have a player requiring pairing)

Ensure "Auto Upload Results" is checked for publishing scores

Update homepage when required e.g., delays



Each Day of Event

Check email for any withdrawals (Process and contact opponents when necessary)

Update homepage when required e.g., delays

Print and Display Draws

Put single sticks and chairs on courts

Ensure courts are clear of debris

Put out events behaviour A-Frame sign (if you have one)

Test PA system

Prepare practice balls

Prepare match balls

Set out walkie talkies

Final Day of Event

Prepare for presentations, prizemoney if necessary Send out end of event email wrap

Post Event

Publish final TP File with code violations inputted by referee

Process any refunds

Submit TD report within 3 days

Process prizemoney payment when necessary

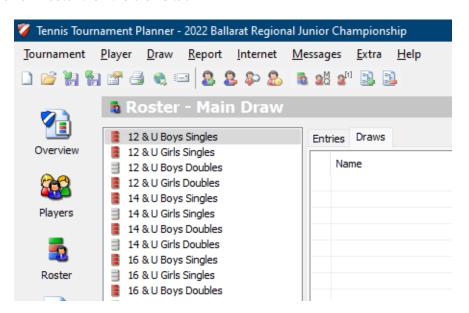


Action	Timeline Prior to Event Start	Club
Event Entries Open online	Min. 6 weeks	Club can elect to open entries earlier online. Please Check: Review factsheet & contact TV with any changes. Any changes to the draw sizes and entry fees need to be made before entries open. Contact referee Review entry closing date, format & fees Special entry requirements (check setting how many events/age groups a player can enter)
Event Entries Open	Min 6 Weeks – 10 days	Regularly pull in entries and republish the file Update the message box with important information when necessary
Closing Date for Entries	10 Days	Entries will automatically close
Singles Acceptance Lists Released	8-9 Days	Send the TP Back Up file to TV for singles acceptance lists to be completed TV will send back to club and referee – no further entries TD to send email to all entered players
Withdrawal Deadline	7 Days	Check for online withdrawals by doing an entry pull If withdrawals have occurred update the acceptance list Refund players who have withdrawn Partner up any confirmed doubles partner requests
Updated Acceptance List Released	7 Days	TD to publish updated acceptance list.
TP file sent back to MA	6 Days	TD to send TP file to TV within 24 hours after withdrawal deadline TV will complete seedings and doubles pairings
TP file sent back to TD	5 Days	TD to publish updated file with seedings and doubles pairings
Draws and scheduling	4 Days	TD to create draws with day 1 schedule and send file to referee (before publishing)
Referee approval of draws and schedule	3-4 Days	
Qualifying Draw Released (If required)	3-4 Days	TD to publish the draws at least 3 days before Event starts. Any changes to the draw need to be confirmed by the referee (withdrawals replacement procedures)
Main Draw Released (If there is no Qualifying)	3-4 Days	Any changes to the draw need to be confirmed by the referee (withdrawals replacement procedures)
Main Draw Released (If there is Qualifying)	1-3 Days before start of main draw	Any changes to the draw need to be confirmed by the referee (withdrawals replacement procedures)

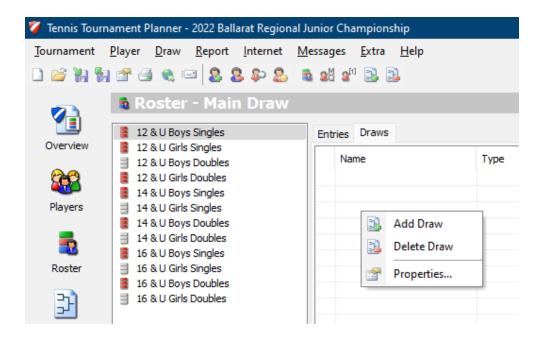


ADDING DRAWS TO TP

1. Click on Roster then the draws tab

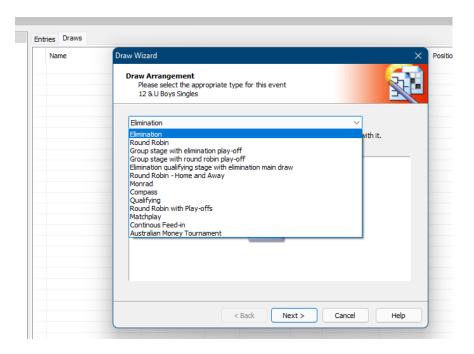


2. Right Click in the white space à Add Draw



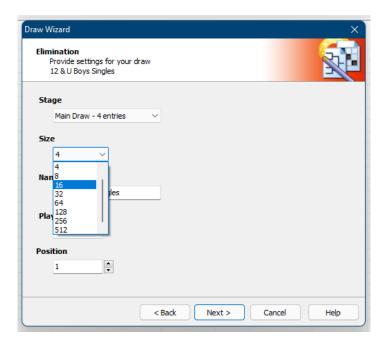


3. Select type of draw from drop down menu. Elimination go to step #4, Round Robin go to Step #8, Round Robin with elimination play-off go to step #12



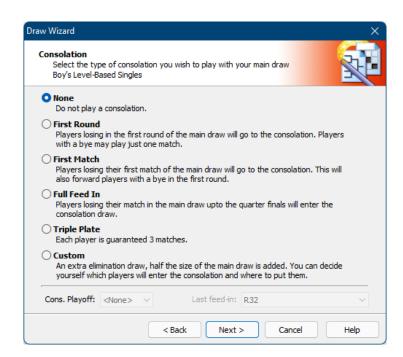
Elimination

4. Select "Elimination" and click Next à Select size of main draw from drop down box "Size" à click Next





5. Select "None" for Consolation à Click Next

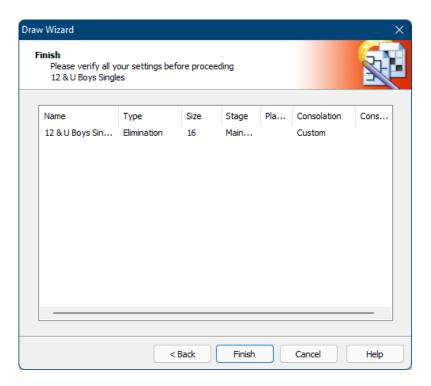


Tick boxes of what you want to show on the draw. You can select as many as you want or none à Click Next



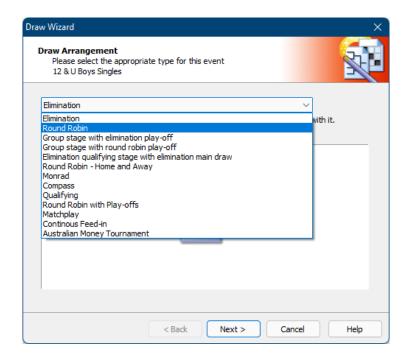


7. Confirm the draw settings are correct and Click Finish



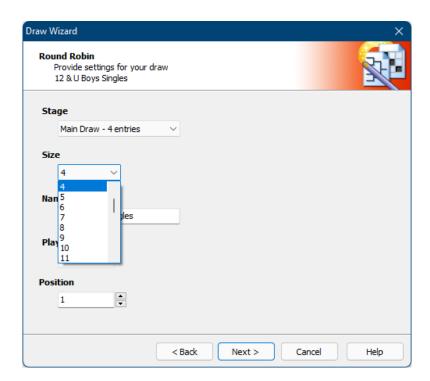
Round Robin

8. Select Round Robin from the drop-down list à Click Next

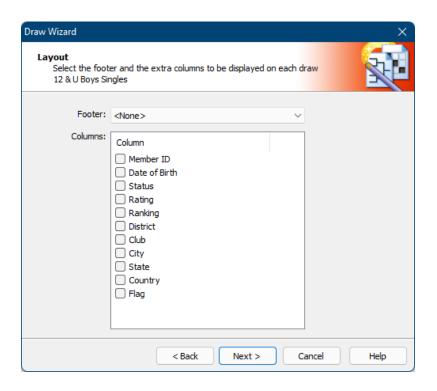




9. Select size of Main Draw from the drop-down box and Click Next

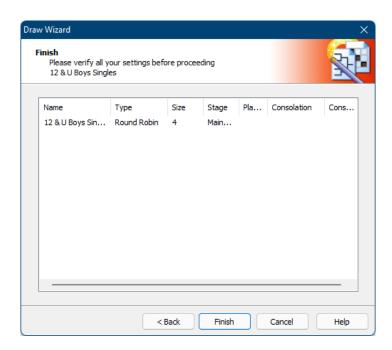


10. Tick boxes of what you want to show on the draw. You can select as many as you want or none à Click Next



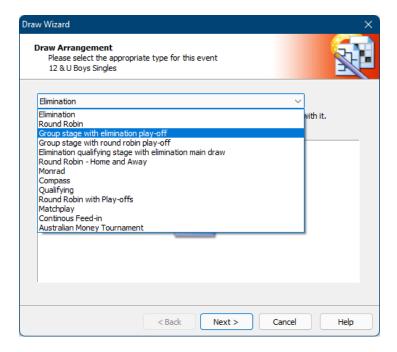


11. Confirm the draw settings are correct à Click Finish



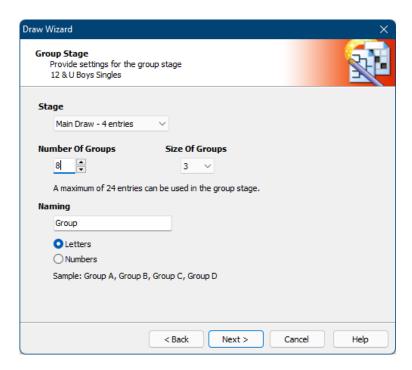
Group stage with elimination play-off

12. Select "Group stage with elimination play-off" from the drop-down box à Click Next

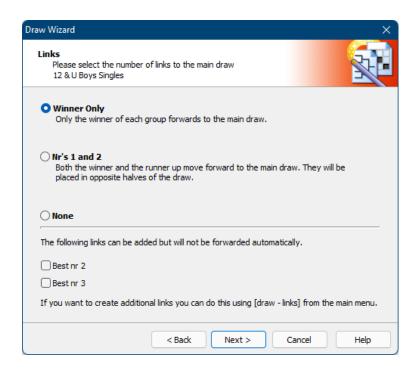




13. Select Number of Groups (How many pools), Size of the Groups (how many in each pool) and naming of Groups à Click Next

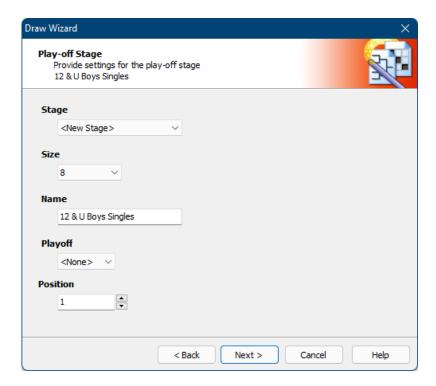


14. Select who you want to feed through to the elimination main draw – Winner of each group or top 2 from each group à Click Next





15. Select size of Main Draw (Play-off Stage) – should automatically default depending upon how many pools you have and who you are feeding through to the elimination draw (winner or top 2 from each pool) à Click Next

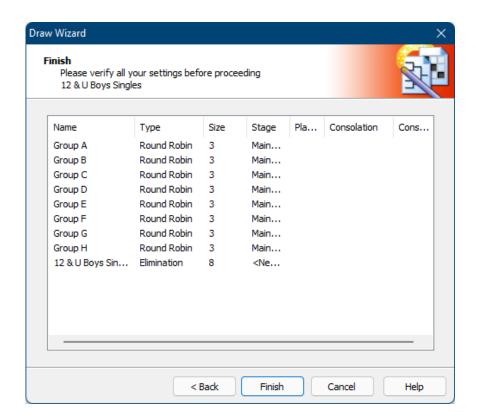


16. Tick boxes of what you want to show on the draw. You can select as many as you want or none à Click Next





17. Confirm the draw settings are correct à Click Finish





In 2024 all TP files will be set up with the withdrawal deadline being 7 days prior to the first day of the event. This will enable players to withdraw online.

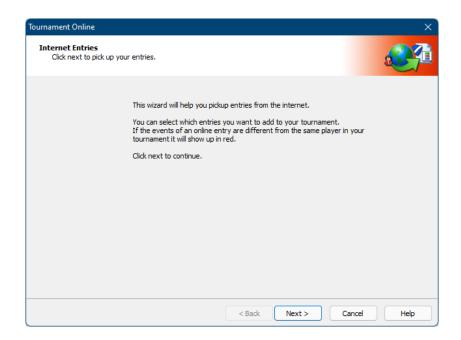
PLEASE COMPLETE THIS DAILY AFTER ENTRIES HAVE CLOSED AND YOU HAVE PUBLISHED ACCEPTANCE LISTS

How to check for online withdrawals:

COMPLETE AN ENTRY PULL

Open TP File → Internet → Entries → Next

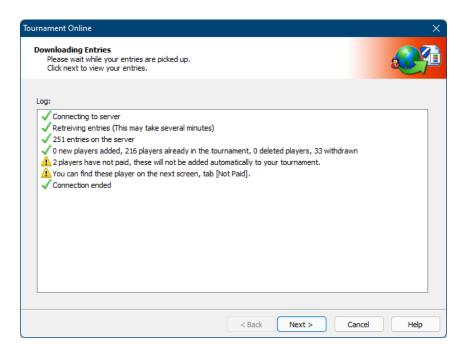




The system will do a check to see if any players have withdrawn online.



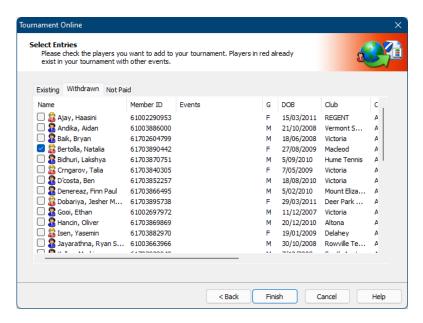
The 4th line will show if there have been any withdrawals. After connection ended click next.



Select the withdrawn tab.

Any new withdrawals - their tick box will automatically be ticked.

If a player's box is unticked, then they have already been withdrawn in a previous entry pull. Click finish.



Players will be withdrawn from the events they have entered. Their events entered will be blank and the due will be negative (-) You will need to process a refund for players through stripe.

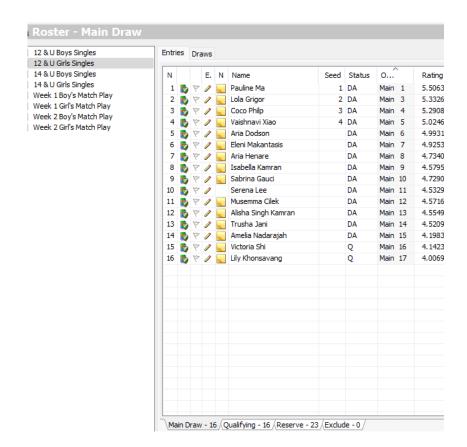




Update Acceptance Lists

Go to roster on the left hand side

Update acceptance lists – this may be moving someone from qualifying list to main draw list or from the reserve list to qualifying list or main draw list

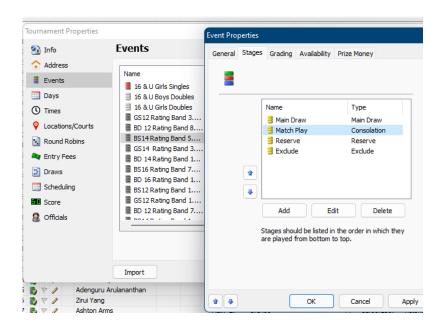




DURING YOUR EVENT (MATCH PLAY)

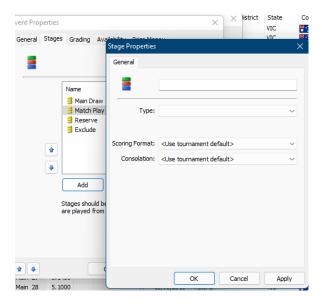
Check Match Play Stages are in the TP File

Properties > Events > Double Click Event > Stages Tab
If Match Play or Qualifying Match Play Stages are not listed click add
Adding the stages will create rosters for match play.



If you need to add a stage

Add > Enter Name > Select Type (Consolation = Main Draw Match Play, Q-Consolation = Qualifying Match Play)

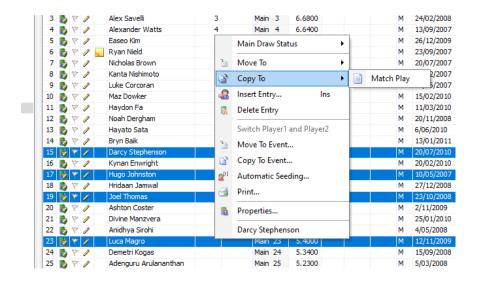




Copy players from the Main Draw/Qualifying Roster to the Main Draw Match Play/Qualifying Match Play Roster.

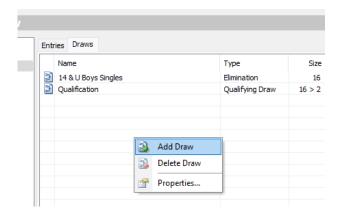
To Copy a Player

Right Click Player Name > Copy To > Select Main Draw Match Play/Qualifying Match Play Use the CTRL key to select multiple players.



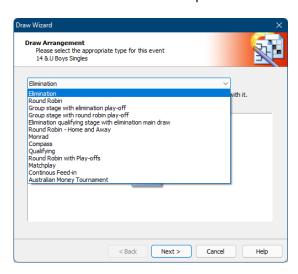
Adding a Draw for Match Play

Select the event under roster > Draws Tab > Right Click Add Draw...

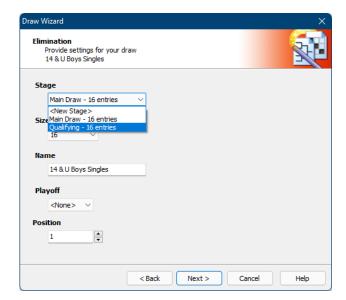




Select Elimination from the drop-down box > Next...



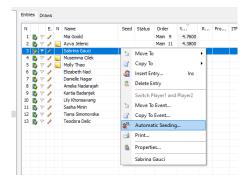
Stage > select Main Draw/Qualifying > Check Draw Size > Update Draw Name to MD Match Play or Qualifying Match Play > Next >





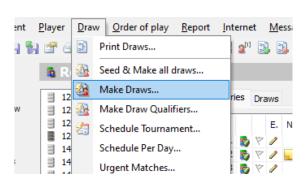
Creating draws for Match Play Seeding the players

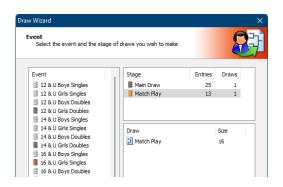
Roster > Entries Tab > Right Click > Automatic Seeding > Select "Rating" from Order Drop Down > Select Number of Seeds required > Close



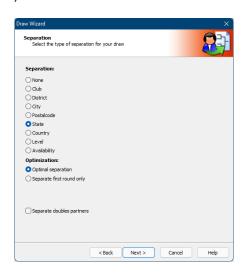
Creating the Draw

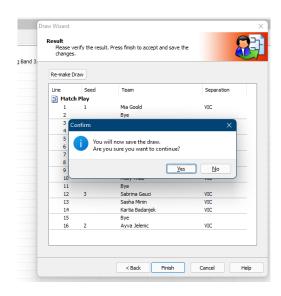
Draw (Across the top) > Make Draws > Select Event and Stage Match Play





Select Separation (if required) > Next > Check the draw (seeds in the correct spot) > Next > Finish > Yes (want to save the draw)

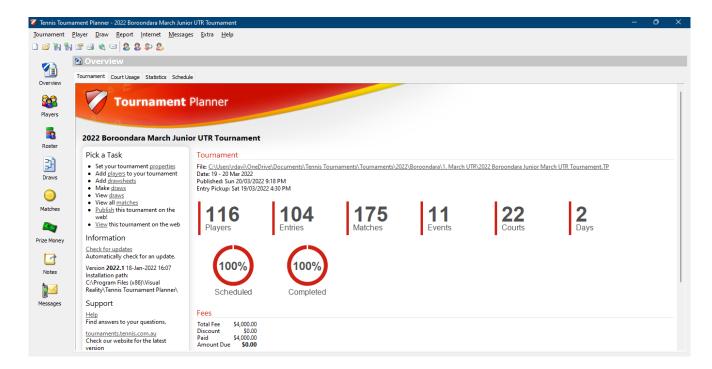




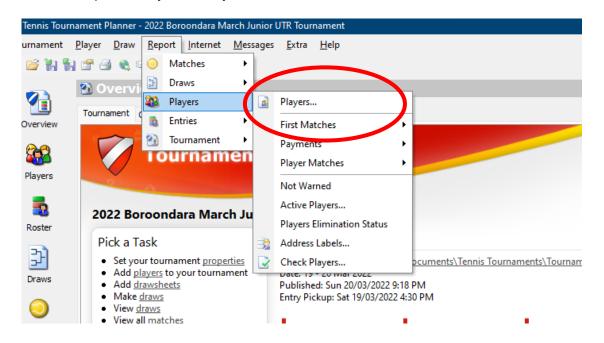


GUIDE TO E-MAILING PLAYERS

1. Open Tournament on Tournament Planner

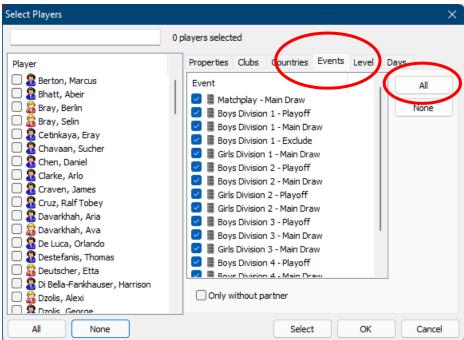


2. Click Report → Players → Players

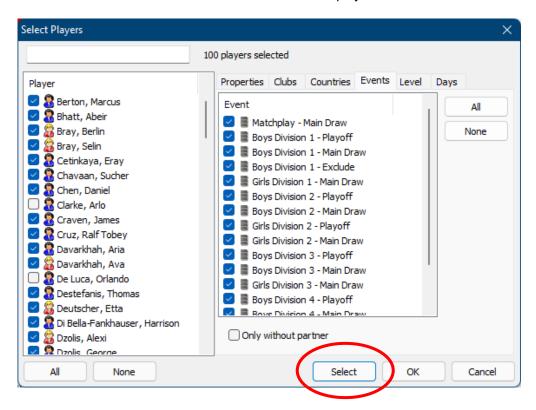


3. Select the events tab and click "ALL" on the right-hand side. Uncheck any "Exclude" events.



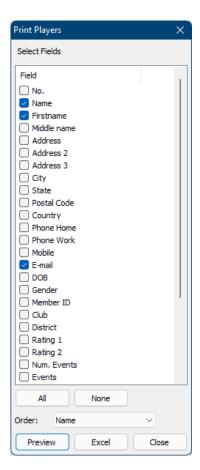


4. Click on the "Select" button on the bottom to select all players in the selected events and click "OK"

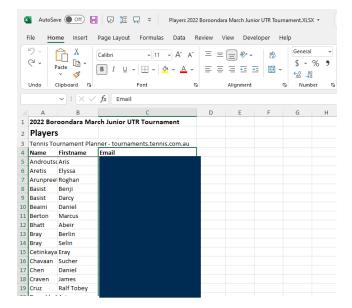


5. From the "Print Players" pop-up, ensure Name, Firstname and email are selected and click the "Excel" button



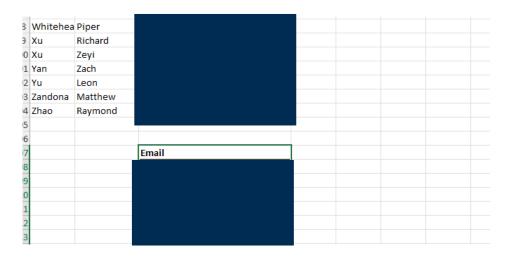


- 6. Save the file
- 7. Open the document from where you saved it
- 8. Select the email heading and all the email addresses down the column



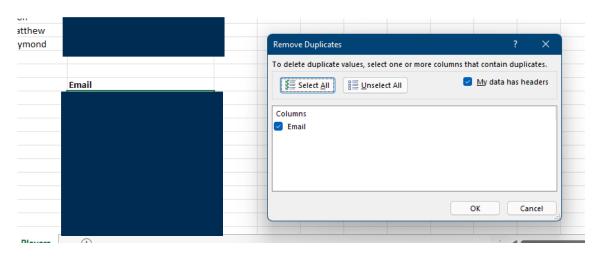


9. Copy and paste the selection below the list

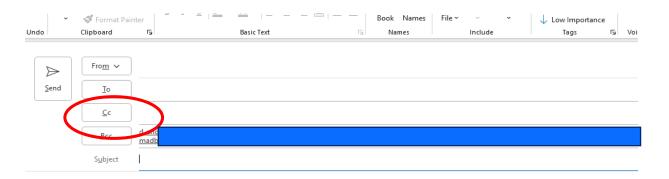




10. With the pasted list AND Email heading selected Click the Data tab > Remove Duplicates, or use the keyboard shortcut Alt>A>M



- 11. Select OK to ensure the list does not contain duplicates
- 12. Copy these email addresses and paste into BCC in your email program. Recommended you do approximately 100 emails in each email.

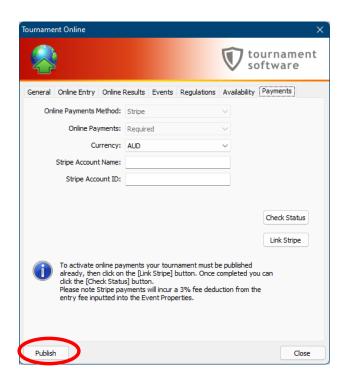




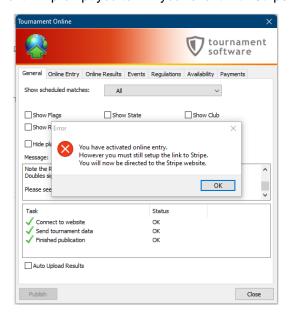
LINKING TOURNAMENT PLANNER WITH STRIPE

1. In Tournament Planner, after you create your Event file / restore your TP Backup and ensure event details are correct such as events, and entry fee, go to Internet > Publish to bring up the below screen

Don't fill out your Stripe Account Name or Stripe Account Details. Click Publish in the bottom left-hand corner.

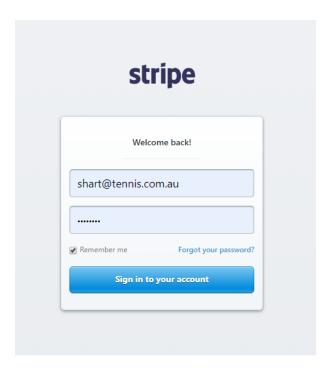


2. Once you have published you will get three green ticks and a pop-up error message. Click OK and it will prompt you to link your event with Stripe.





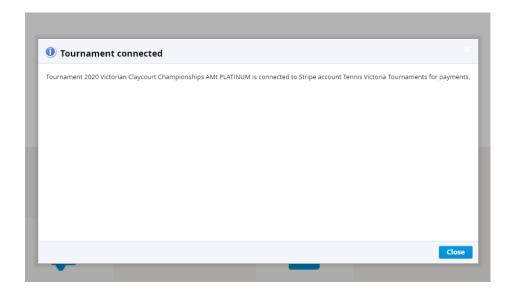
3. If you aren't logged in to Stripe, a web browser will open and ask you to log into your Account



4. After logging in, you will get a pop-up in your web browser that your event is connected to your Stripe account.

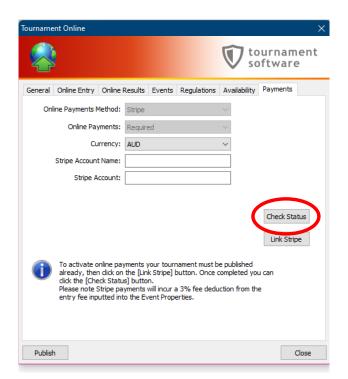
Click close and you can close the webpage

Go back to you TP File

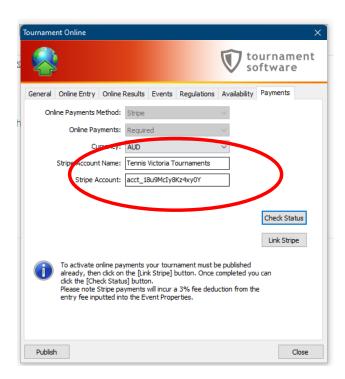




- 5. In TP click Check Status
- It will then check that your Stripe account is linked correctly.
- Your account information will automatically be added to your TP File





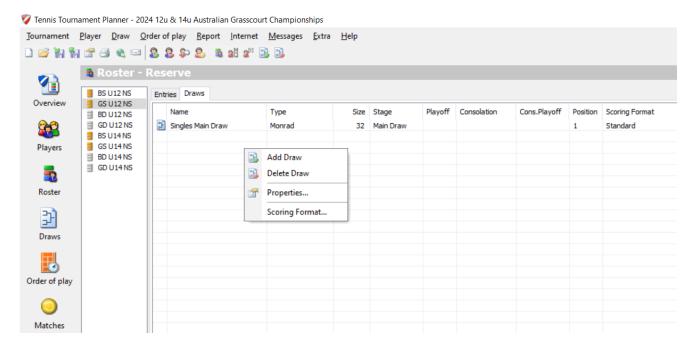




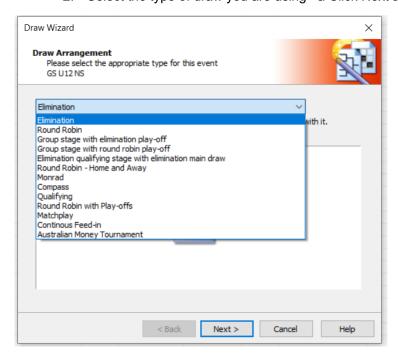
MAKING DRAWS IN TOURNAMENT PLANNER

System Generated Random Draws

1. In the 'Roster' tab find the event you are adding a draw to and click 'Draws' → 'Add Draw'

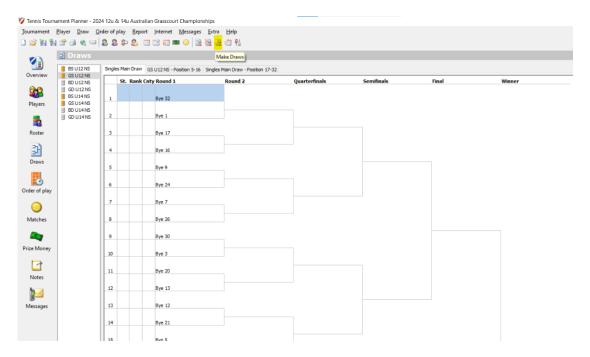


2. Select the type of draw you are using à Click Next and follow the prompts.

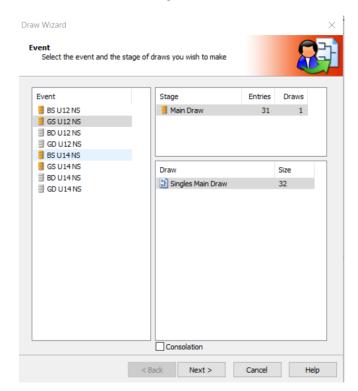




3. On the left-hand side click 'Draws' (make sure the event you are doing is highlighted), then press on the 'Make Draws' icon at the top right of the screen. (Highlighted in yellow)

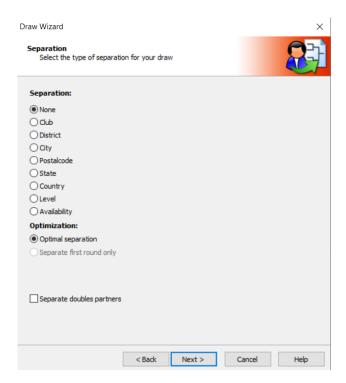


4. Select the event and the stage of draws \rightarrow next.

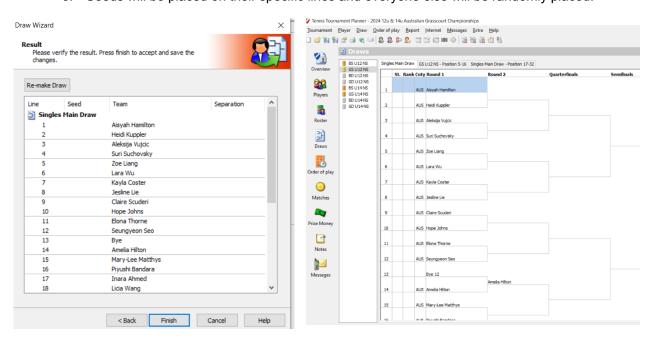




5. Select if you want Draw Separation



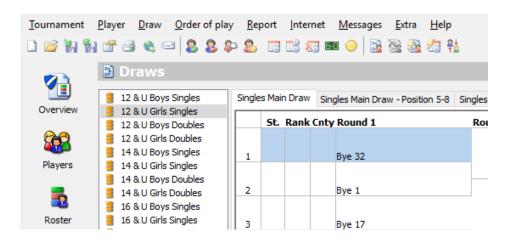
6. Seeds will be placed on their specific lines and everyone else will be randomly placed.



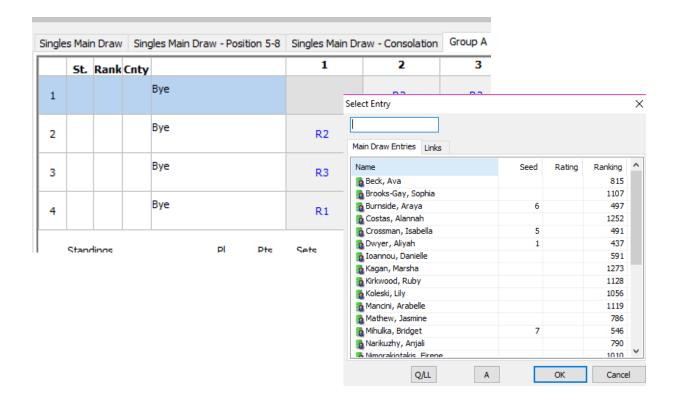


MANUALLY PLACE PLAYERS IN SPECIFIC DRAWERS AND LINES (AUSTRALIAN COMPETITIVE PLAY EVENTS CANNOT USE THIS METHOD)

1. Click Draw on the left-hand side menu.



2. Double-click on the line you want to enter a player and select player you want to put on that line and click Ok.





3. You can change between draws (For Round Robin) by clicking the draw tabs across the top

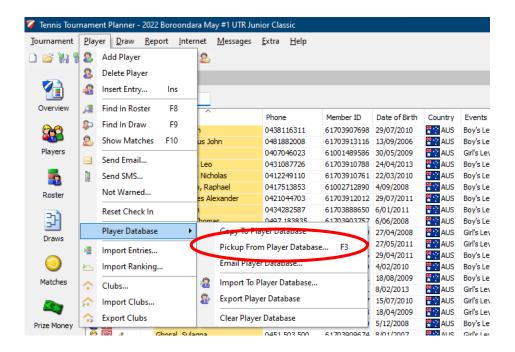
		11	2	3	4
	Yishan Feng				<u> </u>
1	fishan Feng		R2	R3	R1
2	Caleb Tiong	R2		R1	R3
3	Saheb Waraich	R3	R1		R2
4	Ralf Tobey Cruz	R1	R3	R2	



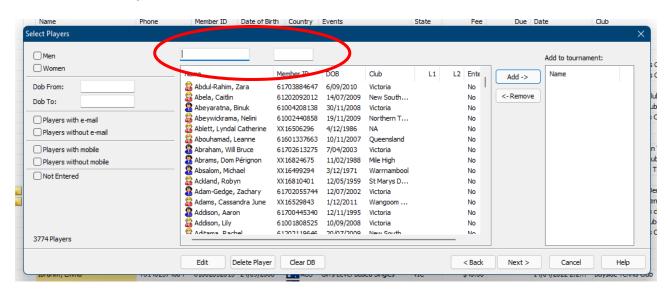
PICKING UP FROM PLAYER DATABASE

You can easily pickup players stored in the player database for a new tournament.

Select Player -> Player Database -> Pickup From Player Database from the main menu or press [F3]

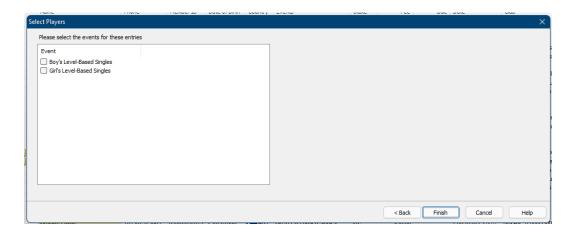


Search Players Name à Select Player à Add à Select Events à Finish You can also search by Member ID





You can select an event for the players if you like. Click [Finish] to add the selected players to your tournament (and add the selected event(s)). Check if personal data like contact details have changed.

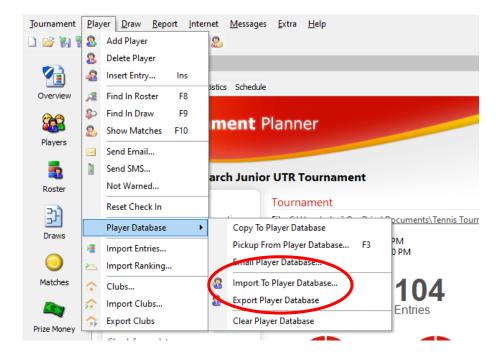


Importing to Database

You can also import data from your member administration.

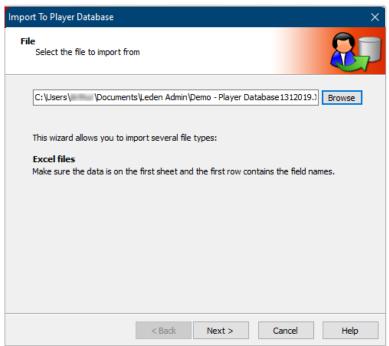
Export all the data of your member administration program to an Excel file. After that, these files can be imported into the player database.

1. Select Player → Player Database → Import to Player Database from the main menu.

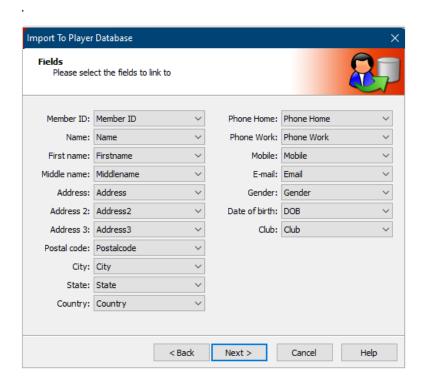




2. Click on the [Browse] button to select the Excel file you want to import. Click Next to link the fields.

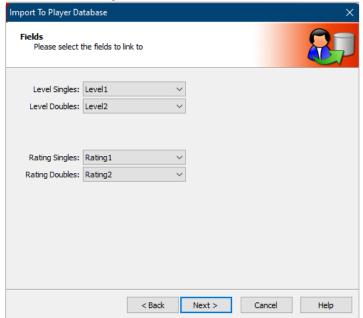


3. Now you can link the fields of your import file to the fields of Tournament Planner. Tournament Planner will try to create a link automatically using the field names (first row of the file). You can link the missing fields by hand. If all data is not present in your Excel file, then this won't appear in the player database of the Tournament Planner. Click on **Next** to continue.





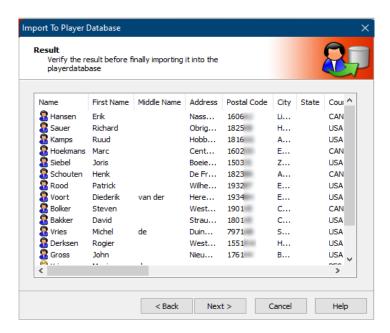
4. If the level and rating are available these can be added in the Player Database. Click [Next] to continue



5. The result is shown. Now you can check if the right data is filled in the right fields. You can go back to make changes if necessary. Click on **[Next]** to import the players into the player database.

Note:

- Players without a Member ID will not be stored in the player database.
- If a player already exists in the player database the old data is replaced.

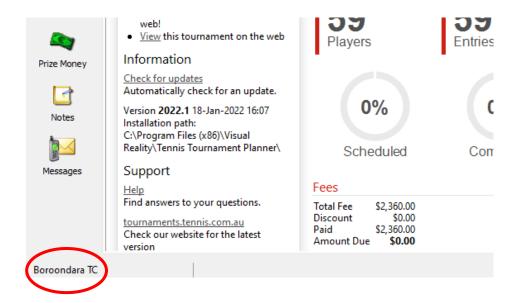


If needed, add players from database to tournament



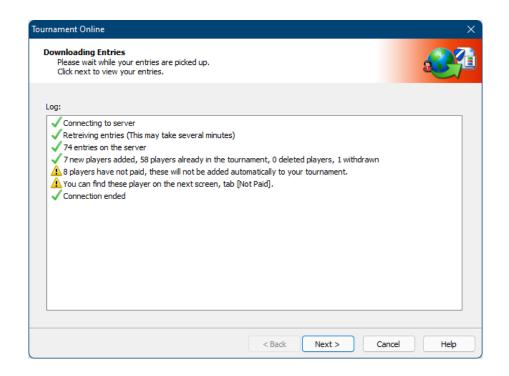
PUBLISHING ENTRIES ONLINE

Open Tournament Planner and your event and ensure that it is registered in the bottom left-hand corner with your club license.



Go to: Internet > Entries.

Click Next and Tournament Planner will begin to download the online entries

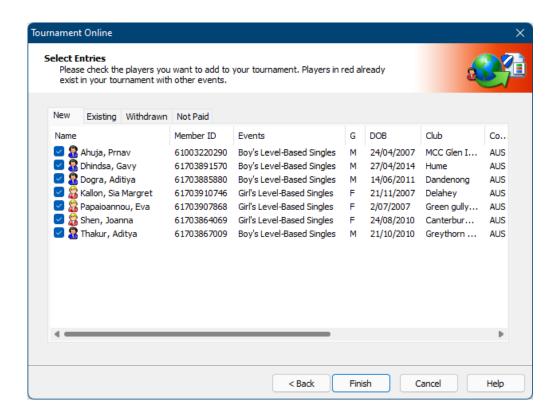


Publishing entries online 1



The next window will provide you with options;

- 1. The first tab will include all new entries (you can download them all or uncheck any you wish to not include)
- 2. Existing entries will be shown in the second tab
- 3. Any online withdrawals will be shown in the third tab
- 4. Any entries made but not paid will be shown in the last tab (you can choose whether you would like to accept or not accept these)



Press Finish and all will be added to your Tournament Planner file.

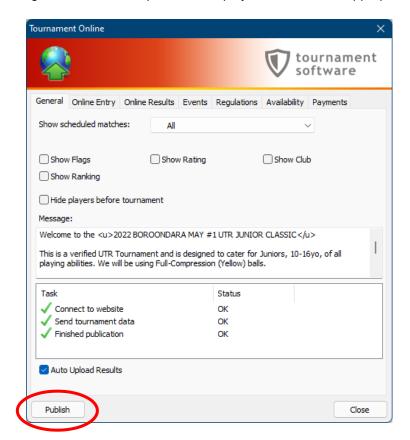
The next step is to publish all entries online.



Go to; Internet > Publish



As you have already published your event, all details should be filled in. Press **Publish** again and it should update all the players online in the appropriate events.

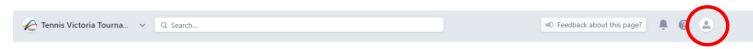




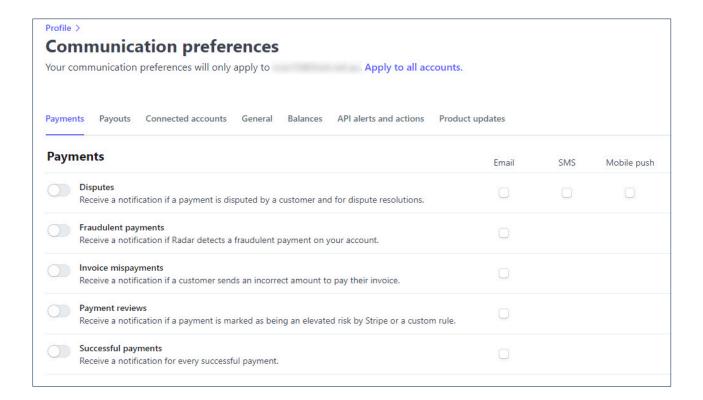
RECEIVE STRIPE EMAILS

Setting up Stripe Emails

- 1. Log into STRIPE
- 2. Click the Profile button on the top right-hand corner, then select "Profile"



- 3. Scroll down to Communication preferences > Click on "Update your communication preferences here"
- 4. Select the tick box for Successful Payments or other required Emails then click save





REGISTERING TOURNAMENT PLANNER SOFTWARE

Please use these steps to install and register TOURNAMENT PLANNER:

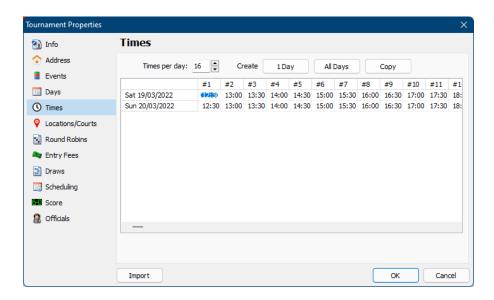
- 1. Save the TP license file to your computer (please note you cannot open this file directly).
- 2. You can download the software from the Tournament Software website: <u>Tournamentsoftware.com</u> <u>Download</u>
- 3. Once the download has finished, you can start the installation.
- 4. Install the software by following the instructions on your screen.
- 5. After installation, start Tournament Planner.
- 6. You can choose between 'View demo' and 'Register'. Select 'Register' to register the software.
- 7. You will now be asked for the location of the license file saved in the first step.
- 8. You will see a notification that you are anow using the registered version of the software



SCHEDULING AN EVENT

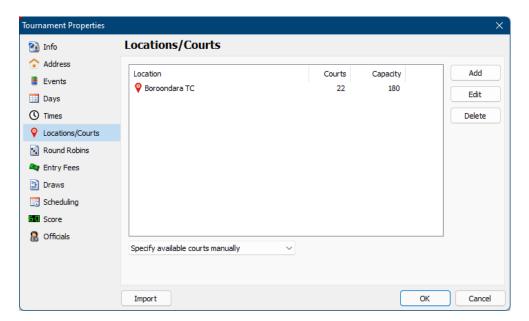
Adding Time Slots

- Open Tournament Properties on the Overview Page
- Click "Times" Tab
- Increase times per day if needed.
- 30 min time slots are recommended to match Garman Table



Courts Per Time Slot

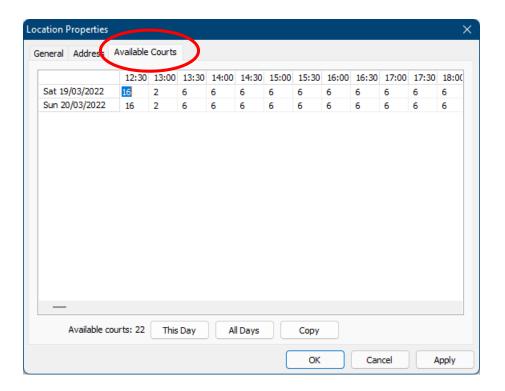
Click "Locations/Courts" Tab and double-click on applicable Location (Venue)



Scheduling an Event 1

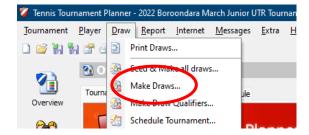


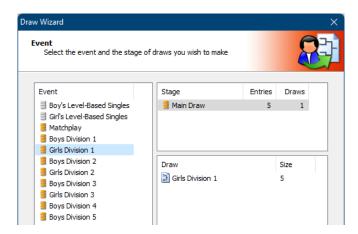
- Select "Available Courts" tab
- Input how many courts for each time slot (Use the Garman Table for reference)
- Click "Copy" and the courts per time slot will copy for each day.
- Press OK
- Repeat for other venues (if you have more than 1)



MAKING DRAWS

- Click "Draw" on the Menu Bar -> "Make Draws..."
- · Select which draw you wish to create and then click through the steps

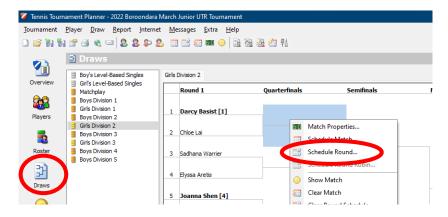




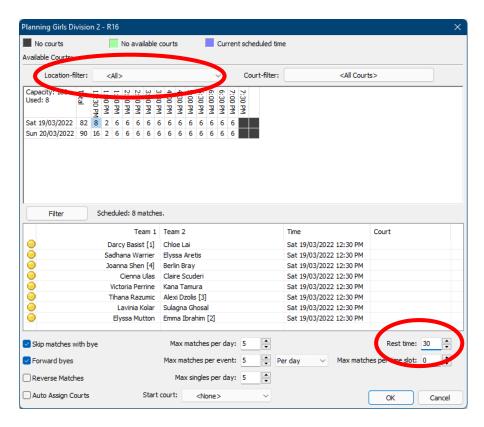
SCHEDULE BY ROUND



- On the "Draws" tab of TP, select which draw you want to schedule
- Right Click round to be scheduled and select "Schedule Round..."



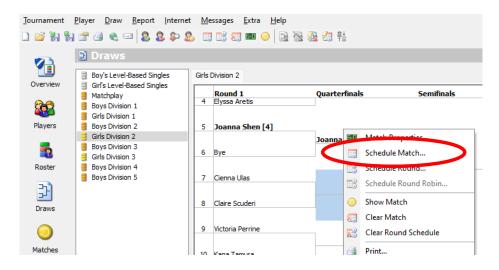
- Change Rest time to minimum desired time between each player's scheduled matches (This only needs to be done once)
- Select Location (Venue) if using multiple venues and time slot on correct day.
- If using just one venue select time slot on correct day.
- Software will automatically fill the time slots in accordance with courts availability.
- Press Ok
- Repeat for further rounds/ events / venues



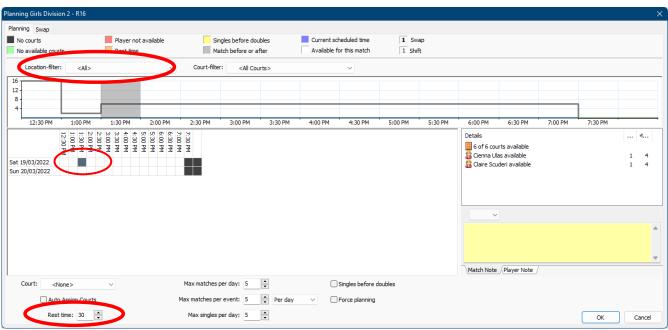


SCHEDULE MATCHES INDIVIDUALLY

- Select which draw you want to schedule
- Right Click "Schedule Match..."



- Change Rest time to minimum desired time between each player's scheduled matches (This only needs to be done once)
- Select Location (venue) if using multiple venues
- · Select time slot on correct day.
- Software will automatically fill the time slots in accordance with courts availability.
- Press Ok
- Repeat for all necessary matches

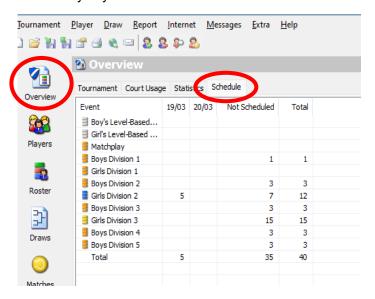


Check Schedule Overview



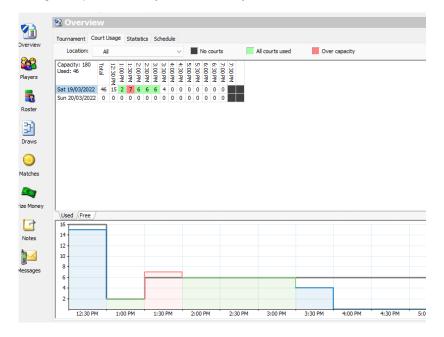
In tournaments overview you can check how many matches you have scheduled each day and how many you are yet to schedule.

- On TP Overview select the "Schedule" Tab
- View schedule by day



Court Usage

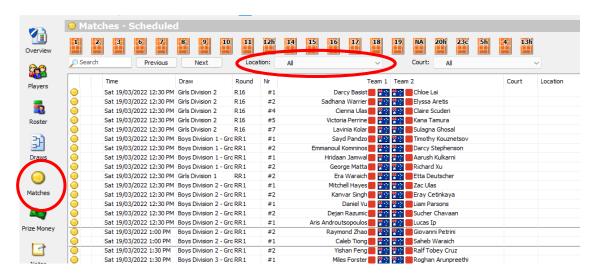
- On TP Overview select the "Court Usage" Tab
- Look at the graph at the bottom and see how you are tracking for courts in each time slot
- Red = Over Scheduled, Green = Correct Amount, Blue = Courts Available
- If using multiple venues, you can filter by location





Check all Scheduled Matches

- Matches overview will show all your matches scheduled
- Filter by venue if needed





MATCH LENGHTHS

Best of three tie break sets

Average 90 minutes per match (Could be 100 minutes if played on clay due to watering and bagging)

Best of two sets

Average 75 minutes per match

Fast4 Match

Average 45 minutes per match

Short Set match

Average 55 minutes per match

MODIFYING THE SCHEDULE

- Required based on weather delays (rain or heat)
- If major changes are required, review the overall match plan before worrying about making changes in TP.
- Find a quiet place away from the event desk
- Plan to have a person responsible for coordinating the schedule and not have them undertake too many other tasks.
- Communicate on all channels (website, social media, email/SMS) a time when the revised schedule will be released and ensure it is delivered by then.

GENERAL

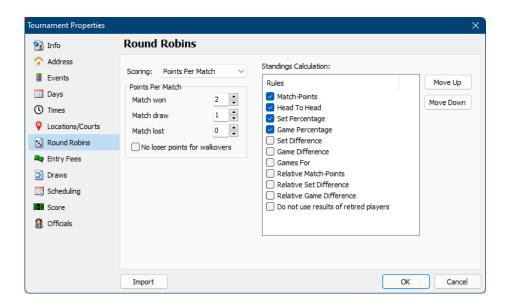
- Plan and schedule largest draws first
- Players generally prefer singles before doubles, but customer feedback is they are open to creativity here
- Consider the number of events you will allow a player to enter on your ability to create a friendly schedule e.g., allowing players to enter 3 or 4 events will make scheduling an event difficult.
- Scheduling should ensure that all players are treated equally and receive adequate rest between matches
- Individual match times for each event should be posted at least one round ahead of play.
- Try to avoid, where possible, players having first and last matches on any day.



SETTING UP A ROUND ROBIN ON TOURNAMENT PLANNER

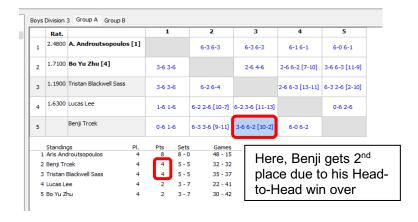
Tournament Properties

- 1. Select the Round Robins tab. The following Rules should be ticked in the following order (rules can be moved up or down by clicking the buttons on the right-hand side:
 - √ Match-Points
 - √ Head-To-Head
 - √ Set Percentage
 - √ Game Percentage



Determining the Pool Winner – 2 athletes are tied

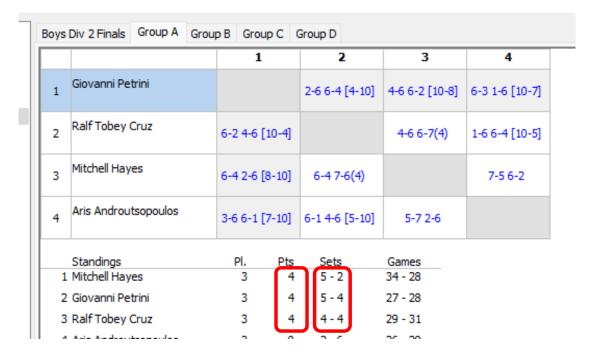
- 2. The final standings of each group shall be determined by the first of the following methods that apply:
- > Greatest number of wins
- Head to-Head results if only two (2) athletes are tied.





Determining the Pool Winner – 3 athletes are tied

- 3. The final standings of each group shall be determined by the first of the following methods that apply:
- Greatest number of wins
- Greatest number of matches played.
 - 1. If 3 athletes each have one win, an athlete that has played less than all three matches is automatically eliminated and the athlete advancing to the single elimination competition is the winner of the head-to-head match-up of the two athletes tied with 1-2 records, then
 - 2. Highest percentage of sets won (sets won against sets played); then
 - 3. Highest percentage of games won (games won against games played)



If 1,2 or 3 (above) produce one superior athlete (first place) or one inferior athlete (third place), and the two remaining athletes are tied, the tie between those two athletes shall be broken by the head-to-head result.

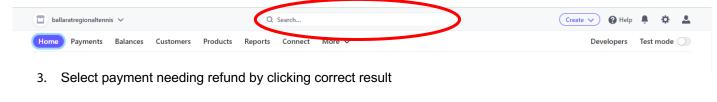
If ties still exist after the above procedures, the Tournament Committee shall make the final determination.

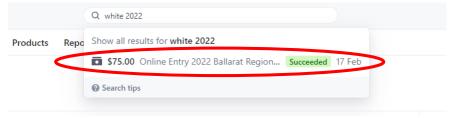
In applying the tie-breaking procedures, a conduct default or retirement shall count as a win or loss. However, games won or lost in matches with the defaulting or retiring athletes shall not be counted in the application of point 3 (percentage of games won) above.



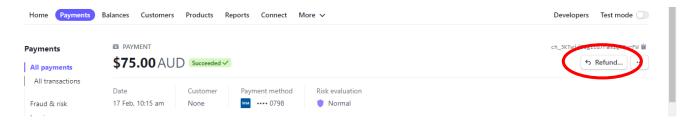
STRIPE REFUNDS

- 1. Log In to your Stripe Account
- 2. Search at the top by player's name and year if necessary

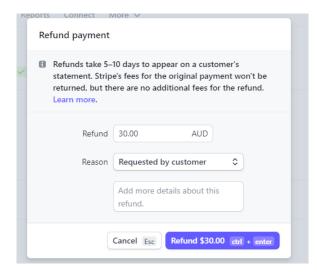




4. Ensure it's the correct player and event in "Payment Details" and click "Refund"



5. Input amount to be refunded, reason and other details if necessary and click "Refund".



^{**}Refunds may take 5-10 days to appear on the customer's statement**