

# ITF Coaches Education Programme



Coaching Beginner and Intermediate Players Course

## ITF COMPETITIONS FORMATS - 1

# The importance of competition at all levels

- Competition reason to play tennis
- Competition - negative thing
- Creating a healthy and competitive environment - attracting people to tennis
- Coaches and parents
- Perspective and balance

# The importance of competition at all levels

- Competition is part of life
- Act of competing or striving
- Compare your abilities with others
- Compete with yourself
- “Best efforts” basis
- Learn from competition
- One winner and thirty-one losers
- Lifetime

# The importance of competition at all levels

- Doing your best
- True value in competition
- Meet new friends
- Junior tennis
- During a match
- Be fair in making calls

# The importance of competition at all levels

- Question?
- Single elimination tournament
- Why?
- Better players play more matches
- Development of self confidence
- Puts more pressure on players to win
- Coaches - Identify talent
- Cheating

# The importance of competition at all levels

- Different number of matches
- The social aspect
- Talent Identification
  - Body age vs actual age
  - Amount of time
- Physically mature players
- Research - tennis after age 14

# The importance of competition at all levels

- Why is the single elimination popular
  - Less courts to give up
  - Less work for referee
  - Less prizes needed
  - Less balls needed
- Players are the most important
- Recreational player
- Purpose of this module

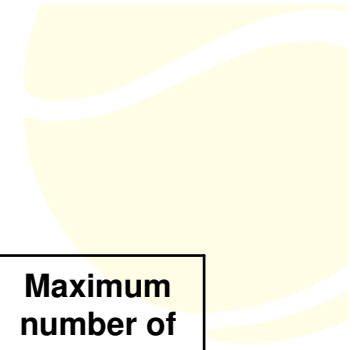
# Round Robin Tournaments and Variations

- Round Robin - 3 or more competitors
- Maximum participation
- Format caters for varying numbers
- All players can play the same number of matches
- Format for players lacking match play

No	Name	1	2	3	4	5	6	Sets won Games won	Position in group
1	Pete		4/6	4/6	4/6	6/2	4/6	1 – 22	5
2	Marcelo	6/4		6/4	7/9	4/6	6/4	3 – 29	2
3	Carlos	6/4	4/6		6/4	3/6	7/5	3 – 23	4
4	Goran	6/4	9/7	4/6		2/6	6/1	3 – 27	3
5	Andre	2/6	6/4	6/3	6/2		6/4	4 – 26	1
6	Tim	6/4	4/6	4/6	1/6	4/6		1 – 19	6



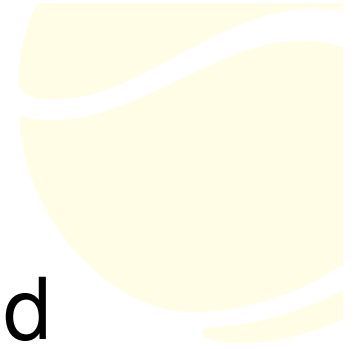
# Singles Round Robin



- Section not bigger than 8
- 90 minutes to complete
- Number of games necessary based on the number of courts available
- Draw for round robin
- Scoring - Three or more players tie
  - Most sets won
  - Least sets lost
  - Most games won
  - Least games lost
  - % of games won to total games played

Number of players per group	Number of matches per player	Number of matches per group	Maximum number of courts needed
3	2	3	1
4	3	6	2
5	4	10	2
6	5	15	3
7	6	21	3
8	7	28	4
9	8	36	4
10	9	45	5

# Doubles Round Robin

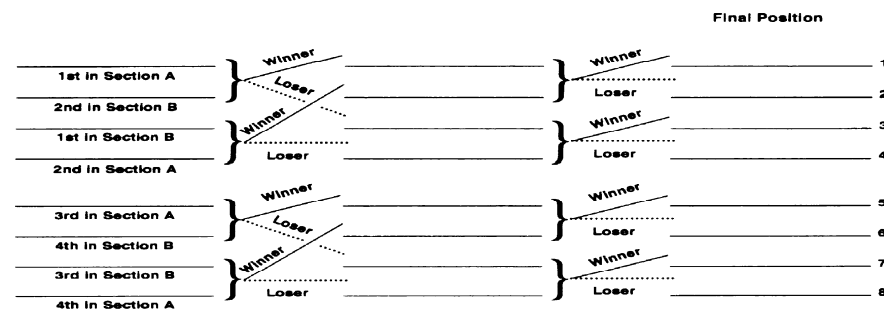


- Two ways to running Doubles Round Robin:
  - Partners do not change for the entire event
  - Partners change after every 4 games
- First way easy, second more complicated
- Mixed doubles
- Not sufficient participants
- Winning percentage

# Round Robin Combinations

- Round Robin combined with Knock-out

No	Name	1	2	3	4	Total			Position
						Matches	Set	Games	
1									
2									
3									
4									



# Round Robin Combinations

- Round Robin Combined with Head to Head
- Round Robin Combined with Round Robin
- Knock-out Combined with Round Robin

# The Klotz Round Robin



- Small tournament with different abilities
- Participants placed in groups of same number
- First Round Robin
- Second Round Robin
- Table tennis scoring
- Same number of groups
- Seeds
- Three-way tie

# American Mixed Doubles Round Robin

- Best Mixed Doubles pairings
- Randomly placed
- Eight games
- Highest individual score become a team
- Next highest individual score
- Tie-break at 4-4 games
- Various partners
- Equal number of men and women

# Mix and Split



- Doubles Round Robin
- Continue as time permits
- Mix and split
- Specified time-20 minutes

1. Round 1:
  - Court 1: Player 1 & 2 vs. Player 3 & 4
  - Court 2: Player 5 & 6 vs. Player 7 & 8
  - Court 3: Player 9 & 10 vs. Player 11 & 12
  - Court 4: Player 13 & 14 vs. Player 15 & 16
2. At the end of round 1:
  - Winning teams split-up but remain on their court
  - Court 1 losers split and go to Court 2
  - Court 2 losers split and go to Court 3
  - Court 3 losers split and go to Court 4
  
  - Court 4 losers split and go to Court 1

# Box Leagues



- Round Robin of same skill level
- Straight Box League
- Pyramid Box League
- Cascade League



# Knock-out Tournaments

- Most common format
- Size of draw
- Number of seeds

Number of Players	Number of Matches
4	3
8	7
16	15
32	31
64	63
128	127

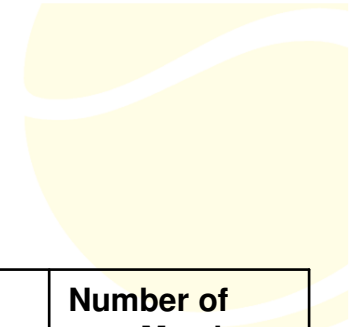
Size of entry	Number of seeds
8	2
9-16	4
17-32	8
32-64	16
65-128	16

# Knock-out Tournaments

- Procedure for placing seeds
- Byes
  - Calculated
  - Seeds awarded byes
  - Extra bye spread evenly
- Remaining Players
  - Top of the draw

Seed No	Draw Size				
	8	9-16	17-32	32-64	65-128
1	1	1	1	1	1
2	8	16	32	64	128
3 or 4 (Top)		5	9	17	33
3 or 4 (Bottom)		12	24	48	96
5 or 6 (Top)			16	32	64
5 or 6 (Bottom)			17	33	65
7 or 8 (Top)			8	16	32
7 or 8 (Bottom)			25	49	97
9 or 10 (Top)				9	17
11 or 12 (Top)				25	49
13 or 14 (Top)				24	48
15 or 16 (Top)				8	16
9 or 10 (Bottom)				56	112
11 or 12 (Bottom)				40	80
13 or 14 (Bottom)				41	81
15 or 16 (Bottom)				57	113

# Basic Consolation



- Second tournament
- First and Second round losers
- Format
  - Regular draw
  - Losers to Left
- Seeded Player
- Last Hope

	Number of Matches in Main Draw	Number of Matches in Consolation Draw	Number of Matches in total
4	3	1	4
8	7	3	10
16	15	7	22
32	31	15	46
64	63	31	94
128	127	63	190

# Feed-in Consolation



- Every player plays same number of matches
- Order 1-32
- More court time and balls
- Extra data
- If necessary shortened form of scoring
- Ranking points