

Tournament Format:

1. The total number of brackets will be defined based on the number of entries.
2. Players will be assigned to bracket based on a draw. A maximum of 6 players per bracket will be assigned.
3. Each bracket will be assigned a leader and leader will be responsible for enforcing the tournament rules and tracking the winners.
4. Brackets winners will be finalized by playing games in a round robin format. Brackets will have top 2 players advancing to the second round.
5. Round robin tie breaker rules –
 - Head-to-Head Competition - The competitor who won the match between the individuals or teams is declared the winner.
 - Percentage of Sets Won - If the competitors' head-to-head records are equal, compare each competitor's percentage of sets won.
 - Percentage of Games Won - If the percentage of sets won doesn't break the tie, compare the percentage of games each competitor won.
 - Tie breaker game – If none of the above breaks a tie, the two players must play **one** tie breaker game. Players must have a toss to decide the service and the side.
6. Round robin games must be completed in 3 weeks. There will be 15 games in each bracket with each player playing 5 games.
7. 2nd round onwards will be a knock out round. Knock out games will be coordinated and played over the week ends. Most games will start in the early mornings.
8. For round robin games and knock out games before finals, players will be responsible for arranging their courts/balls.
9. IAVA will reserve courts, provide snacks and tennis balls for the finals.
10. Winners will be recognized during IAVA's Independence Day function.

Play Format:

11. Each match will be a best of three set formats. The player/team to win 2 set will win the game.
12. Set Rules:
 - The first person/team to win four games (winning by at least two games) will be deemed the winner of the set. Examples: 4-0 OR 4-1 OR 4-2
 - Tie breakers: If the set reaches 3-3 game score, there must be two more games played. If the score is 4-4, a tie breaker game will be played. Player to win this game will be awarded the set.
 - Tie breaker game - The first player to win 10 points wins the set (must win by two). Player who won last game will serve the first point. Service will rotate after the first point. Service will then rotate every 2 points. Winner of the tie breaker will win the match
13. Game Rules:
 - 15-30-40-Game
 - No-ad scoring will be used. (When a game becomes tied at deuce, next point wins the game. No advantage scoring.)
 - GAME TIME IS FORFEIT TIME. If one player does not show up on time, the opposing player will be awarded one (1) game win for every 5 minutes that pass. If the player has not shown up by 20 minutes pass game time then they will forfeit the entire match. The winner of a forfeit will advance to the next round.
 - Note: If a player knows they can't make it to a match ahead of time, please contact the bracket leader as soon as possible (at least 24 hours in advance) to reschedule the match if possible. Rescheduling would have to fit into the tournament format and not hold up other scheduled matches. We cannot guarantee Matches can be rescheduled.
 - The winner of the match needs to report the win to the bracket leaders after the match.
14. Use a fair method of choice (e.g. spin racket, flip coin, etc....) to decide who serves first or choice of a side of the court. The loser of the toss has the remaining option.
15. Switch sides after every odd numbered game total in the set.
16. Start serves on the right side and then alternate sides.
17. One player serves throughout an entire game.
18. All other standard tennis rules apply.
19. IAVA will provide tennis balls for the finals. For all prior matches use new can of Gamma Sports Kids Training (Transition)

Good faith and fair play

20. IAVA has written these rules and reserves the right to interpret the rules as they see fit. Rules are created with fair play in mind. Therefore, IAVA reserves the right to alter rules for circumstances that may arise.
21. Any decision made by IAVA executive committee should be considered final.