Tournament Name: $\qquad$
Site: $\qquad$
Date: $\qquad$

Division: $\qquad$

SIXTEEN TEAMS - FOUR COURTS: Each match is the best 2 out of 3 rally scoring games. The first two games are 0 to 25 points, and the third game (if necessary) is 0 to 15 points. Teams must win by a minimum of two points. All sets have no cap. Teams from the same club, regardless of seed, should not be placed in the same pool.

## Pool A

| Teams |  | Matches Won |  | Matches Lost | Sets Won | Sets Lost |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1 |  |  |  |  |  | Net Points |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |

Court: $\qquad$
(Ref)

| Team vs Team | Set 1 | Set 2 | Set 3 |  |
| :---: | :---: | :---: | :---: | :---: |
| $(4)$ | $1 \vee 3$ |  |  |  |
| $(3)$ | $2 \vee 4$ |  |  |  |
| $(2)$ | $1 \vee 4$ |  |  |  |
| $(4)$ | $2 \vee 3$ |  |  |  |
| $(1)$ | $3 \vee 4$ |  |  |  |
| $(3)$ | $1 \vee 2$ |  |  |  |

Pool B
Each match is the best 2 out of 3 rally scoring sets. The first two sets are 0 to 25 points, and the third set (if necessary) is 0 to 15 points.

| Teams |  | Matches Won | Matches Lost | Sets Won | Sets Lost | Net Points |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |

Court: $\qquad$

| (Ref) | Team vs Team | Set 1 | Set 2 | Set 3 |
| :---: | :---: | :---: | :---: | :---: |
| $(4)$ | $1 \vee 3$ |  |  |  |
| $(3)$ | $2 \vee 4$ |  |  |  |
| $(2)$ | $1 \vee 4$ |  |  |  |
| $(4)$ | $2 \vee 3$ |  |  |  |
| $(1)$ | $3 \vee 4$ |  |  |  |
| $(3)$ | $1 \vee 2$ |  |  |  |

## Pool C

Each match is the best 2 out of 3 rally scoring sets. The first two sets are 0 to 25 points, and the third set (if necessary) is 0 to 15 points.

| Teams |  | Matches Won |  | Matches Lost | Sets Won | Sets Lost |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |

Court: $\qquad$

| (Ref) | Team vs Team | Set 1 | Set 2 | Set 3 |
| :---: | :---: | :---: | :--- | :--- |
| $(4)$ | $1 \vee 3$ |  |  |  |
| $(3)$ | $2 \vee 4$ |  |  |  |
| $(2)$ | $1 \vee 4$ |  |  |  |
| $(4)$ | $2 \vee 3$ |  |  |  |
| $(1)$ | $3 \vee 4$ |  |  |  |
| $(3)$ | $1 \vee 2$ |  |  |  |

## Pool D

|  | Teams | Matches Won | Matches Lost | Sets Won | Sets Lost | Net Points |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |

Court: $\qquad$

| (Ref) | Team vs Team | Set 2 | Set 3 |  |
| :---: | :---: | :---: | :---: | :---: |
| $(4)$ | $1 \vee 3$ |  |  |  |
| $(3)$ | $2 \vee 4$ |  |  |  |
| $(2)$ | $1 \vee 4$ |  |  |  |
| $(4)$ | $2 \vee 3$ |  |  |  |
| $(1)$ | $3 \vee 4$ |  |  |  |
| $(3)$ | $1 \vee 2$ |  |  |  |

All play-off matches MUST be best 2 out of 3 rally scoring sets. The first two sets are 0 to 25 points, and the third set (if necessary) is 0 to 15 points. Teams must win by a minimum of two points. All games have no cap.

2 WAY TIES: If two teams are tied in match record, the team winning the Head-to-Head match wins the tie and finishes in the higher position in the pool.

3 WAY TIES: If three or more teams are tied in match record, the tie will be broken using the following steps in order, without repeating any step (Head-to-Head results will not be used at any time in the process for breaking a three-way tie):
(1) Set percentage (determined by dividing each team's total sets won in the pool by the total sets played). The team with the highest percentage is first. If some or all the teams have the same percentage, then:
(2) Point percentage of the teams still tied (determined by dividing each team's total points scored by the total points scored by all the team's opponents in that pool). Of the teams still tied, the team with the highest percentage has either the highest or the second highest finish in the pool (depending on the outcome of Step 1). If two or more teams are still tied, then:
(3) Coin toss.


