



Join the Southern Fast4 Tennis Series! Fast4 Tennis is an exciting, shortened format for playing matches that has been showcased by top professional players and used for the USTA NTRP National Championships. The shorter format makes hosting a tournament easier and less expensive, while providing players a better experience. The Fast4 format is simple with four rules: there are no advantage scores, lets are played, tie-breakers apply at three games all, and the first to four games wins the set.

Benefits of Running a Southern Fast4 Tennis Tournament

- Tournament can be completed in 4 hours or 1 day
- Less expensive and more profitable than traditional tournaments
- Players get more matches over less time
- Players spend less time traveling and waiting to play
- Tournament can be theme-based to create fun atmosphere for players
- Average Fast4 set takes 18-22 minutes

Incentives Provided by USTA Southern

- **FREE** case of Dunlop tennis balls for every 25 players registered
- **FREE** player gifts
- Promotional assistance

Easy Rules to Host a Southern Fast4 Tennis Tournament

- NTRP singles, doubles, and/or mixed division options
- Round robin or compass draw format
- USTA Membership required
- Fast4 Tournament must be entered in TDM/TennisLink
- \$3 Non-Sanction Fee
- Maximum cost per player is \$25 (including \$3 TennisLink fee)
- No Referee Required

Sample Budget for Running a Southern Fast4 Tennis Tournament (8 Courts Available)

Fast4 Series Registration Fee (per player)	\$25.00
Fast 4 Series Fees Per One NTRP Level (32 players)	\$800.00
Estimated Court Fees for 8 Courts (\$10 per court)	-\$320.00
Sanction Fee and TennisLink Fee (per player)	-\$99.00
Light Food and Water for Players	-\$50.00
Leftover Tournament Funds for One NTRP Level	\$331.00

Interested in hosting a Southern Fast4 Tournament? Contact Mike Palmer at palmer@sta.usta.com or 770-368-8200.





Southern values the input from Tournament Directors on what will be more successful at their facility. Providers may select one option from each on "Tournament Format" and "Tournament Scoring" options below.

Tournament Format

Option 1: Round Robin Format

- Teams are divided into groups of 4 for a minimum of 3 team round robin matches. If 16 teams are not entered for a specific NTRP level, Tournament Director may use various numbers in round robin (i.e. three groups of 5 for 15 teams entered, etc).
- All 16 teams are placed into a playoff bracket and seeded (based on results from round robin matches); or top 2 teams from each of the round robins advance to a playoff bracket and are seeded (based on results from round robin matches).

Option 2: Compass Draw Format

- All 16 teams are placed randomly (by TDM) on a bracket. Based on first round results, teams are then placed into round robins. For example, the 8 teams that win their first match are divided into two round robin groups (Green and Orange group), and the 8 teams that lost their first match are divided into another two round robin groups (Blue and Red group).
- The top 2 teams from the Green and Orange group are placed into a 4-team playoff bracket to determine winner. The bottom 2 teams are placed into a 4-team playoff bracket to determine 5th place.
- The top 2 teams from the Blue and Red group are placed into a 4-team playoff bracket to determine 9th place. The bottom 2 teams are placed into a 4-team playoff bracket to determine 12th place.
- The intent on Compass Draw Format is to create more competitive matches among NTRP levels and to create more playing time for participants.

Tournament Scoring

Both options will still include: Play lets, Fast4 tiebreak at 3-3 all and no ad scoring.

Option 1: Single Fast4 Set

- Using the same Fast4 concept as described on first page, matches are the best of one Fast4 set. A match won will be by a score of 4-0, 4-1, 4-2, or 4-3 (Fast4 tiebreak). *Best option, 20-minute match time average.*

Option 2: Best 2-of-3 Fast4 Sets with Fast4 Tiebreak in Lieu of 3rd Set

- Using the same Fast4 concept as described on first page, matches are the best of two Fast4 sets with a 10-point match tiebreak played in lieu of a 3rd set. Examples of matches won will be by a score of 4-2, 4-2; 4-1, 4-3 or even 2-4; 4-1; 1-0 (Fast4 TB played). *50-minute match time average.*

Fast4 Tiebreaker

- First to 5 points, win by 1. Players alternate serving 2 points each, switching sides once after 4 points.
- At 4-4 players spin a racquet to determine server and side for final "sudden death" point.

