

Round Robin Tournament Progression SLC June 27-28, 2026

Source: USA Pickleball

15.B.4 Round Robin. All singles players or doubles teams play each other. The winner is determined based on the highest number of matches won. When two or more teams are tied for the number of matches won, ties must be broken in accordance with the sequence in Rules 15.B.4.a through 15.B.4.f. The method that succeeds in breaking the tie will be used to rank all tied teams.

15.B.4.a Withdrawal, Retirement, or Forfeit: If a team withdraws, retire or is forfeited from a round robin event, then the team's match result will not count toward the standing of that event and the team will not be eligible to participate in any elimination playoff or medal match. No team member substitutions allowed.

15.B.4.b First Tie-Breaker. The first tie-breaker is the best record of head-to-head matches among the tied teams.

15.B.4.c Second Tie-Breaker. The second tie-breaker is the best point differential of all games played. This tie breaker does not apply across multiple pools where the number of teams in each pool is not equal. (For example, Team A wins their first match, 11-8, 11-4, so they would have a point differential of +10. Team A then wins the second match, 11-9, 2-11, 11-6. For the second round, they would have a point differential of 2. This would give them a total for the two rounds of +8.)

15.B.4.d Third Tie-Breaker. The third tie-breaker is the best point differential of head-to-head games.

15.B.4.e 15.B.4.f Fourth Tie-Breaker. The fourth tie-breaker is the best point differential of games played against the singles player or doubles team with the next -highest number of matches won. (For example, when players or teams are tied for second-place, the total point differential against the first-place singles player or doubles team is used.) Fifth Tie-Breaker. The fifth tie-breaker is the highest number of points scored across all matches in the round robin. This tie-breaker does not apply across multiple pools where the number of teams in each pool is not equal