

General rules:

- A player must win a match in order to earn points. A bye that counts as a win on the scoring matrix is considered winning a match.
- Where a player finishes determines the # of points earned
- If there is not a full draw at a given level, whether feeder round matches count as point earning wins is determined by the number of players who get a bye in the first round compared to the number of players who play a match.
 - If the number of players playing matches exceeds the number of players with byes, scoring will start with byes and wins out of that round.
 - If the number of byes is equal to or greater than the number playing matches, feeder round wins and byes will not count.
 - The point at which matches begin to count is as follows:
 - 11 players and up in a round of 16 (6 play, 5 get byes).
 - 22 players in a round of 32 (12 play, 10 don't)
 - 43 players in a round of 64 (22 play, 21 don't)
 - 86 players in a round of 128 (44 play, 42 don't)
 - 171 players in a round of 256 (86 play, 85 don't)

Determining which scoring matrix to use:

Singles, Division 1-5:

- The size of the largest #1 singles draw (typically boys) determines the scoring matrix used for Divisions 1-5 singles. For example, if the boys draw is a round of 64, the round of 64 matrix will be used for scoring in Divisions 1-5, boys and girls.
 - Exception: if the smaller of the two #1 draws (typically girls) is two or more rounds smaller, the matrix will be adjusted to one up from the smaller draw. (E.g., if the boys #1 is 64 and the girls is only 16, the round of 32 matrix would be used for the girls Divisions 1-5.)

Singles Division 6:

- The size of the largest #6 singles draw (typically boys) determines the scoring matrix used for Divisions 6. (E.g., if the boys draw is a round of 256, the 256 matrix will be used for scoring.
 - Exception: if the smaller #6 draw is two or more rounds smaller, the matrix will be adjusted to one up from the smaller draw. (E.g., if the boys #6 is 256 and the girls is only 32, the round of 64 matrix would be used for the girls.)

Doubles, Division 1-2:

- The size of the largest #1 doubles draw (typically boys) determines the scoring matrix used for Divisions 1-2 girls and mixed. For example, if the boys doubles draw is a round of 64, the round of 64 matrix will be used for scoring in Divisions 1-2, boys, girls, and mixed.
 - Exception: if either of the smaller of the three #1 draws is two or more rounds smaller, the matrix will be adjusted to one up from the smaller draw. (E.g., if the boys #1 is 64 and the girls doubles is only 16, the round of 32 matrix would be used for the girls Divisions 1-2.)

Doubles Division 3:

- The size of the largest #3 doubles draw (typically boys) determines the scoring matrix used for all doubles. (E.g., if the boys #3 doubles draw is largest and is a round of 128, the 128 matrix will be used for girls and mixed scoring.
 - Exception: if either of the smaller of the two #3 doubles draw is two or more rounds smaller, the matrix will be adjusted to one up from the size of the smaller draw. Example:
 - Boys: Round of 128, use round of 28 matrix
 - Girls: Round of 32, use round of 64 matrix
 - Mixed: Round of 16, use round of 32 matrix)