

Men's 2.5-3.0 Ladder League

Format and Rules

Important: All players must arrive 15 minutes before match time. ***Late arrival penalties apply.**

CURRENT LADDER, SCORES, SCHEDULE

For the current, ladder, scores, and schedule, please see the Tennis WinWin website:

<http://tenniswinwin.com/>

GENERAL FORMAT

Schedule. The League has 8 players. The league is 8 weeks long and each player will be scheduled to play 4 times and have 4 byes.

Ladder. To begin, the League Administrator will create a ladder with 8 spots and conduct a random drawing to determine each player's initial spot on the ladder. After that, a player's spot on the ladder will be adjusted up or down after each week's play.

Byes. Each week, 4 players play and 4 players have byes. When a player has a bye, the player's ladder spot will be frozen until the player plays again. The other players will move up or slide down around the frozen spots.

Match Play & Regular Scoring. At each match, the four players will play three rounds. During the three rounds of play, each player will play 8 games with each of the other three players on the court.

Scorecards. A scorecard will be provided by the League Administrator. The scorecard will indicate whom each player will partner with each round. After each round, the players will record the number of games won by each player, and after the third round, the total games won for each player. This total will determine the player's spot on the ladder for the next time the player is scheduled to play.

Court Captain. Each week, the League administrator will ask one player from each court to act as court captain. At the end of the match, the captain will be responsible for taking a photo of the completed scorecard and text or email it immediately to the administrator listed on the scorecard.

Ladder Champion. The player who ends on the top of the ladder at the end of the season will win the Ladder Championship.

RULES

- 1. Report to Assigned Court at start of reserved court time.**
- 2. Warm-up.** Warm-up concludes and play begins exactly 15 minutes after the start of reserved court time.
- 3. Rounds.** Using regular scoring, play three 8-game rounds, each with a different partner.
- 4. Partner Rotation.** The scorecard will indicate the partnerships for each round.
- 5. Scorecard.** After each round, record the number of games won by each player on the scorecard.
- 6. Timing Out.** Courts are reserved for exactly two hours. Play concludes at the end of the reserved court time and may not be extended. If you have not finished Round 3, record the number of games won so far. If you finish early, you may stay and play until the end of the reserved court time "for fun."
- 7. Total Scorecards.** When finished, total the number of games won by each player for the three rounds. The court captain will then take a photo of the scorecard and text or email it to the administrator designated on the scorecard.

8. **Late Arrival of a Player/Canadian Doubles.** Warm-up and match play begin regardless whether a player is late. Warm-up is not extended for a late-arriving player. If warm-up concludes and a player is still missing, match play will begin using the three-player Canadian Doubles format. The player whose partner is missing will play as the single player and serve both times during the 8-game round. Canadian Doubles format continues until the missing player arrives and joins the single player.
9. ***Late Arrival Penalties.**
 - a. The League Administrator will assess penalties against a late-arriving player.
 - b. **Less than 15 Minutes Late.** If a player arrives less than 15 minutes late, no penalty will be assessed, but warm-up time will not be extended.
 - c. **15-30 Minutes Late.** If a player arrives 15-30 minutes late, the player will not get a warm-up and the League Administrator will deduct 2 games from the player's total score at the end of the match.
 - d. **Over 30 Minutes Late or No Show.** If a player arrives more than 30 minutes late, the player will not get a warm-up, the League Administrator will deduct 2 games from the player's total score at the end of the match, and the player will automatically move down at the end of the match regardless of the player's total game score. The other players will advance or stay in accordance with their scores.

HOW THE LADDER WORKS

1. **Ladder Moves.** After the match, players will be ranked 1, 2, 3, or 4 based upon their total scores.
2. **Ties.** In the event that players are tied with the same total games won, the ties will be broken based on the ladder positions of the players before the match. For example, if two players are tied, the player with the higher ladder position before the match will be ranked higher than the other player.
3. **New Ladder Positions.** After ranking the players based on their match scores, the League Administrator will filter them back into the 8-player ladder, around the players who had byes and whose positions had been frozen. The new ladder that is created will be used for the following week.