

DLTC Singles Ladder Rules (October 2016)

This tennis ladder has been introduced at Members' request to provide you with an opportunity to meet new and other players and play competitive yet friendly games of tennis over a period TBD.

It is likely to take a little while for sensible rankings on the ladder to be established. **During the first month only** you will have one "flying challenge" whereby you can challenge a player higher than 3 places above you in the ladder. Initial starting placements are ranked as best as possible.

Each player must provide a telephone number and where possible an email address where he/she can be reached for setting dates for matches.

Please use the following rules with a degree of flexibility and good humour. Remember, it's only a game!

- Only fully paid members of the club may participate in the ladder.
- You can normally challenge players up to 3 places higher than you on the ladder.
- Once a challenge has been set no other challenge can be taken on until the match has been cancelled, forfeited, or played and the results entered. Members are not required to accept more than one challenge per week but must accept challenges from other members or lose by default. Pre-arranged matches must be completed before any other match is played.
- If the challenger wins the match, the challenger moves to his opponent's position on the ladder while the opponent drops down to the challenger's position. If the challenger does not win, both players stay in their current positions. Where the match is a flying challenge the winner will take the place of the loser who will in turn drop 3 places on the ladder.
- The date and time of any match should be mutually convenient for both players. A challengee must respond to a challenge within 7 days after being challenged and a match must be set up within 14 days of the challenge or give a default.
- If any player fails to turn up for an arranged match the other player wins by default.
- Matches must be played to best of 3 sets, the 3rd set to be played as 10 point tie-break.
- If a player makes a challenge and loses the match, the player must wait 14 days and complete at least one other match before re-challenging the same player.

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- Any player forfeiting twice will automatically drop to the lowest position on the ladder.
- All match scores and forfeits should be reported on the score sheet on the Notice Board. If a match is not reported, the result may be voided and the ladder returned to the last known rankings.
- The challenger is responsible for checking court availability on the appropriate Notice Board. Match fixtures take priority and can be viewed on the web site. Even when matches are scheduled, courts may be available.
- New players can join the ladder at the lowest rank, but will be assigned two “flying challenges” anywhere in the ladder to ensure that stronger players find their appropriate level sooner. New players wishing to join the ladder should contact tony_morse@btinternet.com.
- The Ladder will operate until TBD and may be updated from time-to-time.

Enjoy your games!

Tony Morse

October 2016