



VPTC SINGLES LADDER RULES

The Victoria Park Tennis Club (VPTC) Singles Ladder is intended to encourage friendly competition and help club members meet other players at their approximate level of skill.

Players challenge each other for a higher position on the Ladder Board. If a **Challenger** wins against a higher positioned player, they move to their position on the Ladder Board bumping players in between down one position. If the challenged **Opponent** wins, then the Ladder does not change.

The Singles Ladder Board contains 48 players in 4 columns of 12 players. Players who are not currently listed on the Ladder Board are in the **Queue** and may challenge any position (37-48) within column C to enter. A win by the **Challenger** moves the **Opponent** to the **Queue**.

V	P	T	C
1 - 12	13 - 24	25 - 36	37 - 48

New players that do not hold a position on the Ladder Board may challenge any **Opponent** in column V, P, T or C for their first challenge only. If the challenged **Opponent** wins, then the **Challenger** returns to the **Queue** and may only challenge within column C to enter.

Ladder results are managed by the **Administrator** (Harry Greenan, courtsideta@bell.net) and are displayed on the Ladder Board located at the rear of the clubhouse.

Participants are expected to have read and understood these rules. The **Administrator** should be contacted for any matters that require additional guidance or decision.

CHALLENGES

Players are responsible for challenging and organizing their own Ladder matches. It is the responsibility of the **Challenger** to initiate the scheduling. The date and time of the match should be mutually convenient for both players. Challenge matches follow *Reservation Board* rules. On Tuesdays and Fridays, the court may be reserved for 1 hour.

Players may challenge a maximum of 3 places above and have only 1 accepted challenge at any one time.

Challenges are registered by email to the **Opponent** with a copy to the **Administrator**.



The **Opponent** must accept the challenge within 48 hours and the match must be played within 1 week of the **Challenger** request or the match is **forfeited**.

The **Opponent** may refuse a challenge if they:

- have a registered challenge to defend their position that week.
- already notified the **Administrator** they require an extra week for vacation or injury.
- played a Ladder match against the **Challenger** within the last 7 days.
- are registered to play in a club tournament that day.

If an **Opponent** continues to refuse challenges or is unable to accept future matches, they will be removed from the Ladder Board and placed in the **Queue**. If a player cannot attend a scheduled match, they must notify their opponent at the first opportunity. Players must arrive at the court ready to play within 15 minutes of the agreed time or they **forfeit** the match.

SCORING

Ladder matches are an 8-game Pro Set with a tiebreaker at 7-7. Tiebreaker is 1st player to 7 points with a margin of 2 points. No-ad scoring will be used and next point wins at deuce. The receiver has the choice of which court to receive from.

If the court is still open when you finish your match you may continue but the match is decided based only on the 8-game Pro Set and no other form of scoring. If a match has not completed and you're bumped from the court, whoever is leading at that time will be declared the winner. If the match is tied, 1 point will decide the winner (spin for choice of serve or receive).

- Tournament and league competition matches cannot be used as Ladder matches.
- All Ladder matches to be played at VPTC.
- Both players bring a new can of balls. The winner takes home the unopened can. Both cans of balls must be of the same quality and sanctioned for tournament use.

WIN / LOSS

- If the **Challenger** wins, they switch positions with the **Opponent**. Any players in between move down one position.
- If the **Opponent** wins, then the Ladder Board does not change.

*Final scores are registered by email to the **Administrator** with a copy to the losing player within 1 day of the match.*