

Women's 3.0 Shots & Ladders League

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. Each League has 18 players. In a six-week league, each player will be scheduled to play 4 times and have 2 byes. In a nine-week league, each player will be scheduled to play 6 times and have 3 byes.

Move Up and Down 3 Courts. The League will be run on three courts and the object will be during the course of the season to move up from lower to higher courts, and try not to slide down. Play will become more challenging as players climb higher.

Ladder. To begin, the League administrators will create a ladder with 18 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, 12 players play and 6 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.

Court Assignments. Players will receive their court assignments when they arrive. Each week, the 12 players who are scheduled to play will be assigned to Courts 1, 2, and 3 based on their current positions on the ladder. For example, the top four players on the ladder (skipping any players with byes) will be assigned to Court 1 in positions 1, 2, 3, and 4. The next four players (again skipping any players with byes) will be assigned to Court 2 in positions 5, 6, 7, and 8, and the next four players to Court 3 in positions 9, 10, 11, and 12.

Match Play & Regular Scoring. The four players who are assigned to a court will stay on that court for the entire match. They do not rotate to another court. Instead, each player will play 8 games with each of the other three players on the court in three rounds of play using regular scoring.

Scorecards. A scorecard will be provided by the League Administrator for each court. 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.

Teams & Championships. Every player will also be assigned to one of two teams. Because matches are based on ladder positions and not teams, the players on any given court could be from either team. However, every game won by an individual player (regardless whether the player moves up or down on

the ladder) will be posted to the player's team, and will count toward winning the Team Championship. The player who ends on the top of the ladder 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 wait for late-arriving players and will assess the following penalties at the time of arrival:
 - 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. The missing player's score for the three rounds, calculated based on the score of the missing player's partner each round, will still be awarded by the League Administrators to the missing player's team.

HOW THE LADDER WORKS

1. **Temporary 12-player Ladder.** After the match, the League Administrators will initially list the players on a temporary 12-player ladder in the positions they played: positions 1, 2, 3, and 4 on Court 1, positions 5, 6, 7 and 8 on Court 2, and positions 9, 10, 11, and 12 on Court 3.
2. **Ladder Moves.** On **Court 1**, the player with the lowest game score will move down to Court 2. On **Court 2**, the player with the highest game score will move up to Court 1, and the player with the lowest game score will move down to Court 3. On **Court 3**, the player with the highest game score will move up to Court 2. All players on all courts who do not move up or down will stay, in the order of their game scores.

3. **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 to move up, the player who had the higher ladder position before the match will move up and the other player will stay. Similarly, if two players are tied to move down, the player who had the lower ladder position before the match will move down and the other player will stay. If three or four players are tied, the prior ladder positions will be used to determine who moves up, stays, or moves down.
4. **New 18-player Ladder.** After all of the moves have been made, the League Administrators will make a new temporary 12-player ladder for the day based on who moved up, moved down, or stayed. The “invisible” players who did not play because they had byes will then be inserted into the 12-player ladder **at the spots they previously held** and a new 18-person ladder will be created for the League, which will be posted on the website and used the following week.