

DHTC Mixed Doubles Ladder Rules - Begins December 20, 2022

The objective of the ladder is for you to compete against opponents in your assigned group. The more matches you play; the more points you accumulate. Those teams who played more matches (WIN OR LOSE) have a greater chance to move up than those who won but only played a few matches. **3 TEAMS WHO PLAY THE MOST MATCHES DURING THE ROUND ROBIN SESSION WILL WIN \$75.00, 50.00, 25.00 Gift Certificates** (based on minimum of 36 teams).

1. PLEASE REPORT YOUR MATCH SCORES TO THE FRONT DESK. TWO POINTS ARE AWARDED FOR A WIN, 1 POINT FOR A LOSS AND 0 POINTS FOR A DEFAULT/RETIREMENT. A BONUS 1/2 POINT IS AWARDED TO THE PLAYER WHO WINS IN TWO SETS OR TO THE LOSING PLAYER IF THREE SETS ARE PLAYED. IT IS YOUR RESPONSIBILITY TO CHECK THE ACCURACY OF YOUR MATCH RECORD PRIOR TO THE END OF THE LADDER. **NO DEF POINTS FOR MATCHES WILL BE GIVEN DURING THE LAST TWO WEEKS OF PLAY.**
2. LADDER MATCHES ARE TO BE PLAYED AT DHTC - NO POINTS AWARDED IF PLAYED OFF-SITE. RESERVATIONS MUST BE MADE WELL ENOUGH IN ADVANCE TO GUARANTEE YOUR COURT TIME.
3. YOU CAN ONLY PLAY OPPONENTS FOR POINTS IN YOUR DESIGNATED NUMBERED GROUP (GROUPS WITH THE SAME NUMBER. IF YOU WIN THREE MATCHES IN YOUR DESIGNATED GROUP (2A, 2B, ETC.), YOU CAN PLAY PLAYER(S) IN THE GROUP DIRECTLY ABOVE YOU, BUT YOU MUST WIN THE MATCH TO CONTINUE PLAYING IN THE HIGHER GROUP. IF YOU LOSE A MATCH IN THE HIGHER GROUP YOU MUST RETURN TO YOUR ASSIGNED GROUP AND WIN TWO MATCHES PRIOR TO CHALLENGING (PLAYING UP) AGAIN.
4. EACH TEAM IS RESPONSIBLE FOR CALL/TEXT THEIR OPPONENTS TO SET UP THEIR WEEKLY MATCH. ALSO, NOTIFY YOUR OPPONENTS AS SOON AS POSSIBLE IF YOU MUST CANCEL A SCHEDULED MATCH. IF YOU CANCEL YOUR MATCH WITH LESS THAN 6 HOURS NOTICE YOUR OPPONENT WILL BE GIVEN A DEFAULT (2 POINTS) AND YOU WILL RECEIVE 0 POINTS.
5. Matches are 2 OUT OF 3 SETS sets 1 and 2 is first to 6 by 2 games. NO 10 MINUTE BREAK BETWEEN 2ND AND 3RD SETS. REGULAR SCORING, a set tiebreak at 6 ALL. USTA Rules apply –foot-faults enforced. All players should attempt to complete their ladder matches in time. To avoid incomplete matches, players need to follow USTA rules of play. **WARMUP IS LIMITED TO 10 MINUTES MAX, INCLUDING SERVES. PLAYERS HAVE 90 SECONDS ON CHANGEOVERS AND TWO MINUTES BETWEEN SETS. THIRTY SECONDS TO PUT BALL IN PLAY. Penalties are loss of point first, then game, then match.** If court time expires and players cannot continue a match uncompleted, the team leading in sets wins the match (if tied in sets, the team with most games in the third set wins). ONLY if both players are in agreement to continue another day, then the match will continue with the exact score (all points, games and sets remain the same). If you have less than 20 minutes to complete the third set of your match then a match tiebreak (first to 10 points) should be played in lieu of the third set.
6. LATENESS: Teams that are 20 minutes late (according to their arranged match time) are to be defaulted. Should a team wish to play the match when their opponent is 20 minutes late or longer, then the late team will lose the first set and the toss. Teams who are 10-19 minutes late will lose 3 games, loss of toss, 5-9 minutes late, loss of 1 game and the toss. **Teams cannot override this policy, only the staff can overrule the penalty(s) due to unusual circumstances.**
7. **BALLS - EACH team WILL BRING AN UNOPENED CAN OF USTA OFFICIAL TENNIS BALLS - NO PRACTICE BALLS - THE WINNER TAKES THE NEW CAN AND THE LOSER GETS THE USED MATCH BALLS.**
8. SHOULD A TIE FOR FIRST PLACE OCCUR, HEAD-TO-HEAD COMPETITION, THEN NUMBER OF MATCHES PLAYED WILL DETERMINE THE DIVISIONAL WINNER.
9. There will be a tournament once the ladder concludes on February 20. Teams will need to have played 4 matches in to qualify for the tournament and will be seeded according to the win/loss record.

EXAMPLE OF YOUR SCORECARD

HOW TO USE: You receive 2 points for a win, 1 point for a loss and 0 points for a default. After playing your opponents, please have the staff fill in the points you receive in the boxes provided next to your name. The score entered should match up with the number of your opponent vertically (See example). IT IS YOUR RESPONSIBILITY TO MAKE SURE ALL OF YOUR MATCHES GET RECORDED.

Team 4 loses to player 1 in straight sets

Team 2 loses to player 3 in 3 sets

PLAYER	1	2	3	4	TOTAL POINTS
1. McEnroe/Austin				2.5	2.5
2. Sampras/Sabatini	1.5				1.5
3. Graff/Agassi		2.0			2.0
4. Williams/Federer	1				1