

## **DHTC Adult Winter/Spring Ladder Rules - Begins January 20, 2024**

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. Placement in a higher group for the next ladder is determined by your last season's performance. Those individuals who played more matches (WIN OR LOSE) have a greater chance to move up than those who won but only played a few matches. **4 PLAYERS WHO PLAY THE MOST MATCHES DURING THE ROUND ROBIN SESSION WILL WIN \$75.00, 50.00, 25.00 & 25.00 Gift Certificates** (based on minimum of 70 players).

1. LADDER GROUPS ARE ARRANGED ACCORDING TO YOUR FINAL RANKING IN LAST SEASONS COMPASS DRAW EVENT AND HOW YOUR PERFORMANCE IN THE LADDER ROTATION. **PLAYERS WHO MISSED A SEASON ARE REVIEWED ACCORDING TO THEIR PAST PARTICIPATION. ALL NEWCOMERS ARE PLACED IN GROUP 3-4 UNLESS WE CAN CONFIRM AN OFFICIAL NTRP RATING** (<http://tennislink.usta.com/LEAGUES/Common/Default.aspx>) **OR TOURNAMENT PLAY**. IF YOU DO NOT LIKE THE GROUP YOU'RE ASSIGNED TO, NEW PLAYERS OR PLAYERS WITH A WINNING RECORD IN THEIR LAST LADDER WILL BE GIVEN ONE FREE CHALLENGE TOKEN (**January 13-16**) TO TRY AND MOVE UP TO A HIGHER DIVISION. **PLAYERS WHO DID NOT PLAY 6 MATCHES LAST SEASON WILL NOT BE ALLOWED TO CHALLENGE INTO A HIGHER DIVISION.**
2. 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.**
3. 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.
4. YOU CAN ONLY PLAY OPPONENTS FOR POINTS IN YOUR DESIGNATED NUMBERED GROUP (GROUPS WITH THE SAME NUMBER. IF YOU WIN TWO 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.
5. EACH PARTICIPANT 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.
6. Matches are 2 OUT OF 3 SETS sets 1 and 2 is first to 6 by 2 games. **If the match goes to 3 sets the 3<sup>rd</sup> set will be determined by a 10 point tiebreaker (first to 10 points win by 2 points). A 5 MINUTE BREAK WILL BE ALLOWED BETWEEN 2<sup>ND</sup> AND 3<sup>RD</sup> 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 person leading in sets wins the match (if tied in sets, the person 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).
7. LATENESS: Players that are 20 minutes late (according to their arranged match time) are to be defaulted. Should a player wish to play the match when their opponent is 20 minutes late or longer, then the late player will lose the first set and the toss. Players who are 10-19 minutes late will lose 3 games, loss of toss, 5-9 minutes late, loss of 1 game and the toss. **Players cannot override this policy, only the staff can overrule the penalty(s) due to unusual circumstances.**
8. **BALLS - EACH PLAYER 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.
9. SHOULD A TIE FOR FIRST PLACE OCCUR, HEAD-TO-HEAD COMPETITION, THEN NUMBER OF MATCHES PLAYED WILL DETERMINE THE DIVISIONAL WINNER.
10. THE LAST 6 WEEKS OF THE LADDER IS A COMPASS DRAW FORMAT (NO ELIMINATION). TO QUALIFY FOR THIS EVENT ALL PLAYERS MUST HAVE PLAYED A MINIMUM OF 6\* MATCHES (SEE NEXT PAGE). PLAYERS NOT MAKING THE COMPASS DRAW ARE DROPPED FROM THE LADDER.

### **ROTATION SCHEDULE (January 20 – March 17 Approximately)**

For the first 10-12 weeks you can play anyone in your designated group (group 1 players play group 1 players, group 2 players play group 2 players, and so on) to receive points. To set up a match contact any player in your group. You receive 2 points for a win, 1 point for a loss and 0 points for a default. After playing your opponent, **YOU MUST REPORT YOUR SCORE AT THE FRONT DESK TO THE DHTC STAFF.** The staff will fill in the points you earned next to your name. **IT IS YOUR RESPONSIBILITY TO MAKE SURE ALL OF YOUR MATCHES GET PROPERLY RECORDED.** To qualify for the Compass Draw Event, you must play at least **6 or more matches** during this round.

### **COMPASS DRAW ROTATION (March 23 – April 12)**

We take a maximum of 64 players in the Compass Draw. To participate in the compass draw you **MUST HAVE PLAYED A MINIMUM OF 6 ROTATION MATCHES.** Ladder participants who have played less than 6 matches will be dropped from competition at this time. If more than 64 players qualify those who played the least amount of matches and gained the least points will be placed on a waiting list for the first available default. In the compass draw, matches will get progressively more competitive each week. All first-round winners will move EAST (to the right) and play against other first-round winners during the second week. First-round losers will move WEST (left) and play against other first-round losers during the second week. During the third week all first and second round winners will move EAST again and play. First-round winners/second-round losers will move NORTH (up) and play; first-round losers/second-round winners will move WEST and play; and first-round losers and second-round losers will move SOUTH (down) and play. This rotation procedure continues for a total of 5-6 weeks. *Due to the format of this draw, each player is required to play a match each week so that the following week there is an opponent.* You will have to default a match if you cannot play within your scheduled week (IF BOTH PLAYERS HAVE TIME CONFLICTS AND CANNOT AGREE TO A TIME TO PLAY THE MATCH THE DEFAULT WILL BE AWARDED TO THE PLAYER WHO HAD THEIR SCHEDULE OPEN FOR THE WEEKEND.) Following your match (win, lose or default) you **MUST** check the compass draw sheet to determine who your next round opponent will be. **PERFORMANCE IN THE COMPASS DRAW WILL DETERMINE YOUR POSITION IN NEXT SEASON'S LADDER!** PLEASE NOTE: **MATCHES MUST BE PLAYED ACCORDING TO THE SCHEDULE** - if matches are not played by the scheduled time DHTC will move the players out so as not to impact other players waiting for these matches to finish. We flip a coin to determine who gets moved where. To avoid this situation, play your matches on schedule or contact us if your opponent cannot play so that you are not penalized.

### **10 POINT TIEBREAK INSTRUCTIONS**

- **Before the start of the tiebreak, there may be a 2-minute break.**
- **The next player in serving rotation will serve first in the tiebreak.**
  - **The first player serves 1 point from the deuce side.**
  - **The second player serves 2 points, starting from the ad side.**
- **At the conclusion of 6 points the players switch ends of the court, and every 6 points after that time.**
- **The first player to reach 10 and be ahead by 2 will win the tiebreak and the point for their team.**
  - **Play is continuous throughout the tiebreak.**
- **The tiebreak is to be recorded as 1 for the winner and 0 for the loser in the place of 3rd set scores. i.e., 6-2, 5-7, 1-0**

## **DHTC LADDER METHOD OF DETERMINING GROUP PLACEMENT**

Players constantly request group placement into higher divisions even when their ladder record and compass draw placement do not verify the move. DHTC STAFF will not subjectively evaluate you and place you in a division because of personal requests. **LADDER POSITIONS ARE DETERMINED SOLELY BY YOUR RESULTS IN THE PREVIOUS LADDER AND COMPASS DRAW EVENT, OR BY TENNIS SKILL (NTRP rating – current, or USTA tournament results which we look up)**. Each request is reviewed on a case-by-case basis, but we strongly follow the guidelines outlined below and rarely deviate from this practice. In short, players 1-16 in the previous compass draw qualify for group 1 (barring defaults), 17-32 for group 2, 33-48 into group 3, 49-64 into group 4 (**based on a full 64 draw**). With three groups, numbers 1-18, 19-36, 37-54, 55-72 will determine the new ladder groupings. Divisional winners of the round robin also earn a move-up for the following season.

New participants and last seasons compass participants (must have winning record) - If you are not satisfied with your group placement you can use your one challenge token during **January 13 -27, 2024** in an effort to move up (**PLAYERS WHO DID NOT PLAY 6 MATCHES LAST SEASON WILL NOT BE ALLOWED TO CHALLENGE INTO A HIGHER DIVISION**). Our ultimate objective is to make each division homogenous in nature. Hopefully, each player in their respective groups is related in ability and playing skills allowing for closely contested matches. Player rankings for each season is determined by the previous the compass draw event (a player must have wins in the CD to be moved up – defaults are not counted towards final ranking). As stated above, the top 16 players are placed in group 1 along with the top player (highest percentage - points accumulated/matches played) from the rotational round from group 2. The top 16 players will be those who get to the quarterfinals (8) of the East draw and all players in the Northeast draw. Players ranked 17 - 32 will be placed in group 2 (all who advance to the North Bracket) and the West divisional winner. Players ranked from 33-64 will be placed in groups 3, 4 & 5 if number of participants warrants this. 1-4 wild card spots will be held open per division (see below for more details). **\*THESE ARE BASED ON A FULL 64 PLAYER COMPASS DRAW EVENT WITH MATCH WINS (credit is not given for defaults) - IF THE COMPASS DRAW HAS LESS THEN 64 PLAYERS, THE NUMBER OF PLAYERS SELECTED TO EACH GROUP WILL BE REDUCED PROPORTIONALLY.**

**GRAND SLAM GROUP (1):** These players must be able to compete at 4.5 tournament level. You earn a place in this group by one of the following: Have an official Adult NTRP rating of 4.5 or above (established within the last 2 years). **Compass Draw players ranked in the top \*16** from the previous compass draw tournament (made it to the quarterfinals in the East Division, along with all players making it to the Northeast bracket). The group 2 participant who comes in 1st place (total points accumulated or by percentage) will move into this division.

**WIMBLEDON GROUP (2A):** Compass players ranked \*17- 32 from the previous compass tournament. Group 1 players who were not ranked in the top 16 according to the compass draw event, or those who did not accumulate enough points to be entered in the compass draw. The top 1 or 2 players (total points accumulated & percentage) in group 2B or 3W from the previous season. Group 2A participants who did not accumulate enough points to be included in the compass draw event **WILL BE DROPPED DOWN THE FOLLOWING SEASON TO THE #3 GROUP**. Skill level = Adult 4.0 NTRP

**TOURNAMENT SATELLITE GROUP (2B & 3w):** The top 1-2 players from group 4 based on points accumulated & percentage during the rotational ladder players from the previous season. Compass players ranked 33-48 enter this group. This group is designed for adult 3.0 to 3.5 level players. **Men and Women are divided in their respective categories, but the women can play the men.**

**The DHTC staff reserves the right to make adjustments to the above format and at their discretion and take into account special considerations when drawing ladder positions.**

**\*Placement in ladder based on compass draw results will be determined by match wins (defaults followed by no wins could result in lower group placement).**

## 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 opponent, 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.

**Player 4 loses to player 1 in straight sets**

**Player 2 loses to player 3 in 3 sets**

PLAYER	1	2	3	4	TOTAL POINTS
1. McEnroe				2.5	2.5
2. Sampras	1.5				1.5
3. Agassi		2.0			2.0
4. Federer	1				1

## Reminder to all players

1. Matches are to be played at DHTC.
2. Make sure that you report your match to the front desk. Two points are awarded for a match win, 1 point for a loss and 0 points for a default. A BONUS .5 is awarded if a player wins in two sets, or to the losing player if the match goes three sets.
3. You must notify your opponent as soon as possible if you must cancel a scheduled match. If you cancel your match with less than a 6 hour notice your opponent can take a default.
4. Please return calls or emails regarding potential matches ASAP.
5. Players need to get 6 matches in to qualify for the compass draw event. March 17, 2023 is the deadline date to complete the minimum required number of matches (full completion of the match must take place, players cannot retire and receive credit - no defaults will be given the last two weeks).
6. If the match goes 3 sets at 10 point tiebreaker will be played in lieu of a traditional 3<sup>rd</sup> set.
7. 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.** Matches are 2 OUT OF 3 SETS, REGULAR SCORING, 3<sup>rd</sup> set will be determined by a 10 point tie-breaker. (foot-fault rule is in effect). If court time expires and the match cannot be completed due to closing or no courts available, the person leading in sets wins the match (if one set apiece, the person leading in the tie-breaker 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).