



BVTC 2011 Ladder Guidelines

Welcome to the 2011 BVTC Ladder! We offer you several Ladders:

- **Under 60 Years Young**: Ladies' & Men's Singles Ladders
 - **60+ Years Young**: Men's Singles Ladders

Note: If you in the 60+ age range, you may join either one or both the 60+ & Under 60 Ladders.

- **Box Ladder, Cycles & Schedules**

- Box Ladders of up to 6 Players will be created every 3 weeks.
- Each 3-week period is a **Cycle**. Ladder schedule is as follows:

Cycle	Start Date (<i>Saturday</i>)	End Date (<i>Thursday at 9pm</i>)
1	May 14 th , 2011	June 2 nd , 2011
2	June 4 th , 2011	June 23 rd , 2011
3	June 25 th , 2011	July 14 th , 2011
4	July 16 th , 2011	August 4 th , 2011
5	August 6 th , 2011	August 25 th , 2011
Play-off Cycle	August 27 th , 2011	September 15 th , 2011

- **Box Ladder Set, Match Length & Winner:**

- A Box Ladder Set is **8 games**.
- Match length is **40 minutes** (limit warm up to the first 5 minutes).
- The winner is first to win 8 games or to win by 2 games.
- If the player ahead is NOT ahead by TWO games, the match is called a draw/tie.

- **Deuces & Draws/Ties:**

- A combination of Advantage Scoring & Sudden Death is used:
 - Play out 1 deuce; if it is not won, play the next point as Sudden Death.
- If you reach 6-6 or 7-7, call it a draw/tie & split the points (2 each).

- **Scoring & Recording Results:**

- A win = 3 points, a loss = 1 point; a tie = 2 points each.
- You **must** record your results on the clubhouse score sheet; if not, the result is 0 points.
- Instructions on recording results can be found at the end of this document.

- **Booking & Location of Matches: The Onus is on YOU!:**

- Matches must be booked between players. Games Directors will not do it for you.
- Matches can be played at BVTC or elsewhere.
- Ladder games do NOT take precedence over regular play.
- If a player fails to show at the agreed upon time, he forfeits the match (0 points). The player that did show up gets 3 points.

This document is also available on our website: <http://www.bayviewvillagetennis.com/>

BVTC 2011 Ladder Guidelines (continued)

- **Vacation, Injury & Idle Players:**

- **Vacation:**

- Players should advise the Games Director ahead of time if they are going on vacation.
- Players must play at least 1 match per Cycle, otherwise, they will move down one box.
- Matches should be played in a timely fashion to avoid slipping down the Ladder.

- **Injury:**

- Players should advise the Games Director if they are injured during a Cycle.
- Neither they nor their opponents will get any points.

- **Idle Players:**

- Players missing **2 consecutive** Ladder Cycles will be removed from the Ladder.
- If they wish to play again, they should advise the Games Director.
- They will re-enter the Ladder from the bottom rung/box

- **Moving Up & Down your Ladder:**

- Based on points tallied, you will move up & down your box.
- Due to attrition the size of the ladders may shrink.

- **Balls:**

- Each player must bring a new/un-opened can of balls to the match (Wilson, Penn, Dunlop, etc; **no Walmart specials, please**).
- One can is used for the match; winner gets the un-opened can; loser gets the opened can.

- **New Ladders:**

- New box ladders will emailed to you, posted at the clubhouse & online. The names are in no particular order now. After Cycle 1, the names will be sorted by highest to lowest points.

- **Play-Off Cycle, starting August 29th:**

- This Cycle will determine the top Male & Female Ladder Players.
- Results will be posted at the clubhouse & online after September 18th.

If you have any questions, please do not hesitate to reach out to us.

Thanks!

Carole Bonnici & Yenny Musalem
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BVTC 2011 Ladder Score Sheet Sample

This is a blank Score Sheet:

	<i>Player1</i>	<i>Player2</i>	<i>Player3</i>	<i>Player4</i>	<i>Player5</i>	TOTAL
<i>Player1</i>						0
<i>Player2</i>						0
<i>Player3</i>						0
<i>Player4</i>						0
<i>Player5</i>						0

Players indicate their own scores in the horizontal boxes only where their box intersects with their opponent's column. The Total Points for each Player is added horizontally. Some examples are below

If Player1 defeats Player2, the sheet should look like this:

	<i>Player1</i>	<i>Player2</i>	<i>Player3</i>	<i>Player4</i>	<i>Player5</i>	TOTAL
<i>Player1</i>		3				3
<i>Player2</i>	1					1
<i>Player3</i>						0
<i>Player4</i>						0
<i>Player5</i>						0

Totals are added horizontally.

If Player4 tied with Player2, the sheet should look like this:

	<i>Player1</i>	<i>Player2</i>	<i>Player3</i>	<i>Player4</i>	<i>Player5</i>	TOTAL
<i>Player1</i>		3				3
<i>Player2</i>	1			2		3
<i>Player3</i>						0
<i>Player4</i>		2				2
<i>Player5</i>						0

At the end of a Cycle, the sheet might look like this:

	<i>Player1</i>	<i>Player2</i>	<i>Player3</i>	<i>Player4</i>	<i>Player5</i>	TOTAL
<i>Player1</i>		3	2	2	0	7
<i>Player2</i>	1		3	2	2	8
<i>Player3</i>	2	1		0	1	4
<i>Player4</i>	2	2	0		0	4
<i>Player5</i>	3	2	3	0		8

3+2+2+0=7