

## **MLTC MEN'S SINGLES LADDER RULES**

### **Section 1 - To join the ladder:**

New players should request a logon to [www.clubmanager.ie](http://www.clubmanager.ie) from the Club Administrator. Once logged in, they can choose the ladder and elect to join it.

New players have one free challenge which means they can challenge any player on the ladder.

Players who remove themselves from the ladder must wait for a minimum period of four weeks from removal before being able to return to the ladder. In such cases returning players must contact the relevant steward who, at their discretion, may allow a challenge anywhere on the ladder.

In both cases, if the challenger wins they will assume the ladder position of their opponent and all other players behind this position will move down 1 place. If the challenger loses, they go directly to the bottom of the ladder.

### **Section 2 - Challenge Range:**

Players ranked between 1 and 20 may challenge up to 4 positions higher than their current ranking.

Players ranked between 50 and 21 may challenge up to 6 positions higher than their current ranking provided the person challenged is not ranked No. 20 or higher. If a challenger, from the 50-21 bracket, is challenging into the 20-1 bracket the highest position they can challenge to is 16. (see table below)

Players ranked 51 and lower may challenge up to 10 positions higher than their current ranking provided the person challenged is not ranked No. 50 or higher. If a challenger, from 51 or lower bracket, is challenging in the 50-21 bracket the highest position they can challenge to is 44. (see table below)

Players who are on a holiday rest period from the ladder will be ignored when your targets are calculated by the software. Example:- if a player can challenge up to 4 places and one of those places is sitting out, they can challenge up to 5 places.

Current ranking	<a href="#">59</a>	<a href="#">58</a>	<a href="#">57</a>	<a href="#">56</a>	<a href="#">55</a>	<a href="#">54</a>	<a href="#">53</a>	<a href="#">52</a>	<a href="#">51</a>	<a href="#">50</a>	<a href="#">26</a>	<a href="#">25</a>	<a href="#">24</a>	<a href="#">23</a>	22	21	20
Maximum challenge	<a href="#">49</a>	<a href="#">48</a>	<a href="#">47</a>	<a href="#">46</a>	<a href="#">45</a>	<a href="#">44</a>	<a href="#">44</a>	<a href="#">44</a>	<a href="#">44</a>	<a href="#">44</a>	<a href="#">20</a>	<a href="#">19</a>	<a href="#">18</a>	<a href="#">17</a>	16	16	16

### **Section 3 - Making a challenge:**

Possible challenges will be marked as targets with a yellow tennis ball icon. To make a challenge, click on a player and you will be asked to confirm the challenge. The player will receive an email informing them of the challenge.

**It is the responsibility of the challenger to follow up with the player challenged by text / WhatsApp message within the same day.**

Both the player(s) making the challenge and receiving the challenge must have at least two days of availability within the given time period after the challenge has been registered.

Challenges cannot be made to an opponent solely on verbal agreement as they must be logged on [www.clubmanager.ie](http://www.clubmanager.ie). Should such an arrangement occur a subsequent challenger logging a challenge will be given priority over the verbal agreement.

#### **Section 4 – Playing the challenge:**

Singles challenges must be played within 14 days of the challenge date.

If a challenge is not played within the allocated time because of the refusal of the person being challenged to play/respond to contact, the challenger will be awarded a walkover unless exceptional circumstances apply as outlined under 'Section 8 - Exemptions'.

*If a walkover is given then the person being challenged drops to one place below the challenger on the ladder. The challenger and any players between them will be automatically moved up 1 place. However if the challenger is using a "free challenge" then the person being challenged will drop by the maximum reach in the players range (see section 2) and the challenger will retain their "free challenge". Please contact a steward to enter this result.*

If a date and time cannot be agreed for the challenge within the 14 day period, the challenger should contact the steward who may authorise an extension in exceptional circumstances.

Entering false results will result in removal from the Challenge Ladder for a period of six months from the date of the challenge.

The player making the challenge is responsible for providing acceptable tennis balls and light cards (if applicable).

**Only challenges made through Clubmanager.ie will be recognised.**

#### **Section 5 – Cancellations:**

In adverse weather conditions, a decision not to play must be mutually agreed by both players. If a rescheduled date agreed is outside of the original 14 days, it must be referred to the respective steward.

If, after agreeing to the match, the challenger becomes unable to play on the date/time agreed, the challenge is cancelled.

However, if the player being challenged is unable to play on the date/time agreed, he/she must offer new availability to the challenger within the given time period. Failure to do so will result in a walkover being granted to the challenger.

## **Section 6 - The match:**

The match format will be 1 set up to 9 games. Players will need to win by two clear games with a tie break at 8 games all.

***(Note: this format will be introduced on a trial basis, with the Stewards reviewing it periodically).***

Any player arriving more than 30 minutes late for an arranged match will be deemed to have lost. If this person was being challenged this will be treated as a walkover

Where a match is started but not completed the circumstances should be reported to the respective steward.

## **Section 7 - After the match:**

Players who lose a challenge match must wait 72 hours from that date before issuing a challenge to any other player. They must also wait 10 days from that date before re-challenging the player who beat them.

Winners of a match may issue a new challenge straight away but do not have to accept a challenge for 48 hours.

The winner must input the result on Clubmanager.ie immediately and include the score

## **Section 8 - Exemptions:**

Players are granted 4 weeks holidays per year which they can use to sit out the ladder for a period of time.

Players who require exemptions for longer periods due to illness/injury/pregnancy/bereavement/holidays should contact the ladder steward.

They will be temporarily removed from the ladder & reinserted at approximately the same position once they are available again. They cannot issue or accept a challenge during this time.

## **Section 9 – Returning from injury:**

When a player is returning to the ladder after a period of injury, they must make a request to be ladder steward to be reactivated. They cannot issue a challenge for a period of 7 days after doing so. During this 7 day period such a player may still be challenged.

Any player returning from injury who wishes to play league must be available for at least one ladder match before league team selection. Players unable to do so may not be considered for league.

**Section 10 - Club championships:**

All results in the annual Club Championships tournament (not including Handicap events) will constitute ladder challenges regardless of Challenge Range.

**Section 11 - Minimum Age**

The minimum age for participation in the ladder will be consistent with DLTC rules – players must be 14 years of age on the 1<sup>st</sup> of January in the year in question.