

KCJTL

Challenge & Ladder Match Guidelines

These guidelines can and should be used to implement ladder and challenge match specifics for your club or program. Read them, review them with your club pro(s) and team representatives, then decide how to implement them. They should give your club/program the questions to ask and examples to use to set the parameters that are right for your club and your players.

JTL encompasses three tiers of tennis: Challenge matches, ladder matches and interclub matches. This tiered approach encourages league players to play as much tennis as possible whether they are winning or losing. The bottom line is we want them to enjoy the game and get lots of practice.

Challenge Match Play

- Challenge match play occurs between players from the same club in the same age/gender/division and runs continuously every day all day, as scheduled by individual players.
- Anyone on the ladder may challenge another player above them to try and improve their position on the ladder to a place higher than they currently sit
- Each Pro will determine the rules for challenge matches:
 - how many places above them can players challenge?
 - is there is a limit to the number of challenge matches a player may make in 1 week?
- Matches must be accepted and scheduled within a certain amount of time to keep the system working. The pro should decide what this time limit is, e.g. 48 hours
- The Head Pro or Tennis Director should be prepared to intervene if there is a delay in challenge match acceptance once the player makes them aware of the situation, e.g. players cannot stall and not accept matches to keep their same position on the ladder each week.
- Reasonable reasons for delays would be a challenged player being out of town, injuries, sports camps, tennis tournaments, etc. Tennis camps and tournaments should be excused absences since it's all about playing tennis.
- If necessary, the challengers will make all needed court reservations and supply the balls for the match. If there is a preferred court location, the challenger may choose his or her court. The time of matches must be convenient to both players.
- Reporting Scores: Winners of matches must report scores to the tennis pro immediately after the match but no later than 24 hours after the match.
- Post-Match Positions: If the higher position player wins the match, there is no change of ladder position. If the challenger wins the match, he or she moves up into the challengee's position and everyone else moves down one place.
- Players play an 8 game pro set for challenge matches.

Ladder Match Play

- Ladder match play occurs between players from the same club in the same age/gender/division, e.g. 11&U boys, 11&U girls, 12&U boys, 13&U girls, HS boys, HS girls and occurs once/week at the same day/time.
- A ladder order should be established at the beginning of the season for every player in the age/gender division, player in 1st position down to player in “Nth” position.
- Choose how to initially order the players on the ladder, e.g. order they signed up, by birthdate, by ending ladder order the prior season.
- Create a day/time for ladder matches for each age/gender division, e.g. 11&U boys play on Wednesdays at 1:00 pm each week.
- Communicate the ladder rules and season calendar to all JTL players and families at the beginning of the season.
- Set rules for what happens if players don’t attend ladder day, e.g. excused absence, unexcused absence, tennis excuse, non-tennis excuse, no show.
- Decide if players will be penalized if they show up late to ladder day or exhibit poor sportsmanship.
- It is customary to freeze the ladder at the end of ladder day, meaning the order of the ladder is updated after ladder matches on ladder day (results of wins vs. losses, no-shows, late comers, excused and unexcused absences will change the order on the ladder)
 - a. If Johnny is #1 and Sammy is #2 and Sammy beats Johnny, then after ladder day Sammy becomes #1 and Johnny becomes #2 and that’s the order used for interclub play that week.
- Check player availability before the players leave ladder day. Using the frozen ladder list order, determine the top 8 available players in the order they will play interclub that week. The first four players play singles (#1 - #4) and the second four (#5 - #8) play doubles.
- If players are unavailable, skip over them and find the next player available. For example if there are two kids unavailable in the top 8, then you will call #9 and #10 to play that week.
- Each week the order and availability will change but you should be use the same rules to determine interclub player order/availability each week.
- **Use as many players as you have available each week rather than repeating players in singles and doubles and leaving kids at home.**
- If you have two teams seeded in the same age/gender division, the first eight available (#1 - #8) become your Aces team and the second eight available (#9 - #16) become your Ads team.
- If you do not have eight players each week, see the Rules and Information Manual – Match Administration for how to match up opponents for the number you do bring.
- If you do not have the minimum four players needed each week, see the Rules and Information Manual – League Rules/Player Eligibility for how to substitute players from younger age divisions.

Interclub Match Play

- Interclub matches are competitive matches between two different club’s players in the same age/gender/division and same order on their respective ladders.
- Interclub match play occurs once/week in each age/gender division and represents the top 4-8 players for that club’s ladder for that given week, based on the results of that week’s frozen

order after challenge and ladder match updates, e.g. 11&U Mondays, 13&U Tuesdays and HS Thursdays at 1:00 p.m.

- See the Rules and Information Manual – Interclub Match Administration for specific days and times of interclub matches.
- Contact your club pro or team representative for specific interclub schedules by age/gender division.