

Women's 3.0 Doubles Ladder Guidelines

SCHH Fall 2017 (Draft 9/1/2017)

Introduction.....	2
Eligibility.....	2
Joining the Ladder	3
Entering Your Team's Availability to Play	3
Ranking & Points.....	5
Issuing Challenges	5
Determining the team to challenge	6
Challenging online	6
Challenging by email or phone	6
Reserving Courts.....	7
Match Play Rules.....	7
Entering Scores.....	8

Address questions to ladder administrator Tedi Nessas (tediscoots@gmail.com)

Introduction

A ladder is competitive tennis stretched over time. Participants challenge each other and schedule their own matches through Chelsea, to be played at mutually agreeable times.

Like steps on a ladder, teams are ranked, bottom rung to the top. A team's position on the ladder will change based on match results and the prior record of the opponents. The more points a team has, the higher their rank.

Match play on the Women's Doubles 3.0 Ladder starts on September 9 and ends on December 31, 2017. Teams may issue challenges before Sept. 9, but play cannot start before Sept. 9.

The ladder is hosted online on the Global Tennis Network (GTN), globaltennisnetwork.com. Players register, issue challenges, record scores, and view standings, all online.

This ladder is free; no fees. (There will be a modest annual fee (\$5 or less) to participate in future ladders, if offered.)

Eligibility

Each player must meet these basic eligibility requirements:

- SCHH female resident
- Age 55+
- USTA or self-rating of 3.0 or 2.5

In addition:

- No more than one player on a team may be rated 2.5. "Blended teams" of one 3.0 and one 2.5 player start with 1450 points.
- Both partners must have an email address and be registered on the GTN (Global Tennis Network) website, where the ladder is hosted. GTN registration is free.
- At least one member of the team must be willing to maintain the team's availability information on GTN.

SCTA membership is not required at this time.

Joining the Ladder

Content being written.

Entering Your Team's Availability to Play

To make it convenient for other teams to challenge you – to avoid playing telephone or email tag – you are STRONGLY encouraged to indicate your team's availability, and unavailability, on the ladder website, and to update this information whenever there are changes.

By following the two steps below, other teams will be able to see the days and times that you will be most likely able to accept challenges on the ladder home page. Also, if they try to issue an challenge to you via the website on a date you can't play, the system won't permit you to do so ... the reason will pop up on their display, and they can move on to challenge a different team.

1. **Step 1: Discuss availability with your partner.** Once your team appears on the ladder, or even before, confer with your partner to discuss when you likely will and won't be available to play. With personal calendars in front of you, make two lists:
 - 1) List 1: The days the days and time slots you are likely to be available to play matches. For example:

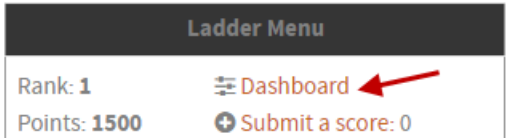
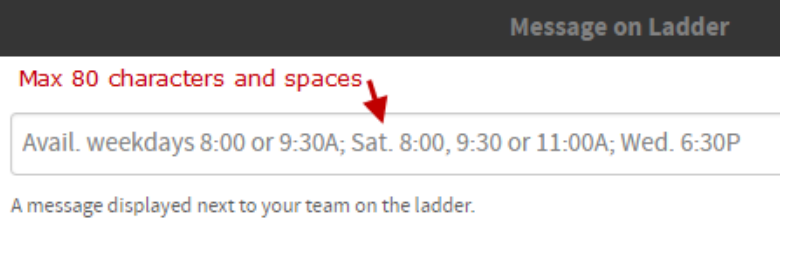
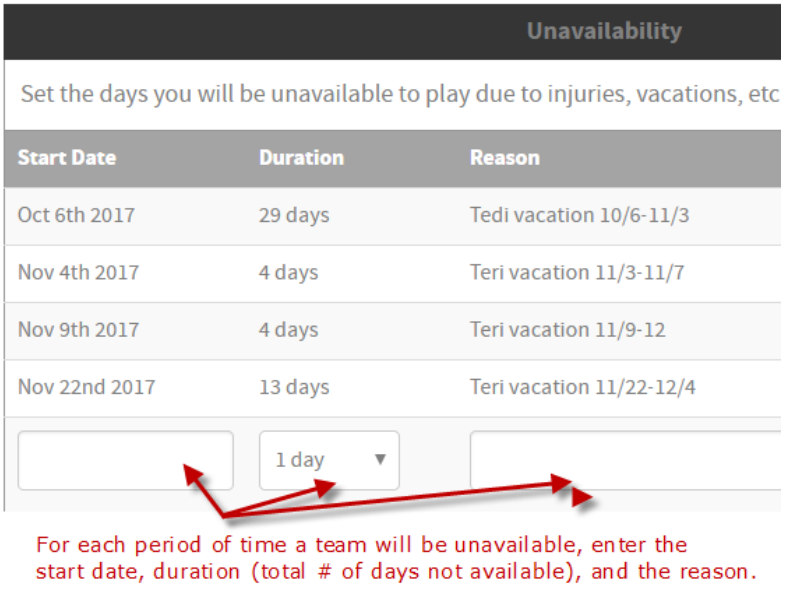

*Tuesdays, Thursdays, and Saturdays 9:30 or 11:00
Wednesdays at 4:30*

Keep in mind that it may be difficult to reserve courts for afternoon play due to courts being blocked off for SCTA programs and social groups. You might want to consult with the [Court Schedules](#) on the SCTA website.

- 2) List 2: The specific dates that your team will not be available to play during the season (9/9-12/31), the duration in days, and reason. For example:

*9/21/17, 1 day, Sue doctor appointment
10/13/17-10/16/17, 4 days, Sue vacation
11/18/17-12/1/17, 14 days, Jane vacation*

2. Step 2: Enter the information on the website.

1) Go to the Ladder home page.																
2) On the Ladder Menu, select the <i>Dashboard</i> link. Your team's Dashboard input form will display.	 <p>Ladder Menu</p> <p>Rank: 1 Dashboard</p> <p>Points: 1500 Submit a score: 0</p>															
3) Scroll down to the <i>Message on Ladder</i> section.																
4) Enter your List 1 data into the box (days and timeslots your team is likely to be able to play). The max number of characters and spaces is 80, so you will need to abbreviate. See the example in the right column.	 <p>Message on Ladder</p> <p>Max 80 characters and spaces</p> <p>Avail. weekdays 8:00 or 9:30A; Sat. 8:00, 9:30 or 11:00A; Wed. 6:30P</p> <p>A message displayed next to your team on the ladder.</p>															
5) Scroll down to the Unavailability section.																
6) Enter your List 2 data (specific dates your team will be unavailable). See the example in the right column.	 <p>Unavailability</p> <p>Set the days you will be unavailable to play due to injuries, vacations, etc</p> <table border="1"> <thead> <tr> <th>Start Date</th> <th>Duration</th> <th>Reason</th> </tr> </thead> <tbody> <tr> <td>Oct 6th 2017</td> <td>29 days</td> <td>Tedi vacation 10/6-11/3</td> </tr> <tr> <td>Nov 4th 2017</td> <td>4 days</td> <td>Teri vacation 11/3-11/7</td> </tr> <tr> <td>Nov 9th 2017</td> <td>4 days</td> <td>Teri vacation 11/9-12</td> </tr> <tr> <td>Nov 22nd 2017</td> <td>13 days</td> <td>Teri vacation 11/22-12/4</td> </tr> </tbody> </table> <p>1 day</p> <p>For each period of time a team will be unavailable, enter the start date, duration (total # of days not available), and the reason.</p>	Start Date	Duration	Reason	Oct 6th 2017	29 days	Tedi vacation 10/6-11/3	Nov 4th 2017	4 days	Teri vacation 11/3-11/7	Nov 9th 2017	4 days	Teri vacation 11/9-12	Nov 22nd 2017	13 days	Teri vacation 11/22-12/4
Start Date	Duration	Reason														
Oct 6th 2017	29 days	Tedi vacation 10/6-11/3														
Nov 4th 2017	4 days	Teri vacation 11/3-11/7														
Nov 9th 2017	4 days	Teri vacation 11/9-12														
Nov 22nd 2017	13 days	Teri vacation 11/22-12/4														
7) Scroll down to the bottom of the form and click [Save].	 <p>Save</p>															
<p>Now if another team attempts to challenge your team on a date you are scheduled to be away, your team's 'Challenge' link will be red and they will be unable to challenge you from the website.</p>																

Ranking & Points

This ladder uses GTN's "Elo" ranking system. Teams are ranked according to a mathematical algorithm that calculates the points that are to be added or deducted after a match based on the results of that match and the prior record of the opposing team.

Teams with two 3.0 players start the competition with 1500 points. Blended teams (those with one 3.0 player and one 2.5 player) start with 1450 points. Points are added and deducted, and the rankings change, as the competition progresses, according to the proprietary Elo algorithm.

Example: If a 2000-point team beats a 1000-point team, there would be very little change in the points and rankings. If the 1000-point team beats a 2000-point team, both teams' points and ranking would change significantly.

Notes

Forfeits: A forfeited match is considered a loss.

Idle penalty: 100 points are deducted when a team has been idle (hasn't played at least one match) in 45 days.

Issuing Challenges

You can issue challenges entirely online (the preferred way for teams who are comfortable with the internet), or just look online for potential opponents' availability and challenge the old fashioned way, by email or phone. It's up to you.

Before issuing your first challenge, be sure you have already entered your team's availability to play matches by following the instructions in the [Entering Your Team's Availability to Play](#) section of these Guidelines.

Keep in mind that you are most likely to get a team to accept your challenge if you issue the challenge at least 7 days before you would like to play a match and then request a court through Chelsea 7 days ahead. Plan your matches early!

Also note that if your team doesn't play a match in 45 days, you drop 100 points. This is the "idle penalty". And your team must play a minimum of 6 matches during the competition. So, challenge often and play regularly!

Determining the team to challenge

Deciding which team to challenge is the first step. Go to the Ladder home page, then scan the standings, paying particular attention to the days and times they prefer to play, which are displayed to the right of the player names.

Important rule: You can challenge any other team on the ladder, but you can't play the same team more than twice during the competition.

Challenging online

1. Look at the color of the icon next to the 'Challenge' link. A red icon means the team is not currently available to accept a challenge now they are not available (hover over the link to see the reason). A green icon means they are available to accept a challenge online now. (Note that your team's icon will always be red on your display because you can't challenge yourself! Your team's icon will display green, unless you have entered today as unavailable, in which it will display red.)
2. Click on the team's 'Challenge' link. A Challenge form appears. Enter the date you want to play the match, the time (but only if you have already booked the court through Chelsea), and your message to the players. Ignore the Location and "Availability" boxes.

In the Message box, you will probably want to include a deadline to accept or decline (24 hours recommended) and the court number if you have already booked the court.

3. Click the [Submit Challenge] button. The other team will receive the challenge by email and must either accept or decline it. . A record of the challenge and its status (e.g., Pending, Accepted, Declined) will be listed on the Challenges tab of the ladder home page.

Challenging by email or phone

If you are keen on challenging a team but their 'Challenge' icon is red, or if you just prefer the personal contact, you can always challenge a team by emailing or calling them.

To email your challenge to the team via a GTN private message, click the team's 'Contact' link.

To email your challenge using your own email account, or by phone, you will need to note the team's email addresses or phone numbers. You can see these by clicking the 'More Info' link.

Reserving Courts

The challenger is responsible for reserving the courts through Chelsea.

A wise approach is to submit a Chelsea request 7 days before you would like to play a challenge match, even if you don't know who your opponents will be yet.

If you have already issued a challenge and it has been accepted when you submit the request, of course use all 4 player names. Otherwise, submit the request with your names and two "guests", then when you know which team you are playing, you can edit the request to include all 4 names later.

Match Play Rules

USTA rules of match play, etiquette, and conduct will be followed, with these exceptions:

On-time arrival: All players are expected to arrive on time, or a few minutes early. If a player is a "no show" or arrives more than 5 minutes late, the opposing team wins by forfeit. Forfeits will be treated like a lost match, and will affect rankings and points.

Balls: Each team brings new can of balls to the match. Winner keeps the unopened can.

Incomplete match decision before play begins: Before the match starts (or preferably at the time a challenge is accepted), teams must reach a decision as to what will happen if the match isn't finished before the end of the court time reservation. The choices:

#1: Finish the match on a future day/time.

OR

#2: The score at the end of the time slot will count as a completed match. In this case, the team that wins the first set will be considered the match winner.

If you decide to go with #1 (finish later), at the end of the match the four players should consult immediately to decide on an acceptable date and time, and one of the players should request or book the court, preferably "on the spot" if someone has a cellphone with internet access, without having to play email or phone tag. One player must email Tedi (tediscoots@gmail.com) and copy the other players) with the score when play stopped and whose turn it is to serve. Only complete games count. If you're in the middle of a game

when play stopped, the points scored in that game don't count and the player serving that game should be the first to serve when play resumes.

If you decide to go with #2 (not to finish the match), the winning team must report the scores to Tedi by email (tediscoots@gmail.com), with a copy to the other players. Only the administrator can submit scores for incomplete matches.

Warmup: Warmup time is limited to 5 minutes, including no more than 4 total serves per player. No "first serve in"!

Match Format: Best of 3 sets with no-ad game scoring and Coman 3rd set tiebreak.

- No-ad (sudden death) game scoring. At deuce, sudden death. Opposing team chooses the player to receive the serve, and the team that wins the next point wins the game.
- 1st and 2nd sets won by first team to win 6 or more games by a margin of at least 2 games.
- At set score of 6-6, play a 7-point sudden death tiebreak. The first team to reach 7 points wins the set.
- If teams split sets (1-1), play a full Coman 10-point tiebreak instead of a 3rd set. The first team to reach 10 points by a margin of 2 points wins the set and match.

Entering Scores

The winning team should report the scores of completed matches on the Ladder website. Here's how:

1. On the Ladder home page, go to the Ladder Menu (right column).
2. Select your team from the dropdown menu.
3. Click the 'Submit a score' link.
4. Enter the date the match was played, if not played today.
5. In the 'Winner 1' box, select the winning team.
6. In the 'Loser 1' box, select the losing team.
7. In the 'Set Scores' section, enter the scores, winning team's scores on top. A 3rd set tiebreak win is recorded 1-0.
8. Ignore the 'Sub' fields.
9. For 'Match Format', select 'Best of 3 Sets ...'.
10. Ignore the 'Match Location' field.

11. Click the [Submit] button.
12. If the match is won by forfeit (such as “no show” or retirement due to illness or injury), check the ‘Won by forfeit’ box. Forfeits will be treated like a lost match, and will affect rankings and points.

For incomplete matches (see [Match Play Rules](#)), the winning team must report the scores to Tedi by email (tediscoots@gmail.com), with a copy to the other players. Only the administrator can submit scores for matches that do not go to 3 sets.