CTPL Ladder Tournament 2024/25 [Regulations]

1. Location and Game Venues

The Ladder Tournament will be held at the Paço do Lumiar Tennis Club in Lisbon, with all matches taking place on the club's courts.

2. Participation

The Ladder Tournament is open to male and female players aged 15 and over.

3. Final Ranking

The final ranking of the Ladder Tournament will only be determined after the completion of the "Masters" tournament and the social tournament, where the last extra points will be awarded.

4. Registration Fees

Participation in the tournament requires the payment of the following registration fees:

- Female and Youth (15 to 18 years old):

- Member: €10

- Non-member: €20

- Male (over 18 years old):

- Member: €15

- Non-member: €25

- Tennis School Students: Free registration.

Membership registration is only valid for those with up-to-date membership dues. Payment can be made directly at the club/school office or via bank transfer to IBAN: PT50 0018 0003 4525 9272 0208 8 (LXTEAM).

Payment receipts should be sent to etpl@lxteam.pt, with the player's identification.

5. Court Rental

- Member: €4 per match

- Non-Member: €6.5 per match

- Artificial Light: €3.5 for each 30 minutes of use (same price for members and non-members).

Only players with up-to-date membership dues at the time of the matches can benefit from the applicable member price.

There is no payment required for court or light usage in the Masters tournament and the social tournament.

Courts can be booked up to 7 days in advance by calling: 965486199.

Court reservations can only be canceled up to 24 hours before the match/reservation, otherwise, the rental fee will be charged.

6. Important Dates

- Regular Season: September 1, 2024, to June 30, 2025.

Starting from June 23, 2025, it will no longer be possible to schedule challenges, and pending matches must be played by June 30 of the same month.

- Masters and Social Tournament: July 5 and 6, 2025.

Note: The dates of the Masters Tournament and social tournament may change, and all players will be notified as far in advance as possible.

Participation in the Masters tournament and social tournament requires the payment of a registration fee as follows:

- Members: €10- Non-members: €15

7. Masters and Social Tournament

The Masters will feature a 16-player draw, played in a knockout format.

- 7.1. The Masters tournament draw will be filled as follows:
- The top 15 players at the end of the regular season, among all those who register for the tournament;
- The player with the most matches played during the regular season, provided they have played a minimum of 50 matches;

If the player selected under point (b) is among the players mentioned in point (a) or does not register for the Masters, the player with the second most matches played during the regular season will be selected, and so on, provided the substitute player has played a minimum of 50 matches during the regular season.

If it is not possible to select a player under point (b), the number of players selected under point (a) will be increased by one.

Only players who have played a minimum of 10 matches during the regular season can participate in the Masters. Matches that were not completed, i.e., matches won by forfeit, do not count.

The Masters tournament draw will have 4 seeded players, who will be the players with the best calculated index among those registered, at the end of the regular season. In the case of players with the same index, the seeding will be given to the player with the best ranking in the regular season.

- 7.2. In the event that two or more players register for the Masters tournament with the same number of points, the player with the most wins in matches between the tied players will be considered better classified. If there is still a tie, the player with the most matches played by the given date will be selected. If the tie persists after applying the above criteria, the selected player will be determined by drawing lots.
- 7.3. If there is a tie between two or more players in terms of the number of matches played for the application of point 7.1(b), the player who is not selected for the Masters under point 7.1(a) will be considered better classified. If the criterion mentioned cannot be applied, the player selected for the Masters under point 7.1(b) will be the one with the most victories in matches between the tied players. If the tie persists after applying the above criteria, the selected player will be determined by drawing lots.
- 7.4. Players defeated in the first round of the Masters tournament will participate in a social tournament, which also awards points for the Ladder tournament ranking.
- 7.5. All players registered in the Ladder tournament, as well as players not registered in the Ladder tournament, can enter the social tournament.
- 7.6. The format of the social tournament will be decided based on the number of registered players, and matches may be played in a pro set format.

8. Bonus Points

Bonus Points: This system awards extra points to players who participate in the "Masters" tournament and the parallel social tournament, according to the following tables:

Masters Tournament

Round	Points
R16	16
QF	32
SF	64
Finalist	120
Winner	200

Social Tournament

Round	Points
R16	2
QF	4
SF	8
Finalist	16
Winner	24

The Bonus Points will be added by the tournament organization and will be added to the number of points each player had at the end of the regular season.

9. Prizes

Monthly Prizes:

- A box of balls for the two players with the most matches played each month, provided they have played a minimum of 4 matches;
- In case of a tie in the number of matches played, the tiebreaker criteria will follow this order:
- Number of matches in the previous month;
- Number of matches played in the tournament;
- The player who played the last match first in the month in question;
- If the tie persists, the winner will be determined by drawing lots.
- Occasional prizes throughout the tournament, aimed at encouraging and rewarding match participation.

Final Prizes:

- Trophy for the top three ranked players in the tournament;
- Trophy for the finalists of the Masters Tournament;
- Trophy for the finalists of the Social Tournament;
- Trophy for the player with the most matches played during the regular season;
- In the event of a tie between two or more players in the number of matches played during the tournament, the prize will be awarded to all of them;
- Fair Play Award:

This prize aims to reward the player who best embodies the philosophy of the Ladder tournament throughout the regular season, demonstrating sportsmanship,

respect for opponents, proper conduct, and adherence to the rules of tennis and the tournament.

- The Fair Play Award winner is determined by a vote of all players registered in the Ladder tournament, during the last week of the regular season.
- In the event of a tie in the Fair Play Award voting, the winner will be the player with the most matches played during the regular season. If the tie persists, the winner will be chosen by the referee.

Dedication Award:

This prize aims to reward a player who has particularly embodied the spirit of the tournament, contributing significantly to creating a positive environment and/or to the tournament's dynamics.

Revelation Award:

This prize aims to distinguish a participant who stands out for their technical progress throughout the tournament or compared to previous editions of the tournament, or for the level of results achieved.

The Dedication and Revelation Awards may not be awarded.

10. Challenges

- 10.1. A player can challenge an opponent ranked up to 10 positions above or below their position on the ladder.
- 10.2. As an exception to the rule established in the previous point, it is forbidden to challenge the player with whom the last match was played.
- 10.3. Challenged players have 7 days to accept or decline a challenge, after which it will be automatically declined.
- 10.4 Players can have up to 6 pending challenges (3 as challenger + 3 as challenged), understood as challenges that have been accepted but not yet played.
- 10.5. Players have 28 days after the challenge acceptance date to play the match and record the result. After this period, the system will automatically cancel the challenge, and any results of matches played after the mentioned period will not be considered.
- 10.6. Players who register for the tournament from May 1 and cannot schedule matches with the 10 players above them must inform the Tournament Administrator, providing the necessary evidence. In this situation, the player may contact the 11th player on the list and continue moving up until they can schedule a match. After the match is played, the result should be communicated to the Administrator.

11. Unavailability Status

- 11.1. During the Ladder Tournament, each player can be in an unavailable status for up to 30 consecutive or alternate days, during which the player cannot challenge or be challenged.
- 11.2. Players who wish to benefit from the unavailable status mentioned in the previous point must do so directly on the tournament platform in "Menu Escada / Painel", or alternatively inform the referee, who will ensure the inclusion of this mention on the tournament platform.

12. Wild Cards

Wild cards allow a player to challenge any other player, regardless of their ranking.

- 12.1. Five wild cards will be awarded to all players registered in the tournament.
- 12.2. Wild cards can only be used until April 30, 2025.
- 12.3. The use of wild cards mentioned in point 12 is done through the tournament management platform, and it is the responsibility of the player to use them.

13. Penalties

- 13.1. Whenever a challenge is voluntarily and expressly declined or a player lets a challenge expire, 5% of the points will be deducted.
- 13.2. If a player, not being in unavailable status, does not play any match for 30 days, 10% of their points in the ranking will be deducted.

14. Match Format

- 14.1. Matches are played best of 3 sets, with a tie-break at 6 games all in the first two sets. The third set is played in a super tie-break format, with the first player to reach 10 points with a two-point advantage winning, or if that does not occur, the player who reaches a higher number of points with a two-point advantage over the opponent.
- 14.2. The court booking and the provision of balls for the match, which must be in good condition, are the responsibility of the challenger.

15. Results

The results of each match during the regular season must be submitted on the platform by the winner within a maximum of 24 hours after the match.

16. Scoring System

Leap Frog Plus: This system awards points to both the winner and the loser, aiming to encourage players to play as many matches as possible to improve their tournament ranking. The points awarded in each match are determined as follows:

- In each match, 27 points are at stake, corresponding to the maximum number of games possible (7-6; 6-7; 1-0).
- If the winner is the higher-ranked player, they receive 27 points minus the number of games their opponent won.
- If the winner is the lower-ranked player, their new total points will be equal to the number of points the loser had before the match, plus 27 points, minus the number of games their opponent won.
- The loser always receives 1 point for each game they won.

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**Example 1** (winner with higher ranking):
Paulo defeats João 6-4, 6-4.
Paulo had 40 points, and João had 32 points.
After the match, Paulo has 40 + 27 - 8 = 59 points.
João has 32 + 8 = 40 points.
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Example 2 (winner with lower ranking): Paulo defeats João 6-3, 6-2. Paulo had 42 points, and João had 56 points. After the match, Paulo has 56 + 27 - 5 = 78 points. João has 56 + 5 = 61 points.

16.1. Forfeits: In the event of a no-show or withdrawal, the match result will be recorded as a forfeit, with no penalties.

A player can only record a forfeit victory if they are present on the court and their opponent:

- Does not show up on the court at the scheduled day and time, with a tolerance of 15 minutes;
- Withdraws during the match before the 1st set is completed.

The winner by forfeit wins the 27 points at stake.

16.2. Unfinished Matches

If a player leaves the match after the completion of the 1st set, they automatically lose all remaining games.

Example 1: If Player A is leading Player B by 6-4, 0-1 and Player B leaves the match, the final result should be recorded as 6-4, 6-1 in favor of Player A.

Example 2: If Player A loses the first set 4-6 and Player B withdraws thereafter, the final result should be recorded as 4-6, 6-0, 1-0 in favor of Player A.

17. Player Contacts

All players registered for the Ladder Tournament must keep their contact information up to date. Changes to phone numbers or email addresses should be immediately reflected in the player's profile, so other players can contact them and to receive email notifications.

18. Result Management

The management of results and rankings, as well as the contact details of participating players, done online at: is www.globaltennisnetwork.com with the following direct link to the tournament: https://www.globaltennisnetwork.com/network/ladderleague/ladderEvent/2969 2554-ligas-ctpl-2024-2025.

19. Conduct

Players must observe conduct marked by respect, especially towards opponents, the referee, and club staff, treating everyone with propriety, civility, and courtesy.

Players who seriously or repeatedly violate these conduct rules may face the following sanctions:

- Warning;
- Suspension from the tournament for a specified period;
- Expulsion from the tournament.

Sanctions are applied by the CTPL Board, and any player, employee, or referee can report conduct violating these duties to the Board.

20. Tournament Referee and Director

The tournament referee is Mr. Frederico Anão

Contacts: Phone: 910 863 457; Email: fredericoanao@lxteam.pt

The tournament director is Mr. Bruno Cardoso

All unresolved cases will be decided by the tournament referee and director.