

# **PACQUENAC TENNIS CLUB 2020 FOUNDERS TOURNAMENT**

June 29, 2020

## **Formats**

The Founders Tournament (“FT”) will be a combination of a Ladder Phase and a subsequent Single Elimination Phase. The players in the Ladder Phase will be grouped into 5 ladders:

- Ladies Singles
- Men Singles
- Ladies Doubles
- Men Doubles
- Mixed Doubles

The number of divisions in the Single Elimination phase will be based on the number of participants:

## **Ladder Phase**

The initial ladders lineup will be based on the ladders from the past three years. Players who decide not to participate can request their names removed. No action on their part is required. Those who do not play at least one time prior to July 15<sup>th</sup> will be automatically removed from the ladders.

Each player or team will be assigned a random position in the ladders. The assignment will be completed on Friday, June 5<sup>th</sup>. The tournament will commence on June 6<sup>th</sup>.

New participant will be able to join the ladders till August 1<sup>st</sup>. Their names will be added to the bottom of the respective ladder.

New participant who join the tournament prior to June 5<sup>th</sup> will be assigned a random position.

***The ladder phase will begin on Saturday, June 6th.***

***The ladder phase will end on Sunday, August 30th***

The Single Elimination phase will start soon thereafter. Please note that the seeds will be based on the final positions of the players in the ladders.

## **Climbing the Ladders**

Any player or team can challenge any player or team positioned up to three steps above on the ladder. The winner of the match will assume the position of the challenged player or team. The loser will assume the position of the challenger.

### Example:

*Player or team #6 can challenge #5, #4 and #3, but not #2 or #1. Likewise, the said #6 can only be challenged by #7, #8 and #9, but not greater than #9.*

***For 2020, there is one exception to the 3 positions rule. Prior to July 3rd any player or team can exercise one challenge without regard to the three position higher rule.***

A particular player or team cannot challenge the same player or team more than three (3) times throughout the Tournament, regardless of their relative positions on the ladder. Likewise, a player or team is not obligated to play any particular challenger more than three (3) times throughout the tournament.

A re-match between the same players or teams must not be scheduled any earlier than after 7 days from the previous match.

A player or team can, but is not required to, play more than one (1) challenge-match in any given week, even if the challengers are different.

Players are allowed to make a new challenge even if a previously scheduled one has not been completed. In such cases, the matches scheduled for earlier date will take precedence.

Please note that the result of the first played match can invalidate the second match, but it cannot cancel the second match if the challenge remains valid.

## **Guidelines**

Please use the following rules as guidelines. They will only be enforced if a challenger and a challenged are unable to agree to terms.

A challenger has the responsibility of setting up challenge-matches, and player/team challenged is obligated to accept the challenge within 48 hours of the challenge request.

In the event that the challenged player/team cannot, for any reason, agree to a date within 7 days of accepting the challenge, the challenger will be considered the winner and places on the ladder will change as if the challenger player had won.

In order to instill some fairness to this process and not penalize members for vacations and injuries each player/team may request that they become inactive. Inactive status can last for up to 16 days. Upon being designated as inactive, they will retain their ladder spot and will not be subject to challenges.

Once the date and time of the challenge match is arranged and accepted by both the challenger and the player/team challenged, the challenger is responsible for reporting the said arrangement (date and time) via email to the Tournament Director (Ilya Shragin) at [shragin@optonline.net](mailto:shragin@optonline.net) with a carbon copy to the player/team challenged.

If a player or a team cannot play on the date and/or the time as agreed upon the match can be re-scheduled so long as the new date is within 7 days of the time the challenge was issued.

Any re-scheduling request has to be made at least 24 hours prior to the match.

The winner of the match is responsible for reporting to the Tournament directors the following: (a) the names of the players , (b) their position before the match, and (c) the scores of the match via email or telephone no later than 24 hours after the match. Failure to do so may invalidate the match.

When reporting please fill in the following info and email to the Tournament Director (Ilya Shragin) at [shragin@optonline.net](mailto:shragin@optonline.net)

- Challenger's Name (team ) #1 Challengee's Name (team ) #2
- Challenger's Name (team ) #1 positions **before the match**
- Challengee's Name (team ) #2 positions **before the match**

Score of the match: (Set 1) \_\_\_/\_\_\_ (Set 2) \_\_\_/\_\_\_ (Set 3) \_\_\_/\_\_\_

### **Suggested Match Rules**

Regular 3-set scoring (ad scoring) with a 12 point tie-break (commonly known as a 7 point tiebreaker) is used for all matches In the event the first two sets are split, a 10 point tiebreaker is suggested.

### **If one player is 65-or-older**

For Singles Matches - If one player is 65 years of age or older, an 8 game pro set will be the default with a margin of 2 games to win the match. If 8-8 is reached, then a 10 point tie break will be used to determine the winner of the match. The players may agree to different rules, but the agreement must be reached before the match begins.

For Doubles Matches, if the teams split the first two sets, the third set may be played as a 10 point tiebreaker. The players may agree to different rules, but the agreement must be reached before the match begins.

### **Single Elimination (Second Phase)**

The Single Elimination phase schedule will be determined at a later date.

Once the ladder matches (first phase) are completed, the positions of players/teams will have been established, and single elimination matches will commence.

The minimum number of played matches required to qualify for the Second Phase as follows:

- Ladies' Singles -2;
- Men's Singles – 2;
- Mixed Doubles – 2;
- Ladies' Double – 3;
- Men's Doubles – 3.

The players or teams, depending on their final ladder positions, will be grouped accordingly. A number of higher ranked players will be placed in group/division A. The same number of the next ranked players will be placed in group/division B.

Byes may be given to higher rated players/teams, at the discretion of the tournament directors, if necessary.

There will be winners in the A and B Groups for each of the Divisions (if there are sufficient participants).

For the LADDER MATCHES any player/team within each group can schedule matches. Once the date and time for a match is agreed upon, it is incumbent upon the player/team arranging the match to contact the Tournament Director (Ilya Shragin) at [shragin@optonline.net](mailto:shragin@optonline.net) (preferred option) with a cc to the other player/team or telephone one of the tournament directors at least 24 hours prior to the said match to notify them of this fact. Likewise, the winner(s) of the match has the non-delegable obligation of reporting the scores to the directors within 24 hours of the completion of the match. **DO NOT** assume that the non-winning party will report the scores. **DO NOT** shift this burden to the non-winning party. **Failure to report may result in a forfeit/loss for the player/team who/which would have won if the match result had been reported in accordance with the rules.**

## **New Members/Players**

New teams or players will be able to join the tournament after the initial random ladder position assignment is made. They will be placed on the last position.

Please note that they will also be subject to the minimum number of matches in order to qualify for the Second Phase.

## **Miscellaneous Rules**

The USTA rules of tennis are used for all matches regardless of the format.

With certain exceptions for players 65 or over, as described above, regular set scoring (ad scoring) with a traditional 12-point tie-break is used for all matches. If the first two sets are split, the 10 point tiebreaker is suggested.

All matches must be completed without undue delay and cannot be suspended by the players unless due to an event or factor beyond their control. **ANY EXTEMPORANEOUSLY IMPROVISED MODIFICATIONS TO THE SCORING RULES NOT STATED OR DESCRIBED HEREIN WILL RENDER THE COMPLETED MATCH INVALID AND THUS VOID.**

If an issue, matter, disagreement or dispute arises at any given time during the match, which prevents the players from continuing play, and they cannot resolve it on the spot, the match must be stopped immediately and they must immediately seek advice from one of the tournament directors.

Telephone calls can be made in an attempt to resolve the issue without needing to reschedule the match to another day. If the issue cannot be resolved immediately and the tournament directors cannot be reached the match should be continued going back to the point preceding the controversy. Upon the match completion players may seek redress from the Tournament Committee. If no acceptable point can be agreed upon to continue the match, the players must suspend the match as is and keep a record of the scores completed. Upon hearing both sides, the Tournament Committee will decide appropriate action. Both players/teams should bring to each and every match a new, unopened can of USTA approved regular or soft court balls.

One can will be opened and used for the match. The non-winner takes the used balls and the winner takes the unopened can.

## **FAILURE TO ACCEPT A CHALLENGE**

If a player/team challenges a player/team above, and the challenged player team cannot agree to a match date within one week of the challenge acceptance, for whatever reason, the challenging team will be considered the “winner” of the match and will take the challenged team’s position on the ladder.

## **FAILURE TO RESPOND TO A CHALLENGE-REQUEST**

If a player (or team) does not respond to another player's challenge-request or to a confirmation of time and date of the arranged match within 48 hours, the latter should notify one of the tournament directors as soon as practicable. The tournament directors will then contact the said "non responsive" player. If no response is given by the said player with 48 hours from the time of contact, the tournament directors will adjust their positions on the ladder accordingly.

## **Tie-Breaker Instructions**

Serving - The player whose turn it is to serve will be the Server for the first point and will serve from the deuce or right side of the court. The opponent will then serve the second and third points. The second point will be served from the ad or left side of the court and the third point is served from the deuce or right side of the court. Players will continue by serving alternately for two consecutive points. Each time the server switches the new server begins serving on the ad or left side of the court. TIP: When the score total is EVEN, you always serve from the deuce side. When the score total is ODD you always serve from the Ad side.

Changing Ends - Players change ends after every 6 points and at the conclusion of the tie-break game. For example, when the score reaches 3-3, 4-2, or 6-6 the players will switch ends. Note: The player serving immediately prior to a changeover will take their next serve from the deuce side once the changeover is made.

Scoring - Players receive one point for each point won. The tie-break winner is the first player to reach seven points provided there is margin of two points. If there is not a margin of two points, play continues until a two point margin is reached.

If service from a wrong half of the court occurs and is undetected, all resulting play shall stand but the error should be corrected as soon as it is discovered.

**Thank you for your participation, have fun, and good luck**