

Frog Hollow Singles Ladder

- 20 max players
- 3.0 Minimum USTA rating
- Mixed – male and female
- Initial ladder set by administrator
- \$90 member / \$125 non-member
- Play is outdoor on har-tru courts
- Two 8 week sessions
 - Session 1: May 20 – July 8
 - Session 2: July 15 – Sept 2
- 1. Players may challenge any player 4 places higher or 2 places lower.
- 2. Players may challenge other players once a week with a max of 6 matches.
- 3. The ladder will be updated every week (on Monday's).
- 4. New players can join the ladder at any moment. When you join the ladder, you may challenge any player within the bottom 80% of the ladder as your first challenge. However, choose carefully whomever you challenge as this is a unique opportunity. If you lose the first match you will then unfortunately start at the bottom of the ladder. (This only includes players who signed up after the sign-up date.)
- 5. Each player is expected to play at least one match every 2-week interval, otherwise HE or SHE will be dropped TWO positions.
- 6. A player who is challenged must agree to a match with the challenger no later than 2 weeks after the challenge.
- 7. The challenger is responsible for providing balls.
- 8. **Winner** must report the scores here: <https://www.frogtennis.com/leagues>.

Ladder Position: if the winner of the match has the lower position, **he** or she takes over the higher position. The losing player and all others below will then be moved down 1 position.

Match Format

- Match will be a timed match, no breaks except during changeovers on odd games. This is supposed to be continuous play. The player that wins the most games after 1.5 hours will be the winner of the match.
- Keep warm up (including serves) to 10 minutes.
- Regular scoring but count games, not sets.
- When a team/player wins 6 games (**not by 2**), the set is over. Teams/players will change sides and mark down scores.
- After 1.5 hours, the match is finished. If in the middle of a game, that game doesn't count.
- Add up games, one person from each player should initial scorecard.
- If tied after 1.5 hours, the match is a tie and players will retain their original ladder positions.
- Any late, cell phone or other penalties are deducted after match. Please send these in an email with the description of the violation.

Penalties

- **Lateness** – Loss of games after 10-minute warm-up. All penalties points are deducted after match is over.
 - 0-5 minutes – Loss of 2 games
 - 5:01-10 minutes – Loss of 4 games
 - 10:01-15 minutes – Loss of 6 games
 - 15:01-20 minutes - Loss of 8 games
 - 20:01 or more – DEFAULT OF MATCH
- **Player Leaving Court** – For any reason
 - 0-5 minutes – Loss of 2 games
 - 5:01-10 minutes – Loss of 5 games
 - 10:01 or more – DEFAULT OF MATCH
- **Cell Phones** – All cell phones must be off.
 - Cell phone rings – Loss of 2 games
 - Player answers call – Loss of 4 games
 - Player makes a call – Loss of 4 games

Injuries

- In the event of an injury, play must resume within 5 minutes or an injury retirement is awarded. If play is resumed, the match and game score remain as they were before stoppage.
- In the event of an injury retirement, the forfeiting team receives the loss of the match. The winning team receives the win. If the winning team is the challenger, they will take over the higher ladder position of their opponent. If the winning team is the team being challenged, there will not a be a change to the ladder.

Suspension of a Player

- A player may be suspended for unsportsmanlike conduct or chronic lateness. This may include verbal abuse of an opponent or teammate. The verbal abuse may include on-going harassment of an opponent or teammate, vulgar language toward an opponent or teammate, or ridiculing an opponent or teammate.
- The injured party must email a complaint to League Coordinator within five days of the match. The decision to suspend and the length of the suspension will be determined by Harold Conway, Kevin Schmidt and League Coordinator, Mauri Johnson

Exemption Rules

- Players may request a leave of absence for up to 3 weeks for the purposes of injury, work, or vacation.
- If no match is played in 3 weeks, the player will move the bottom of the ladder.
- This request must be emailed to the coordinator (Mauri@frogtennis.com)
- Players on leave will be noted on the ladder.