

CUP GUIDELINE & LADDER CHALLENGE RULES

(April 7, 2005)



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1. Eligibility Requirements

- 1) You must be a current member of Forest Crest Athletic Club.
- 2) You must submit a formal application (with or without a partner) to the ladder chairperson between **May 15th and August 15th if you are a new player** wishing to participate in the upcoming cup season.
- 3) You must be over 21 years of age and not playing on a collegiate team.

2. Selection Process

- 1) FCAC will have 5 cup teams representing up to 5 different levels of inter-club competition.
- 2) The highest ranked team on the club ladder will be placed in the highest level competition (cup).
- 3) Kingco, Rainier, Classic and Emerald cups will be represented by a minimum of (4) doubles teams. Evergreen cup will be represented by 5 or more teams.
- 4) Selection of club cup teams will be determined through ladder competition **May 15th through August 15th.** (See ladder rules for making challenges).
- 5) Cup teams will be frozen and established on September 1st and all teams will be governed by general inter-club cup guidelines and rules.

3. Responsibilities of Participants

A. Team Captain Responsibilities

- 1) Coordinate your FCAC cup teams activities and policies with those of the clubs established cup rules and guidelines.
- 2) Make sure all teams are apprised of the league rules, procedures, and season schedules.
- 3) Make sure home courts have been reserved for home matches.
- 4) Prior to scheduled matches, call and confirm with other Team Captain court times and court fees.
- 5) Exchange a written line-up with the other Team Captain before each match.
- 6) Arrange court and practice time with the club Pro for team practices and team skills & drills lessons.
- 7) Make sure your team is represented for each match. Each cup team can determine what works best for their team regarding playing time. The only consistent rule is that players on the ladder will ALWAYS have priority over subs to play. If only one member of a team can play and you have no other teams available, the team member who can play has first chance to play over any sub.
- 8) Coordinate refreshments for home matches.
- 9) Fill out scorecards for each match.
- 10) Collect court fees and pay the host club.

B. Team Member Responsibilities

- 1) Turn out and practice as much as possible, whether organized skills & drills with another team member.
- 2) Pay the host clubs court fees at each away match.
- 3) Read and understand the cup rules and regulations as they pertain to the league rules and by-laws, and those of the participating clubs.
- 4) Provide balls for each home match.
- 5) Provide refreshments for home matches.

4. Skills and Drills

Skills & Drills practice is an excellent way for the team to practice in an organized manner on improving individual technique, as well as becoming smarter doubles players in terms of doubles positioning and strategy. It is the policy in some clubs that players are required to attend practice sessions held by the club Pro; at FCAC attending practices is not required, but players are encouraged to do so.

5. Substitutions

See Section 3.A.7. Above – these rules have been changed for 2005.

6. Partnerships

A. New Partnerships

New teams that are not currently on the ladder may challenge in on the ladder between **May 15th and August 15th** for the upcoming season. All new partnerships must inform the ladder chairperson before they are allowed to participate in the ladder challenges. Singles players without partners will be matched with another single player of similar ability ASAP. Players will be notified of potential partners before any team is formed. New teams must inform the ladder chairperson of the cup they wish to participate in. Once it has been determined how many teams will be on each cup, new teams must challenge a team from the next lower cup. If they win they may then challenge up to 3 spots higher to work their way into the cup they wish to play in.

B. Split Partnerships

Any teams currently on the cups ladder and that have played inter-club matches that decide to split partners must notify the ladder chairperson. If partners split during the challenge period they will be removed from the ladder. They will then have to challenge back onto the ladder (with their new partners) through proper procedures.

C. Injuries, etc.

The inter-club ladder is made up of doubles teams, **it is a doubles ladder**. Therefore, to maintain the strongest teams we must utilize our strength and stay with our partners. If for any reason a team is unable to play a challenge, inform the ladder chairperson.

7. Team Commitment

If you decide to play inter-club, you should know that you are making a commitment. Your partner and teammates are depending on you to make each and every match. You must be available to play 75% of your cups' total matches, both at home and away, otherwise you and your partner may be dropped from the ladder for the following year.

8. Inter-club Ladder (overview)

Women's doubles inter-club teams are determined by ladder positions using the ladder established at the end of the challenge period **May 15th through August 15th**. Adjustments will be made to the ladder according to the following rules. In the spring of each year new member teams and split partnerships will have an opportunity to challenge onto this ladder using the guidelines established here. All ladder teams will then participate in a 3-month challenge period to determine the current ladder order. On September 1st of each year, the ladder will be frozen and the cups will be determined for that season of inter-club play. At the conclusion of each inter-club cup season, individual teams' records on their cups will be evaluated and teams will be repositioned on the ladder. This repositioning will only affect the ladder at the start of the ladder challenge season (May 15th) and changes will be made throughout the challenge season (until Sept. 1st). (See new members exception). After cup teams ladder positions have been established, challenges within each cup may be made, i.e. in Emerald cup the 5th team may challenge for a higher position within that cup **OR teams may choose to play all teams equally – it is up to each individual team.**

9. Challenge Season (3months)

All teams must play in the 3-month challenge season in order to play cups for FCAC. A team must accept a challenge and be available to play within (10) days from the date of the challenge during the challenge session (**May 15th-August 15th**). Any team not available to play during a 10-day period must notify the ladder chairperson in advance to request an exception. August 15th will be the last day to make an official challenge. During the challenge season no challenges should be made by teams within their established cup. Only challenges should be honored by new teams challenging in. If an established team at that time loses a challenge and drops to a lower cup they would have the right to re-challenge up 3 spots to regain a desired position. This would include any team that was dropped to a lower cup.

10. Ladder Rules

- 1) Any team may challenge up to three positions above its present position.
- 2) A new team may challenge any position on the ladder or, if desired, will be placed at the bottom of the latter. If defeated in a challenge, the new team will be placed at the bottom of the club ladder.
- 3) Any team not accepting a challenge (unless exceptions apply) may be removed from the ladder.

- 4) In order to make an official challenge, the challenging team must contact one player (1) in person on the team they wish to challenge. If leaving a voice message, then the challenging team must leave messages with both partners to make the challenge consistent. Once this has been done, the ladder chairperson should be notified. The ladder chairperson should be notified when the challenge date has been set and a reservation for a court has been made.
- 5) The team being challenged must respond to the challengers within 24 hours, and provide two different dates and times of the challenge match. The challenging team must then pick one date/time and respond back within 24 hours to inform the opponents of the accepted date/time of the match.
- 6) If the team making the challenge does not agree with the reasonable days and times given, it must withdraw its challenge. In the event of a dispute between the challenger and defender, the cup chairperson and tennis director will determine what is or is not reasonable in terms of days and times.
- 7) A team with a challenge match pending cannot challenge or be challenged until the pending challenge has been fulfilled. A team cannot challenge the same team twice in a row. A challenged team playing a challenge match cannot be challenged again for a period of 24 hours from the time the challenge match was played. This prevents other teams from challenging them right after the match and allows them a chance to make a challenge.
- 8) The team that makes and plays a challenge must wait 48 hours before they can make another challenge, regardless of the outcome (win or lose). This allows other teams an opportunity to challenge this team.
- 9) All challenge matches shall be played at a site, court, agreeable to both teams.
- 10) The challenging team will be responsible for setting up a court reservation whenever necessary.
- 11) The team winning the match must notify the ladder chairperson, Julie Gaevert (206-779-1026) or gaevert@gte.net (email is preferred) of the results of the challenge within 24 hours.
- 12) New balls or balls agreeable by both teams will be provided by the challenger for all challenge matches.

11. FCAC Challenge Match Format

This match format is for use at FCAC during the challenge match season. Match format for USTA and Cup play may vary. General USA League Tennis rules applies for challenge match play. The format for challenge matches will be 2 out of 3 sets; 2 deuces; then game point and a 12-point tiebreaker. Play will start 10 minutes after court start time or the match is defaulted. Play until one team wins 2 sets or until 15 minutes before the end of the playing session, whichever comes first. Teams may use a timer, or the club clock, but must agree on one before playing the match.

With 15 minutes left, evaluate the match in progress. Make sure you finish the game you're in. If, for example, you are in the middle of a game in the 2nd set, you must finish the game. Now, if one team is up by a game, play one more game after that game. A team up by two games wins that set. If teams are tied, play a 12-point tiebreaker to determine the winner of the 2nd set. Play another 12-point tiebreaker if necessary to determine the winner of the 3rd set.

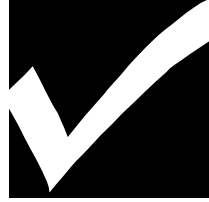
The above format ensures that there will be no ties during a challenge match. All matches played in good faith by both teams will stand.

NOTE: MANAGEMENT WILL HAVE FINAL SAY IN ALL ASPECTS OF THE CLUB LADDER. Any grievance should be handled by writing grievances to the ladder chairperson. The ladder chairperson will meet with management and a decision on the grievance will be handled in the fairest way possible.

12. Dates to Remember

May 15th	Spring challenges begin (must be played within a 10- day period)
August 15th	Last day to submit a formal application to chairperson for cup ladder challenges or to be considered as a single needing a partner or wanting to be placed as a sub on a cup team (club Management will determine the appropriate team).
August 15th	Deadline for new teams challenging onto the ladder.
August 25 TH	Last day to play a challenge match to be positioned on the ladder. (See New member joining exception).

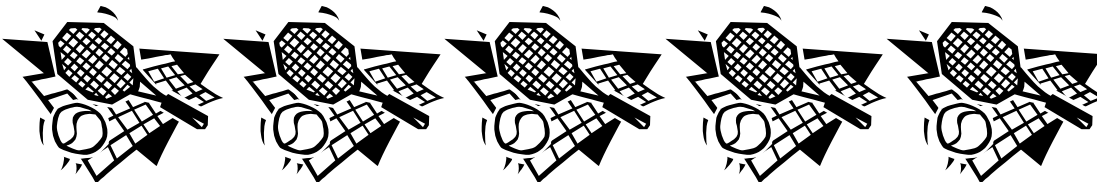
CUP LADDER CHALLENGE RULE ADDENDUM



ATTENTION CUP PLAYERS!

The team that makes and plays a challenge must wait 24 hours before they can make another challenge, regardless of the outcome (win or lose). This rule gives the team an opportunity to be challenged.

The team that is challenged cannot be re-challenged after their match until 48 hours has passed. This rule gives the challenged team time to place a challenge.



CHALLENGE MATCH FORMAT

(please print and keep in your bag!)

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