



Operation of the BLT&SRC Tennis Singles League

The Tennis Singles League is mixed gender and open to all senior playing tennis members and junior members aged 14+; it has been popular ever since being introduced in 1992. A maximum of approximately 150 members applies (due to court-usage considerations) and a waiting list operates; but in practice, all new entrants are admitted at the end of the current playing round. A new league 'season' starts in July, and runs until early the following May.

Playing Rules

(1a) The league is structured as a ladder of some 30 'boxes' each comprising 4-5 players. A playing round lasts 5-8 weeks, during which time each player plays one match against each opponent in their box. (b) All players are mutually responsible for contacting others to arrange matches. We strongly recommend using email and (c) each player is responsible for ensuring they can be reached by the email address held by the Club, and that they respond within a reasonable time to communications from other players in their box.

(2) **Match Format.** Please play each match to the approved **Two Short Sets** format: Two sets up to 5 (Standard Tie-break game at 4-4: i.e. first to get a 2 point lead and with at least 7 points). Then if you reach one set all: play a single 'Championship Tie-break' game in lieu of a final set (first to get a 2 point lead and with at least 10 points). This is an LTA-approved format for Ratings-qualifying matches.

Usually 90 minutes is sufficient – including 10 minutes of knocking-up time.

Scoring: The winner should post the score online as soon as practicable afterwards at https://www.bltsrc.co.uk/member/view_box*ssport*1 (please enter both your own **and** your opponent's score!). The winner of a completed match scores 10, the losing player's score is the total number of games they won throughout the match. E.g. if you won 5-4, 1-5, 1-0 you would post that as 10-9. For an incomplete match see (3b & c) below. Please enter scores *carefully* in the correct rows/columns of the scores web-page. If you have difficulties posting your score please inform us **promptly** – we can help you or we'll just do it for you.

Walkovers!

(7b) **To claim a walkover post 'Walkover' for your own score - with 'Injured' for your opponent: it is NOT 10-0!** For details about Walkovers see section 7 in 'The Small Print' opposite.

(3) **Defaults.** (a) If you are unable to play the remaining matches of a round for **any** reason, post 'Injured' as your own score for each of the un-played matches as soon as possible, with 'Walkover' for each remaining opponent's score. *Please let the results stand of any matches you have already played.* (b) Retirement. If your opponent retires once the match has started, post 10 for your own score, and for your opponent - the number of games they won. (c) Abandonment. If you start a match, and then abandon **by mutual agreement** – i.e. both players want to stop (e.g. adverse weather) - the score to post is simply each player's games-won by the time you stopped. (d) 'No-shows': you may claim a walkover if your opponent is not on the same court within **20** minutes of your agreed meeting time. (e) The player offended by a

default may agree to reschedule the match but is not obliged to do so - see (7) Walkovers.

Promotion & Demotion Process

4a) This takes place at the end of each round - based on players' total **games** won - not matches. As incentives to play, and to win - the scoring system automatically adds on a 'playing bonus' of 2 points for every match completed, plus a further 2 for every such match a player **won**. The winner of a box is promoted upwards by **2** boxes and the runner-up by **1** and the lowest scoring 2 players are demoted similarly, with exceptions applicable to the top 3 boxes (see 4b below) and to players meriting Fast-Track Promotion (see 5 below).

The Small Print

Promotion and Demotion (cont'd) (4b) The top two in each of boxes 2 & 3 and the bottom two in 1 & 2 are moved by only one box level. (c) Please accept that some unexpected downward moves happen when there are new entrants above you. (d) Players must endeavour to play their matches: the number of players promoted from a box will be **reduced** (and number demoted increased) - to the extent that 50% or fewer of all matches in that box were played, regardless of causes. (e) Players who play no matches for 2 successive rounds will be withdrawn automatically for the next round but can email the Organisers to request reinstatement thereafter. (5) A '**Proportional Fast-Track Promotion**' scheme operates that overrides the normal 1 or 2 level promotion; it depends on a player's distance from the top of the league, whereby: (a) players who achieve an average games margin equating to *all 10-4 wins* across their played matches in a Round, and who played at least 3 matches, shall be promoted to a box number 20% numerically less than before (e.g. from box 30 to box 24, or from box 20 to box 16), similarly (b) for averaging 10-3 wins =25%, 10-2 =30%, 10-1 =40%, 10-0 =50% although (c) a ceiling of box 3 applies. (d) There is no equivalent fast-track demotion process. (e) This scheme is not applied to players in the bottom 2 boxes. (6) **Ties.** In the event of a tie, in which 2 or more players have an equal games-won total, the Organisers consider, in the following order, and with respect only to the tying players: (i) the outcomes of the matches between them, including Walkovers, then (ii) the total number of games conceded by each. (7) **Walkovers.** (a) A player may claim a Walkover if their opponent (i) cancels at less than 24 hours notice, or (ii) fails to show up as set out in 3d above, or (iii) is unavailable to play or is uncontactable/ unresponsive via email given 2 'reasonable' requests offering dates where the earliest of these offers was for a fixture at least one week prior to the published end date of the Round. The offended player claims the walkover by the method described in 7b, (see opposite) and must also inform the offender by email on the same day. (c) In such cases the System automatically awards the *claimant* a notional match score (used only for promotion/demotion purposes) of **9**; please post the *opponent's* score as '**injured**' **not 0**; no bonus points (see 4a) are awarded; walkover scores are ignored for Fast-track Promotion purposes and are excluded from historical records and statistics. (8) **Disputes.** In the event of a dispute between players, the Organisers, if requested to do so, will attempt to facilitate an amicable resolution but will not adjudicate; we will treat a match as *unplayed* if it is apparent that those involved have not reached agreement by the close of the round.

Entering the League...

(9) Please (a) firstly ensure all the contact details held by the Club about you are correct e.g. via the Club's 'Search Members': http://www.bltsrc.co.uk/member/search_members - contact the Club to correct these if necessary; (b) Email the Organisers with your name (plus, for a junior, that of parent/guardian) **indicating your approximate starting box level** - talk to your coach or other tennis players you encounter e.g. at Club social play – you may provide a current verifiable BTM/LTA Rating if you have one. Before the start of a new round, the Organisers will merge each waiting player into a suitable box for their playing level, usually after consultation with the player concerned.

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