



# Tennis Ladder Rules

## I. LEAGUE ADMINISTRATION

- A. The league shall be administered by the Apex Parks, Recreation & Cultural Resources Department (APRCR)
- B. The Department reserves the right to make any changes that they deem necessary for the betterment of the league and its play.

## II. ELIGIBILITY

- A. All players must be 18 years old or older by March 9, 2026.
- B. All players must have signed the waiver / registration form and paid all fees before starting play.

## III. GENERAL

- A. Each player must play at minimum one match per month. If a match is not played during one month, the player drops to the bottom of the ladder.
- B. **Length of season** - The season will start in mid-March and will run 9 weeks. There will be a season ending tournament in which the top 8 players of each division will qualify. Tournament play will be scheduled by APRCR.
- C. **Structure** – Ladders will be set-up for men and women in divisions of 3.0 and 3.5-4.0. A player may only be on one ladder at a time. He or she can move from one ladder to another if they feel they have signed themselves for the wrong division. In changing divisions, the player will have to start at the bottom of the new ladder, and they cannot take points with them from the old ladder.

## IV. RANKING / MAKING CHALLENGES

1. Initial ranking positions will be determined by a random selection.
2. **To make a challenge** – a player must text, call or email appropriate players according to the current rankings. A player may make no more than three challenges at a time. Players are allowed to challenge opponents of any position in the rankings at any time.
3. If someone challenges you, you must accept the challenge even if you have already challenged someone else but not yet played the match.
4. Players have to wait seven days to challenge or accept a challenge from the same player.
5. **Accepting Challenges** – as soon as possible, but not more than 72 hours after being challenged, a challenged player must offer two reasonable days and times for the match within seven days of the challenge or give a default.
6. A player may not accept more than three challenges at a time. These matches must be played before other matches can be accepted. You should tell the challenger that you are already under challenge and, as a courtesy, should give the challenger the name of the first challenger and the day set for the match. Reminder: A player may make a challenge even though they have already accepted a challenge for the same time period.

## V. RANKING POINTS

The point system has been designed to encourage activity by awarding points to both the winner and loser in proportion to the number of times played, sets won, matches won and challenge points. All points will be awarded when the match is reported.

1. Challenge points – A challenge resulting in a match played is equal to 1 point.
2. Match win - Winning a match is 3 points. Each set won is worth 1 point.
3. Player retires – When a match is won as a result of one player retiring the score shall be reported as of the time of retirement. For point compensation, sufficient games will be added to the other player's score for him or her to win the match. EXAMPLE: Player retires at 3-6, 3-3. Final score for the winner would be 6-3, 6-3.

## VI. MATCHES

1. Time, date and court should be mutually agreed upon.
2. The challenger shall provide new balls for the match. If court fees are involved, players should share the cost.
3. All matches will be best two out of three sets. Scoring should be conventional with a seven-point tiebreaker being played at six all.
4. Courtesies – ten-minute warm-up. Please allow enough time for three sets.
5. Official USTA rules apply to all matches.
6. A match is null and void if, prior to match time, players agree that weather conditions are such that the match is not playable. The challenged player must then give two additional days and times within the next seven days for a match or give a default.
7. Matches interrupted because of weather, darkness or court time limitations should be continued from the point of interruption within the next seven days. If the challenged player cannot offer two additional days and times, they must give a default.
8. Match winner – The player winning 2 out of 3 sets wins the match.
9. Valid match – A match is valid when at least one set has been completed.

## VII. REPORTING MATCHES

1. Winners must notify APRCR within 24 hours after a match is played or after a default occurs.
2. Match score and who challenged must be noted.  
**Send results to: [Evan.Kramer@apexnc.org](mailto:Evan.Kramer@apexnc.org)**

## VIII. DEFAULTS

A default occurs when:

1. A challenged player cannot, or will not, offer two reasonable days and times within the next seven days for a match.
2. A challenged player cancels a match or drops off the ladder before the match is played.
3. A player is more than 15 minutes late for a match.

**Default penalty will be 3 points for the match win. The winning player will not get set points or challenge points.**

## IX. RANKING PROCESS

1. Valid match result reported will be processed each week to produce an updated ranking that will be emailed to each player and posted on [APRCR website](#).
2. The ranking week begins on Monday and ends on Sunday.