

## IDLE HOUR WOMEN'S LADDER CHALLENGE RULES

1	The challenge ladder will run from the end of Philly cup season to September 30th. This date may be extended, depending on the number of days the courts are unusable.
2	Challenge matches must be played only at Idle Hour Tennis Club.
3	A player must be a member of the club and in good standing (not standby status).
4	A player who fails to play a majority of her rostered matches may be removed from the ladder.
5	A new team may challenge any position on the continuous ladder. If the new team wins, it assumes the position and the existing team moves down one position. If the new team loses, it may issue one more challenge to a lower position team. If the new team loses again, its position will be at the bottom of the ladder.
6	Existing teams may challenge two positions above their ladder position. If the challenger wins, they move to the new position and the losing team moves down one position. If the challenger loses, they retain their original position (prior to the challenge).
7	Existing teams that split: the newly formed teams will play a challenge match to determine which team remains on the current court and which team will move to the bottom of the cup (not the ladder).
8	If an existing team breaks up and a new team is formed with one original player remaining, that team will remain in the original position and be vulnerable to challenges.
9	Teams must accept valid challenges or accept a loss by default. Teams are not required to play more than one challenge match per week.
10	When a team initiates a challenge, it must follow this process: send one notifying text or email to all four players and the ladder coordinator.
11	The challenging team may propose the time and date of the match, but it must be agreeable to the challenged team.
12	A challenge match should be completed within 14 days of the challenge. If the challenged team withdraws or cancels the challenge match, it is a default loss for the challenged team. If the challenger withdraws or cancels, there is no penalty.
13	If a challenged player or team is on vacation (out of state/country), the challenge match will be played within the 14-day timeframe established. The clock starts when all players are available (in the area/returned from vacation). If a player's absence prevents the match from being played in a reasonable timeframe (determined at the discretion of the ladder coordinator), Rule 14 will apply.
14	If a player on an established team is injured, recovering from surgery, or away for an extended period, the challenge match will be directed to another court (the next position up).
15	The challenging team is responsible for providing new balls for the match.
16	A match is the best of three sets. USTA rules apply to all matches.
17	The winning team is responsible for reporting the complete score via one notifying text or email to the ladder coordinator and all four players.
18	The rules will be interpreted and disputes will be settled at the sole discretion of the ladder coordinator.
19	These rules pertain to singles and doubles cup players.