

Tennis Pyramid League

Format: This is a ladder league played in a pyramid system, i.e. in graduated steps.

Object: To have fun, and provide an opportunity to play matches with players of your calibre in a spirit of friendly competition.

Participation: all junior members of all levels and ages are invited to participate; there is one single pyramid for all the players.

Rules: simple!

1. We need your collaboration to limit changes to the schedule of matches in special circumstances, and thus minimize the daily preparation time of the instructors who volunteer their time to organize all matches for the junior ladder league.
 - Send an e-mail to junior@tenniswychwood.com to keep us informed about your availability. **Send any changes in your schedule at the very latest by 3 pm Saturday** of the week of matches. You can consult the availability-time slots we actually have for you at our site: <http://www.tenniswychwood.com/echelle-junior/index.html>.
 - The preparation of the schedule is done on Sunday or Monday. **Confirm that you have received the schedule by 12 pm Wednesday.**
 - When you are notified by e-mail that the schedule is available on the site <http://www.tenniswychwood.com/echelle-junior/index.html>, look for your token number and first name; we may schedule you for more than one match so that all available participants get to play.
 - If we haven't received confirmation by 12 pm Wednesday, we will have to put the player on the waiting list and replace him in his (previously scheduled) match, in order to avoid a situation where players don't show up for their matches.
 - If a player is placed on a waiting list because he has not shown up for his match, he will be considered unavailable until he re-establishes his availability with us.
2. To change your colour in the pyramid you will need to have "banked" a "life" of doubles. A life of doubles is obtained by playing a doubles match regardless of whether you win or lose. Doubles can be played anytime, including during courses or when there are available courts in the time slot reserved for the ladder league. That said, for certain steps(groups), where because of the level of the players it is difficult to play doubles during the courses, the heads of the league will give them a (free) "life" of doubles.
3. **AN INSTRUCTOR WILL ASSIGN YOUR MATCHES TO YOU**
Your matches and the schedule of Friday and Saturday matches will be posted on the website www.tenniswychwood.com/echelle-junior the Sunday before. IT IS YOUR RESPONSIBILITY TO CHECK YOUR MATCH SCHEDULE ON THE WEBSITE FOR THE LADDER LEAGUE. If you would like to play more than one match per week (maximum 3) or just in one particular week, please send your request to junior@tenniswychwood.com; depending on the availability of other players, supplemental matches will be assigned to you, but you will probably have to play them at times other than the time-slot for the ladder. In cases of supplemental matches played outside the time-slot for the ladder, you are responsible for scheduling and reporting the results to junior@tenniswychwood.com by **3 pm Saturday** to ensure that your ranking will be changed for the following week.
4. **The Game:** matches are played according to the following rules:
 - a) Depending on the number of matches to be played, we may be obliged to impose time limits to fit in all scheduled matches. The format of the matches is adapted to the level of players.
 - b) Balls are provided for scheduled league time-slot. However, for matches scheduled by players outside league time-slot, players must make their own arrangements for balls. (New balls are not required.)
 - c) A player that does not show up for a match or is more than 15 minutes late will lose the match by default regardless of the circumstances.
5. **Consecutive matches:** A player may not play against the same opponent twice in a row.
6. **Rules of the Pyramid System:**
The principal rule is to have the **blacks** play with each other or with the **reds** in the graduated step beneath them; the **blues** play with each other; and the **reds** play with each other or with the **blacks** of the graduated step above them.

The first week all the players of a graduated step are **black**. The winners become **blues** and the losers remain **black**. The second week all the **blacks** play together and the all the **blues** play together. **This will create reds since the winners of the blues automatically become reds.**

From the third week we will have **reds** playing against **the blacks** of graduated step above them.

In sum:

A) A match between:

Blacks: results in a **blue** and a **black**

Blues: results in a **red** and a **black**

Reds: results in a **blue** and a **red** (plus a life)

- A match between a **blue** and a **black** (the same rule applies to a match between a **red** and a **blue**): if the **blue** wins then the **blue** wins a life while the **black** loses a life
- if the **black** wins, then the **blue** becomes **black** (if he/she doesn't have enough lives to save him/herself)
- A match between: a **red** (lower graduated step) and a **black**(upper graduated step): if the **red** wins, then the **red** becomes a **black** in the next graduated step up and the **black** becomes a **blue** in the next graduated step down;
- if the **black** wins, then the **black** becomes a **blue** and the **red** become a **blue** on their same graduated step.

Your number of lives from playing doubles always accumulates and does not decrease when you go down a colour or a graduated step. However, you must subtract one life at each time you go up a colour. If your number of lives of doubles is less than or equal to 0, you can not have a single match.

The calculation of lives of single:

A defeat by default is the same as a defeat

A victory by default gives you a life without a colour change.

A victory over a lower player gives you a life without changing your colour. E.g. In a match between a **blue** and a **black** where the **bleu** wins, the **blue** wins a life and the **black** loses a life.

A victory over a higher player gives you a victory.

A defeat by a lower player gives you a defeat.

A defeat by a higher player results in loss of a life without your moving down a colour.

When a player plays more than one match a week the differential between the number of victories and defeats will be used to determine his/her new ranking.

When a player moves up a colour he maintains his number of singles lives.

Those players who are missing a doubles life to go up will have their new ranking posted between <> to indicate that they may not have a singles match assigned to them before they play the necessary number of doubles.

MESSAGE FROM THE LEAGUE MANAGERS: You can contact the league managers at junior@tenniswychwood.com.