

## Saxons Singles Challenge Ladder Rules

The Singles ladder will run for a period of 6 months from 1<sup>st</sup> April to 30<sup>th</sup> September each year. A prize will be awarded to the top 3 players on 30<sup>th</sup> September and presented soon after.

The ladder will reset at midnight on the 30<sup>th</sup> September ready for the next year, by reversing the order at that time – the first will be last and last will be first.

Players below position 1, 2 or 3 on the ladder can challenge a player 1, 2 or 3 places above them (**See example 1, Table 1 on the next page**). If you are 1, 2 or 3 on the ladder, you can challenge up 1 or 2 places but you must challenge down 1, 2 or 3 places if you do not get challenged from below within a 6-week period (or at any time if you want to risk going down the ladder). **See example 2, Table 3 on the next page**.

It's up to you to arrange your games by WhatsApp, Text, Email, Phone call or by talking. A challenge, once accepted, must be played within 10 – 14 days, otherwise that challenge becomes void and the players cannot re-challenge the same player. Once a challenge has been made and accepted, those 2 players cannot make or accept another challenge until that match is played.

All challenges made and results must be notified on the dedicated WhatsApp group or the notice board. Note the date the challenge was made and the date it was played and then with the result, i.e., who won.

You can play the best of 3 games to 13 points, or you can play 1 game to 13 points if both players agree before play starts. It will be untimed game(s).

If your opponent does not turn up without notifying you with a valid reason you claim the win.

If you challenge a player, you cannot challenge that same player again until you have challenged or been challenged by a different player in between.

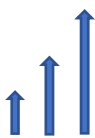
If you, the challenger, are below the top 3 on the ladder and you win, you take the place of the player you beat and everyone in-between moves down one place, if you lose the placings will not change. **See example 1, Table 1 & 2 on the next page**. If you are in the top 3 and challenge down and win the placings stay the same, if you lose, your challenger takes your place and everyone in-between moves down one place. **See example 2, Table 3 & 4 on the next page**.

Matches cannot be played during 'club-sessions', Tuesday afternoon, Wednesday evening, Thursday afternoon or Saturday morning. Games could be played before or after the normal sessions or at any other agreed day and time.

New players entering the ladder will be placed 4th from the bottom so they can challenge and be challenged \*.

\* Players not challenging or accepting challenges for a period of 6 weeks or less, you stay in your position on the ladder. No challenges for a period of 6 to 12 weeks and you will be moved to the bottom of the ladder and cannot be challenged. If you then wish to re-enter the ladder, you will be placed back in your original position. No challenges for a period of over 12 weeks and you will be moved to the bottom of the ladder and cannot be challenged. If you then wish to re-enter the ladder, you will be placed in last place of the main part of the ladder.

	Table 1
1	Alan Shepherd
2	Jenny Clabon
3	Charles Faulkner
4	Prue Zarola
5	Keith Dancer



Example 1

	Table 2
1	Alan Shepherd
2	Jenny Clabon
3	Keith Dancer
4	Charles Faulkner
5	Prue Zarola



Keith can challenge Prue, Charles or Jenny as in Table 1. If Keith challenges Charles and wins, Keith takes Charles place and everyone in-between moves down as in Table 2. If Keith loses, they stay as they were in Table 1.

	Table 3
1	Alan Shepherd
2	Jenny Clabon
3	Charles Faulkner
4	Prue Zarola
5	Keith Dancer



Example 2

	Table 4
1	Alan Shepherd
2	Prue Zarola
3	Jenny Clabon
4	Charles Faulkner
5	Keith Dancer



If Jenny hasn't been challenged from below within a 6-week period, she can challenge Charles, Prue or Keith as in Table 3. If Jenny challenges Prue and wins, they stay as they were in Table 3. If Jenny loses, Prue takes Jenny's place and everyone in-between moves down one place, as in Table 4.