

Ladder Guidelines – 12 April 2024

A ladder is a great way of getting to know other members with whom you may not normally have had an opportunity to play. Players of ALL abilities are encouraged to join the ladder. To be successful, a ladder needs to be used. We ask players who want to join the ladder to try to make themselves available to play matches, if challenged, or indeed if challenging, preferably within a week, but certainly within 10 days.

**** By participating in the Ladder, you will be agreeing to share your contact details with the other Ladder participants. All players will be emailed with a list of those contact details. Players without an email address will receive the contact details of other participants by post.**

Ladder Rules

1. The Ladder will be displayed on our website: <https://prestburybc.co.uk> and will be updated with the results occasionally throughout the day, but at least every evening. Initial ladder positions will be determined by a random draw. After that draw has taken place, any new player joining the ladder will be placed at the bottom of the ladder.
2. You may challenge any player 1, 2 or 3 places above you on the ladder. (See also Nos. 6 & 7)
3. To arrange a match, the Challenger (the player lower on the ladder) contacts an opponent (1, 2 or 3 slots above themselves on the ladder) to agree a mutually convenient day and time to play. Please check the green Availability Calendar to ensure that the green is not reserved for League Matches etc. Once agreed, the Challenger emails the Club (booking.prestburybc@gmail.com) to register the challenge, along with the agreed date of play. Once played, the **Winner** must notify the Club of the result; no scores needed – just the name of the winner of the match.
4. If the Challenger wins the match, the players **switch** places on the ladder. If the person challenged wins, the ladder positions remain as they were. A challenger who loses the match may not re-challenge the same opponent before firstly playing a different opponent. Having played a match, you may not challenge any other player until your name has been changed to GREEN on the ladder.
5. Players may not be challenged if they have a current challenge outstanding – these players' names will be shown in RED on the ladder. Players available for challenges will be shown in GREEN.
6. If a Challenger cannot challenge any of the players exactly 1, 2 or 3 places above them (because they all have outstanding challenges or are otherwise unavailable – RED or BLUE), the challenger may then challenge the next available person ONLY. (ie. they do not have a choice of the next 3 available players).
7. If you are going to be unavailable for any prolonged period (holiday, injury, or illness), please let us know so that we may allow other players to 'skip' over you on the ladder. Your name will then be shown in BLUE. Players' names shown in BLUE should be ignored completely when determining the next 3 available players to challenge. A BLUE player must not challenge anyone for 1 full day after turning GREEN – to allow other players to challenge them first. Any player who is BLUE for more than 14 days will lose their position on the ladder and will drop 3 places. If a player is still BLUE for a further 7 days after being dropped, they will drop a further 3 places, and so on. This is not meant to be a punishment – it is a mechanism to keep the ladder active.
8. Playing the match:
 - Full game to 21.
 - Maximum length 38 metres (no very long diagonal play, please!)
 - Challenger starts the game with the jack.

To join the ladder, please send an email, with your contact details – home phone, mobile, and email address) to booking.prestburybc@gmail.com.

To register a challenge, or to report the match winner, please send an email to booking.prestburybc@gmail.com. Please also use this email address if you have any problems.

On the Ladder page itself, we have quick email links to Join the Ladder; Register a Challenge; Report a Result; and to view these Ladder Guidelines. See examples of challenges below:

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Example of ladder challenges:

| Ladder Position | Player | Explanation of possible challenges: |
|-----------------|---------|--|
| 1 | Shirley | Top of ladder – no one to challenge. She could be challenged by either Mary or Tom |
| 2 | Mary | Mary can only challenge Shirley. She could only be challenged by Tom. |
| 3 | Bob | Bob has been challenged by Dick. Bob cannot challenge (or be challenged) by anyone else until that match has been played and he has returned to GREEN. |
| 4 | Bill | Bill may not challenge anybody or be challenged as he has turned himself BLUE. After returning to GREEN, Bill must wait one full day before he makes a challenge – to allow other players to challenge him before he challenges someone else. If he remains blue for more than 14 days, he will drop from Position 4 to Position 7 on Day 15. |
| 5 | Tom | As Bill is BLUE, Tom can skip Bill and he may challenge either Mary or Shirley (but not Bob as he is already in a challenge). Tom may be challenged by Harry or Joe. |
| 6 | Dick | Dick has challenged Bob. Dick cannot challenge (or be challenged) by anyone else until that match has been played and he has returned to GREEN. |
| 7 | Harry | Harry may only challenge Tom (his available challenges might have been Dick, Tom, or Bob – but both Dick and Bob are already in challenges). Harry could be challenged by Joe or Ian. Bonnie may not challenge him because players in RED are not skipped in the way that BLUE players are. |
| 8 | Joe | Joe may challenge Harry or Tom. Joe could be challenged by Ian only. |
| 9 | Ian | Ian can challenge Joe or Harry. Ian could be challenged by Bonnie only. |
| 10 | Marilyn | Marilyn has been challenged by Brenda, so cannot challenge (or be challenged) by anyone else until that match has been played and she has returned to GREEN. |
| 11 | Brenda | Brenda has challenged Marilyn, so cannot challenge (or be challenged) by anyone else until that match has been played and she has returned to GREEN. |
| 12 | Carol | Carol may not challenge anybody or be challenged as she has turned herself BLUE. After returning to GREEN, Carol must wait one full day before she makes a challenge – to allow other players to challenge her before she challenges someone else. If she remains BLUE for more than 14 days, she will drop from Position 12 to Position 15 on Day 15. |
| 13 | Bonnie | Bonnie may only challenge Ian, as he is the first player above her that is available; this is her only option. Bonnie may be challenged by Alex, Mark, or Ruby |
| 14 | Alex | Alex may only challenge Bonnie, as she is the only player within 3 above him (excluding Carol who is skipped) that is available; if either Brenda or Marilyn were GREEN, they would also be eligible to be challenged by Alex. Alex may be challenged by any of the last three players. |
| 15 | Mark | Mark may challenge Alex or Bonnie and he may be challenged by either of the last two players. |
| 16 | Ruby | Ruby may challenge Mark, Alex, or Bonnie, and may be challenged by Joan. |
| 17 | Joan | Joan may challenge Ruby, Mark, or Alex. |