

MEN'S CHALLENGE LADDER RULES

Eligibility for the challenge ladder - A qualifier must be thrown by anyone who has not previously qualified. A score of 2000 or better must be shot before being eligible for the challenge ladder. Qualifying forms must be turned in to a PDA officer or the team captain. The qualifying must be scored and signed by a PDA member and signed by the player. You must be a PDA member in order to qualify. After qualifying the player's name will be added to the City Team Ranking sheet.

Procedure for challenging - Any person who has qualified and wishes to challenge may do so 1, 2 or 3 places above their standing. Rankings will be kept for places #1 - #12. Any unranked qualified player may challenge #10, #11 or #12. A person wishing to challenge must inform the Team Captain or the Challenge Ladder Manager. The challenger is responsible for notifying the player he wishes to challenge. The challenge must be accepted within 1 week of notification. The match must be played within 2 weeks of the notification. If players cannot reach each other within the first week the Captain or Manager must be notified. If the Captain or Manager also cannot reach the challenged player within the second week the match will be declared a forfeit. When the match date is set inform the Captain or Challenge Manager. After the match is played the winner should inform the Captain or Challenge Manager. If the challenger wins the match the two players exchange ranking positions. If the challenger loses there will be no position change. After a match is completed, the challenger may not challenge anyone for 1 week and the player who was challenged cannot be challenged again for 1 week. No re-match challenges may be made for at least 1 week. If a player is already in the challenge procedure they may not be challenged by anyone until the match has been completed. Challenge matches may be played anytime, but ranking will be frozen 14 days prior to a scheduled Team match.

Procedure for a player dropping out - All players below the empty rank move up. If there is a challenge on the #11 ranked player it stays on the #11 ranking and the challenge is on a new player. If a challenge is on the #12 ranking it stays on the #12 slot and stays blank until the #11 match is played. Then the #12 match is in effect. If no challenge is on the #11 spot and there is one on the #12 spot the challenger may change his challenge to #11.

Challenge Match format - A challenge match will consist of:

Best 4 out of 7 - 301 DIDO

Best 4 out of 7 - CRICKET

Best 4 out of 7 - 501 FIDO (if necessary)

Best 2 out of 3 sets wins the match. All A.D.O. rules will be followed except the Diddle. The Diddle will be decided with one coin toss. The winner of the coin toss will have the option on the diddle in the first game thrown. Reverse the option on the diddle in all following games. The results of the match must be turned in to the Challenge Ladder Manager or the Team Captain in writing and signed by both players.

Adopted: September 1986

Amended: April 1994

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