

Glenwood Challenge Rules:

1. Members not on the ladder receive two 'free' challenges against any player on the ladder.
2. Players already on the ladder may only challenge two positions above their current ranking.
3. The player challenged must accept the challenge within two weeks unless circumstances prevent them from playing (i.e. sickness, injury, work, travel, etc.). Failure to accept the challenge will result in the match being awarded to the challenger.
4. Players may forfeit their position on the ladder if they wish to play at a lower position, but no player may be elevated without playing a challenge match.
5. Players giving up their league position for 2 consecutive league games will also give up their position on the ladder and move into the lower position.
6. Members not participating in 4 consecutive league matches will lose their position in the ladder and will be required to challenge for their position. Challenge rule 1 will apply when challenging for a position in the ladder.
7. All challenge games are best out of five sets.
8. Winners may play as many challenge matches as they wish.
9. The loser of the challenge match may not challenge the same player for two weeks.
10. All challenges and results to be communicated to the club captain.

Glenwood Daagreëls:

1. Lede wat nie op die leer verskyn nie mag twee 'vry' daagwedstryde teen enige huidige gelyste speler speel om op die leer te kom.
2. Lede wat alreeds op die leer is, mag net 'n maksimum van twee plekke bo hul leërnommer daag.
3. Lede moet 'n daag binne twee weke aanvaar en speel, mits omstandighede dit verhoed (bv. siekte, besering, besigheidsrit, uitstедig, oorsee, ens)
4. Spelers mag vrywillig afskuif op die rangleer indien hulle laer wil speel, maar geen speler mag opgeskuif word op die leer sonder om te daag nie.
5. Indien spelers 2 agtereenvolgende liga wedstryde in 'n laer posisie speel, staan ook hul posisie op die Glenwood rangleer af en neem dan die laer posisie in.
6. Liga spelers wat vir vier agtereenvolgende ligawedstryde nie aan die liga deelneem nie, word uit die leer onttrek en moet weer vir 'n posisie in die leer daag. Daag reël 1 sal van toepassing wees.
7. Alle wedstryde is die beste uit vyf stelle.
8. Wenners mag soveel daagwedstryde speel as wat hulle wil.
9. 'n Verloorder mag dieselfde persoon nie weer daag binne 'n twee week periode nie.
10. Alle dagings en resultate moet aan die klub kaptein deurgestuur word.