

Glenwood Challenge and Ladder Rules

Purpose of the Squash Ladder

The primary purpose of squash ladder is to provide members with a clear and objective system for determining their relative skill levels and to promote friendly competition.

Key purposes of the Squash Ladder:

1. **Ranking:** The ladder establishes a hierarchical order of players based on their skill level. Each player is assigned a specific position on the ladder, typically starting from the bottom and progressing upwards as they win matches and move up the rankings.
2. **Challenge and Improvement:** The ladder encourages players to challenge opponents who are ranked higher than them. By playing against stronger opponents, players can improve their skills and gain experience, fostering personal growth and development.
3. **Fair Matchups:** The ladder helps to ensure that players are matched with opponents of similar skill levels. This promotes competitive and engaging matches, as players are more likely to have closely contested games.
4. **Motivation and Goal Setting:** The ladder provides players with tangible goals to strive for. As they move up the rankings, players can set their sights on reaching higher positions and achieving personal milestones.
5. **Social Interaction:** The ladder system encourages interaction and camaraderie among players within the squash community.

Currently there are two ladders (men's and women's). The ladder is open to all Glenwood squash members – league and non-league players. To challenge or remain on the ladder, you must be a member in good standing.

Composition and Changes to the Ladder

The ladder is determined before the start of the season through an internal club tournament.

The ladder can be altered through:

- Requested challenge matches by players.
- Set challenge matches by appointed club person/s.
- Official provincial and other club tournaments/events e.g., league matches.

Challenge Matches

The challenger, a lower placed player, must contact the appointed club person/s and request a challenge. The challenger must allow 48 hours indicating their intention to challenge unless the challenged player agrees to play (i.e., you can't request a challenge as you start a match).

The challenged player is obliged to reply within 48 hours.

Challenge matches must be played within 2 calendar weeks unless conditions do not allow for this e.g., illness, injury, business, tournament representation. The appointed club person/s must seek a suitable time taking into consideration the circumstances surrounding the challenged player, or the challenger must challenge one position lower if it is time sensitive. Please see inactivity, Injury, or Illness explanation below.

Players on the ladder standing in as reserve/s for teams where teams are short of players do not form part of the challenge pyramid.

NSF League scoring (PAR – Point a Rally) format is used for challenge matches.

- a) 1st ladies, 1st and Reserve men's league: PAR 11, best of 5 games.
- b) Challengers challenging into the leagues mentioned above will play PAR 11, best of 5 games.
- c) All other leagues: PAR 15, best of 5 games

The onus is on the challenger to arrange a marker if deemed necessary by either player.

Challenge Results

If the challenged player wins the challenge match the ladder remains unchanged.

If the challenger wins the challenge, they will be placed above the challenged player and the challenged player will move 1 place down the ladder.

A win is declared valid irrespective of the winning margin.

The challenger must report the result, regardless of outcome, to the appointed club person/s within 48 hours. Failure to report the result will be deemed an unsuccessful challenge.

The appointed club person/s may confirm the result prior to updating the ladder.

Challenge Rules

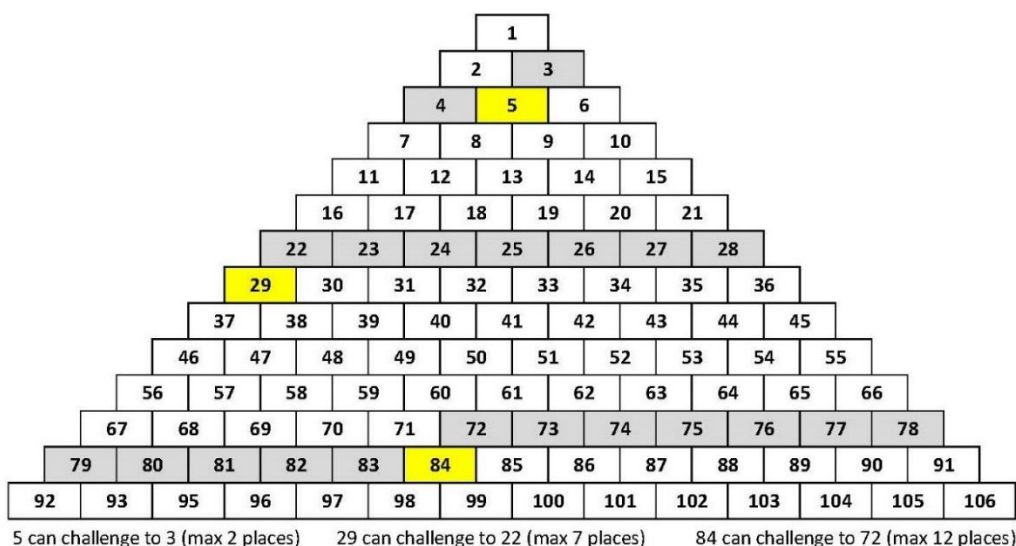
The ladder is open all year except:

- During league season. This is to ensure that teams are consistent and remain in line with the ladder.
- Official club tournaments
- Mid December up to the 1st week in January

The Challenge Pyramid will be utilised for determining challenges. A pyramid structure allows for a wider range of challenges for lower-ranking players while maintaining fairness and balance within the ladder. Please see illustration 1.

1. The challenger may challenge any player to the left on the same row and anyone to the right on the row above, e.g.
 - a) 84 may challenge up to 72, thus a maximum of 12 places,
 - b) 29 may challenge up to 22, a maximum of 7 places,
 - c) 5 may challenge up to 3, a maximum of 2 places.
2. Should a challenger lose, they may only challenge below the last challenged number until a victory is secured; and only then will point 1 apply again.

Illustration 1: Pyramid:



Should a challenge match result in a 2-3 against the challenged player, the challenged player may:

1. Re-challenge within 48-hours. Challenger may not continue challenging in this period.
2. The match must be acknowledged and played within 1 calendar week.
3. No other challenge matches may be played until the re-challenge is complete.
4. If the challenged player wins the re-challenge 3-0 or 3-1 the ladder is not affected.
5. If the re-challenge is a 3-2 result in favour of:
 - 4.1 The challenged, a third match must be played within 1 calendar week and the winner will win the overall challenge.
 - 4.2 The challenger, the result stands and the ladder is changed.

Players cannot ask for or accept a challenge whilst involved with another challenge match.

New Members or Members not on the Ladder

Members not on the ladder are provided two “free” challenges.

1. Members are allowed to challenge anyone on the ladder.
2. If the challenger wins their 1st match, they are still entitled to another free challenge.
3. If the challenger loses the 1st match the next free challenge cannot be a higher player than the 1st challenged player.
4. If both matches are lost, the member is placed at the bottom of the ladder and the normal challenge rules explained above apply.
5. It is advisable that new members play a couple of friendly matches to determine his / her strength before engaging in a challenge match. These matches can be organised through the appointed club person/s.

New members that join after the club ranking tournament

1. Where there is sufficient time before league starts, said player will have to challenge as set out above.
2. Where there is insufficient time before league starts, said player will not be taken into consideration when teams are entered and will have to challenge into the ladder as described above and the affected team will have an extra player.
3. New members who agree to be placed on the ladder out of necessity to help field league teams will adhere to the normal challenge rules and will lose their 2 free challenges.

Inactivity, Injury, or Illness

- An inactive member is a member who is unable to play any form of squash for a period of more than four months.
- Players that are sick for an extended period of time, should be given sufficient time to recover before being challenged.
- Injured players should inform the appointed club person/s about their injury and provide an estimated timeline for their recovery.

Inactive, sick, or injured players will be removed from the ladder and placed into the parking bay, removing them from active challenges and match obligations.

Return to Play: If the player is ready to resume ladder/league play, they can inform the appointed club person/s of their intention to return. The appointed club person/s can reinstate the player's ladder position, allowing them to participate in challenges again.