

Key Mechanics

- **Ranking:** Players are listed in a vertical order, with the top spot being the highest rank. The first list starts with a random draw. New players can gain entry to the Ladder by challenging and defeating any one of the 3 lowest ranked players on the Ladder. (currently that would be 30th, 29th, or 28th). * rev.3/30/26
- **Challenging:** A player can challenge an opponent who is ranked up to and including 3 spots above them. The challenger is usually responsible for arranging the match with the challenged player at a mutually convenient time.
- **Moving Up:** If the lower-ranked player (challenger) wins the match, they switch places with the higher-ranked player (defender) on the ladder.
- **Staying Put:** If the higher-ranked player wins, there is no change in the rankings. The losing player must challenge someone else before they can challenge the same person again.
- We encourage players to play at least once every 2 weeks.
- For players who need a “time out” from playing of 4 weeks or less their spot on the ladder is frozen until their return. Players below that spot can skip that spot when calculating to challenge 3 above.
- For players who need a “time out” from playing of more than 4 weeks (i.e. winter visitor) they are removed from the ladder. When they return to play they can challenge the player with their old spot. Winner gets the spot, loser (and the rest of ladder) goes down one spot.

Rules: CSI/BCA (same as 8 Ball League)

Reporting Results:

Dan Buehler will manage and update the LADDER (Bob Hamilton is backup)

- ASAP after each match text the results to Dan Buehler (480-250-5941). Include PARTICIPANTS, RESULTS and DATE match played. Include BOTH players and Dan Buehler on results text (that way Dan will know that both players see the results and

agree on the information and then he can update the ladder accordingly). Dan will keep a log of matches played and results.

- This is our first attempt at a ladder so there's going to have to be some tweaks as we go along. All comments and suggestions are appreciated