Caversham Bowls Club Ladder League Rules

Welcome to the Ladder League! This competition is designed to give all members regular, competitive singles matches against players of a similar skill level. The ladder is open to all full club members.

1. The Ladder Standings & Season Deadline

- **Initial Setup:** The initial ranking of players on the ladder is determined by the ranking system used for the internal handicap competitions and is based on number of years play and competitions previously won.
- **New Entries:** Any player joining the ladder after the start date will be placed automatically at the very bottom rung.
- **League Deadline:** The league season will officially close when the green closes at the end of the season. No challenges or matches played after this date will count toward the final standings, and the player at the top of the ladder on this day will be declared the winner.

2. Challenging Rules

- **The 5-Rung Limit:** You may challenge any player up to **5 places above you** on the ladder. You cannot challenge players below you.
- **Accepting a Challenge:** Once a valid challenge is made, the match must be played within **7 days**. Players cannot refuse a valid challenge unless they are injured or away.
- **One Match at a Time:** You cannot issue a new challenge if you currently have an outstanding match to play, nor can you be challenged by someone else while you have a match pending.

3. Match Format & Scoring

- **3-Bowl Format:** Matches are to be played as singles games using **3 woods (bowls) per player**.
- **Jack placement:** The first jack is to be bowled by the winner of the coin toss. For the remaining ends, the jack will be placed by the winner at their preferred length to enable faster play.
- **10-End Matches:** Games are played over a fixed distance of **10 ends**.
- **Determining the Winner:** The player with the highest total score at the completion of the 10th end wins the match.
- **Tie-Breaker Rule:** If the score is a draw after 10 ends, the match will continue. Extra ends will be played until one player wins **by at least one clear point**.
- **Jack Delivery in Extra Ends:** For the first extra end (the 11th end), the players must **toss a coin** to decide who places the jack. For any subsequent extra ends required, the winner of the previous end will place the jack.
- **Standard Play:** Normal club and governing body game rules apply during all ends.

- **No marker needed:** However, in case of dispute, the match will need to be replayed with a marker.
- Any other disputes to be referred to the ladder administrator.

4. Movement on the Ladder

- **If the Challenger Wins:** The winning challenger moves into the ladder position **directly above the losing player**. The loser, and everyone else below them, drops down one rung.
- **If the Higher-Ranked Player Wins:** Both players remain in their original positions on the ladder.

5. Reporting Results

- **Score Submission:** It is the responsibility of the **winning player** to submit the final score to the online ladder within 24 hours of the match.