

Open Singles Ladder Competition Rules

Matches

Markers are optional. If a marker is not available, then jack placement will be by the previous end winner and visits to the head may be made by agreement.

Matches are to be played over 2 sets of 8 ends each and a 1 end tie-breaker.

The winner of the toss prior to the start of the match shall have the option to either take the mat or give it to his/her opponent on the first end only. The loser of the toss shall have the option of taking the mat or giving it away on the first end only of the second set.

A set will be decided if at any point it becomes impossible for one player to draw or win the set given the number of ends remaining. If the match is tied after 2 sets, by each player having won 1 set or both sets being drawn, then a 1 end tie-breaker will be played to decide the winner. In a tie-breaker, the winner of a new toss shall have the choice of taking the mat or giving it away.

In any of the ends of the sets, if the jack passes outside the side boundaries of the rink, then the end is replayed. In the tie-breaker end, if the jack passes outside the side boundaries of the rink, then the jack is re-spotted on the 'T' or as near to the 'T' between the 'T' and mat if the 'T' is covered by a bowl.

Should the full match not be completed within the 2 hour session, then the player ahead at the completion of the end started before 1 hour 50 mins is deemed to have won that set. If this means the sets are tied then the match is deemed to be a draw and the players retain their position on the ladder.

Challenges

Any player can challenge another player up to 4 places above him/her on the ladder. If the lower-placed player wins the match, then the two players swap places on the ladder. If the lower-placed player loses, then he/she may not challenge the same player again without challenging another player first. If the match ended in a draw, then the lower-placed player can challenge the same player again without challenging another player first.

Players should not, without good reason, refuse a challenge. A good reason would be, for example, illness, holiday or already having a match arranged. If players repeatedly refuse challenges without good reason or are unable to play matches within 3 weeks of a challenge they will be moved to the bottom of the ladder.

Each player must have played at least 6 matches during the course of the Club winter season. Any player who has not played at least 6 matches by the closing date will be dropped 2 places on the ladder.

The final positions on the ladder will only take account of matches completed up to and including the closing date.