

Ladder Rules

Whoever finishes on top of the ladder at the end of the semester wins a prize.

1. Before beginning play, make sure that both players know that this is a ladder game.
2. You may challenge anyone up to three(3) spots above you on the ladder.
3. If challenged, and you are not already involved in a ladder game, and there are at least 20 minutes available for a game, you must play. Failure to do so results in a forfeit and loss of position on the Ladder. The only exception is rule #9 below.
4. Touch Move is in effect at all times. If you touch one of your pieces or pawns and can legally move it, then it must be moved. If you touch one of your opponent's pieces or pawns and can capture it, then it must be captured.
5. Both players are expected to keep a score sheet if they know how to do so. If only one player is keeping score that player will have an additional five(5) minutes added to his/her clock.
6. Clocks are optional, but recommended. If either one of the players wishes to use a clock and a clock is available, then it should be used.
7. The player making the challenge plays White. The person being challenged plays Black.
8. If the lower ranked player wins or the higher ranked player forfeits, the two players swap positions on the Ladder. If there is a draw, stalemate or the lower ranked player loses, the two players maintain their positions on the Ladder.
9. After a ladder game is played, at least one of the players must play a ladder game with someone else before they can challenge the same person to another game. (Example: Bob plays Bill. Bill loses. Bill can't challenge Bob to another ladder game until one of them has played someone else.)
10. The starting order of the ladder is determined by random drawing of whoever signs up and shows up at the beginning of the semester. Anyone is welcome to join the ladder at anytime; however, new people joining after the random drawing are placed at the bottom of the ladder and must work their way up.
11. If there is a dispute: find an adult, explain the situation, and accept their decision without complaint.
12. You must play at least once every two weeks to maintain your position on the ladder; you cannot just get to the top and then disappear. If you don't show up two weeks in a row, you drop three(3) spots. Two more weeks, and you drop to the bottom of the ladder.