

MEN'S CHALLENGE LADDER RULES

Eligibility for the challenge ladder - A qualifier must be thrown by anyone who has not previously qualified. A score of 2000 or better must be shot before being eligible for the challenge ladder. Qualifying forms are available on the PDA website. Qualifying forms must be turned in to a PDA officer, City Team Captain or Ladder Manager. The qualifying must be scored and signed by a PDA member that witnessed the qualification and signed by the player. You must be a PDA member in order to qualify. After qualifying the player's name will be added to the City Team Ranking sheet in the eligible player pool.

Procedure for challenging - Any person who has qualified and wishes to challenge may do so 1 or 2 places above their standing. Rankings will be kept for places #1 - #16. Any unranked qualifier may challenge #15 or #16 ranked position. A person wishing to challenge must inform the Challenge Ladder Manager. The challenger is responsible for notifying the player he wishes to challenge. The challenge must be accepted within 1 week of notification. The match must be played within 2 weeks of the notification. If players cannot reach each other within the first week the City Captain or Ladder Manager must be notified. If the City Captain or Ladder Manager also cannot reach the challenged player within the second week the match will be declared a forfeit by the City Captain or Ladder Manager. When the match date is set inform the Challenge Ladder Manager. After the match is played the winner should inform the Challenge Ladder Manager with the result of the played match in person, email or by phone call/text please. If the challenger wins the match the two players exchange ranking positions or if the challenger loses there will be no position change. After a match is completed, the challenger may not challenge anyone for 1 week and the player who was challenged cannot be challenged again for 1 week. No re-match challenges may be made for at least 1 week. If a player is already in the challenge procedure they may not be challenged by anyone until the current challenge match has been completed. Challenge matches may be played anytime, but ranking will be frozen 7 days prior to a scheduled Team match.

Procedure for a player dropping out - All players below the empty rank move up. If there is a challenge on the #15 ranked players will stay on the #15 ranking and the challenge is on a new player. If a challenge is on the #16 ranking it stays on the #16 slot and stays blank until the #15 match is played. Then the #16 match is in effect. If no challenge is on the #15 spot and there is one on the #16 spot the challenger may change his challenge to #15.

Challenge Match format - A challenge match will consist of:

Best 4 out of 7 - 301 DIDO

Best 4 out of 7 - CRICKET

Best 4 out of 7 - 501 FIDO (if necessary)

Best 2 out of 3 will win the match. All A.D.O. rules will be followed except the Diddle. The Diddle will be decided with one coin toss. The winner of the coin toss will have the option on diddle in the first game thrown. Reverse the option on diddle in all following games. The results of the match must be turned in to the Challenge Ladder Manager by email, in person or by phone call/text and the scoring form must be signed by both players.

Adopted: September 1986

Amended: April 1994, May 2019, Feb. 2020