



## Nottingham Snooker Challenge Ladder (“the Ladder”)

The rules are explained below and as the Ladder progresses, it will be updated daily.

Ladder updates and news will be provided daily by Steve Butler (the “Tournament Director” or “TD”) on the Nottingham Snooker Facebook group, Messenger group, WhatsApp group and Signal group.

### GENERAL RULES

1. The TD may make amendments and additions to these rules at any time. Such changes will be notified to all players via the Nottingham Snooker Facebook group, Messenger group, WhatsApp group and Signal group, including a reason why the change is necessary.
2. The Ladder will run from 1 October 2023 until 2 March 2024. See rules 55-57 regarding the end of season procedure.
3. To be eligible to register for the Ladder you must have access to Facebook Messenger or WhatsApp or Signal in order to receive daily updates from the TD. You must also have access to transportation that enables you to travel to different venues.
4. When registering for the Ladder, players must select a venue that they will play their matches from when they are the player being challenged (hereafter referred to as “the Defender”). The player making a challenge (hereafter referred to as “the Challenger”) will be required to travel to the Defender’s venue to play a match. The Defender will be responsible for all table costs.
5. A player can change their home venue during the season by notifying the TD.
6. Players can play matches from any venue that is situated within a 25 mile radius of Nottingham’s Old Market Square, subject to the venue being approved by the TD. Venues will be clearly visible next to a player’s name on the Ladder, allowing a Challenger to select opponents that are close by if they do not wish to travel longer distances.
7. [CLICK HERE](#) to see a map showing locations within a 25 mile radius of Nottingham’s Old Market Square.
8. Registration of entries will close at 11.59pm on 31 December 2023.
9. New players signing up to the Ladder will join at the bottom.
10. Players can start submitting challenge forms at 9.30am on 1 October 2023. Processing of challenge forms will commence at 9am on 2 October 2023.
11. There will be a different challenge form each day. If you use an out of date challenge form it will be ignored. The link to the current challenge form will be provided by the TD in the Facebook Messenger group, WhatsApp group and Signal group, hence the importance of having access to Facebook Messenger, WhatsApp or Signal.
12. The link to the challenge form will be released each day after the TD has finished processing challenge forms and updated the Ladder. The TD will provide competitors (via Facebook Messenger, WhatsApp or Signal) with the updated Ladder together with the link for the

- current challenge form. It is estimated that this will be around 9.30am each day, however this time may vary depending on the number of challenge forms that need to be processed.
13. Players can mark themselves as **Inactive** at the outset, for example, if they are on holiday at the beginning of October. They can do this by notifying the TD in advance. After the initial Ladder positions are drawn (random draw), if they hold a top 16 place, they will automatically drop 2 places and will be marked as **Inactive** on the Ladder for the length of time they choose.
  14. The Challenger can challenge up to **8** places above their current position. **This number** may be amended up or down depending on the number of Ladder participants. Any change will be notified to all players immediately.
  15. Challenges must be made in accordance with the 'Challenge Procedures' and played at the earliest convenience of both players, within 18 days of the challenge being made.
  16. Refusal of a challenge will result in a drop of one place on the Ladder and a 3 day period of vulnerability.
  17. Challenges will be best of 5 Frames, unless both players agree to a different match duration.
  18. All matches will be played off scratch, i.e. no handicaps.
  19. The Defender will decide whether the miss rule is played in the match. The Defender must declare their decision prior to the match starting. If no declaration is made prior to the start of the match then the full miss rule shall be played.
  20. If the Challenger wins the match then they will move above the Defender on the Ladder. If the Challenger loses the match then both players stay where they are.
  21. The leader of the Ladder does not get immunity after defending their position. They are always open to being challenged.
  22. Following a challenge, the losing player may not challenge that opponent again for a period of 10 days.

**CONTINUED ON NEXT PAGE**

## CHALLENGE PROCEDURES

### Player Status

Immune	Cannot be challenged
Vulnerable	Cannot make a challenge
Free	Can make and receive challenges
Inactive	Cannot make or receive challenges
Match Pending	Cannot make or receive challenges

23. The winning player of any challenge is **Immune** from being challenged until 3 days after the match at 9am. During this period they are free to challenge above them. Players who are **Immune** will see this clearly highlighted in their status on the Ladder.
24. The losing player of any challenge is **Vulnerable** to being challenged until 3 days after the match at 9am. During this period they cannot make a challenge but they can be challenged. Players who are **Vulnerable** will see this clearly highlighted in their status on the Ladder.
25. If the 3 day period referred to above expires without a player either making or receiving a challenge, their status will be shown as **Free** on the Ladder. Players who have a **Free** status can both make and receive challenges. All players (except for those who are **Inactive**) will be **Free** at the commencement of the Ladder.
26. Once a challenge has been made, both the Challenger and the Defender will have their status changed to **Match Pending** on the ladder to show that the TD is corresponding with the players to organize the match, or that the match has been arranged and waiting to be played.
27. Players may request to be marked as **Inactive** for any consecutive length of time. While a player is **Inactive** their status on the Ladder will say "**Inactive**". They will be invisible for challenge purposes, i.e. they are not counted in the **8** places above.
28. **Inactive** players will naturally move down the Ladder during a period of inactivity due to games being played around them. When returning from inactivity, players will be **Vulnerable** for 3 days.
29. **Inactive** players sitting in any of the top 16 places on the Ladder will automatically drop 2 places at the beginning of their period of inactivity.
30. Every Monday morning, any player that has been **Inactive** for more than 20 days in total throughout the season, will automatically drop three places on the Ladder. This will hopefully discourage players from being **Inactive** for longer than is absolutely necessary.

### How to make a challenge

31. You cannot make a challenge whilst you are marked as "**Vulnerable**", "**Match Pending**" or "**Inactive**".
32. You can challenge a player that sits in any of the **8** places above you on the Ladder, unless they are marked as **Immune**, **Inactive** or **Match Pending**.
33. Once you have decided which player you would like to challenge, you must complete the electronic challenge form, a link to which will be provided to you each day in the Facebook Messenger group, WhatsApp group and Signal group. The form simply requires you to state the name of the player you wish to challenge plus optional 2<sup>nd</sup> and 3<sup>rd</sup> choices which will be used in the event that someone else gets your 1<sup>st</sup> choice.
34. The TD will process challenge forms after 8am every day, except Christmas Day or any other day at the TD's discretion (players will be notified in advance if the TD is unable to process challenges on any particular day or days).

35. Players are asked to be patient and not chase the TD regarding challenges, as there may be a large number of challenge forms to process.
36. Challenge forms will be processed in the order they are received, except where two players wish to challenge the same player.

If two players wish to challenge the same player, the Challenger who is given priority will be decided as follows:

- a) the Challenger with the best overall win percentage will get priority
  - b) in the event of a tie, the Challenger who has played the most matches will get priority
  - c) in the event of a tie, the Challenger with the best win percentage from their last 5 matches will get priority
  - d) if still tied, the Challenger who submitted their form first will get priority
37. The TD will contact you as soon as possible to confirm that your challenge has been submitted to the Defender. As soon as the Defender confirms that they accept your challenge, the TD will provide you with the Defender's phone number and you will have 48 hours to agree a date for the match and inform the TD of the date. The match date must be within 18 days of the challenge being made (the TD will provide you with this deadline date).
  38. If for any reason your challenge form is invalid, the TD will notify you of the reasons why.
  39. If a Defender refuses your challenge, you will be notified by the TD as soon as reasonably practicable. You will be unable to challenge the refusing player again for 30 days.
  40. Once a date has been agreed for the match, you (the Challenger) must inform the TD of the match date so that it can be placed on the Ladder document for everyone else to see. If you fail to notify the TD of the match date within 48 hours of the challenge being accepted, you may, at the discretion of the TD, have your status changed to **Inactive** and you will remain **Inactive** until you satisfy the TD that you are fit and ready to return to the Ladder.

#### **What to do if you receive a challenge**

41. The TD will inform you that a player wants to challenge you.
42. You have until 10pm the same day to reply to the TD to either accept or refuse the challenge. The TD will take it as a refusal if you fail to reply by 10pm the same day.
43. If you accept the challenge you will be provided with the Challenger's phone number.
44. You will have 48 hours to agree a date for the match. The match date must be within 18 days of the challenge being made (the TD will provide you with this deadline date). If you fail to communicate satisfactorily with the Challenger and/or the TD, the TD may, at his discretion, change your status to **Inactive** and you will remain **Inactive** until you satisfy the TD that you are fit and ready to return to the Ladder.
45. If you refuse the challenge you will drop one place on the Ladder and you will be marked as **Vulnerable** for 3 days (ending at 9am). Whilst you are **Vulnerable** you are unable to make a challenge.

### Submission of match result

46. Immediately after the match has finished, the winner must notify the TD of the result using any of the following methods:
  - Email: [mail@nottinghamsnooker.com](mailto:mail@nottinghamsnooker.com)
  - Facebook Messenger
  - Nottingham Snooker Facebook group
  - Text Message: 07852 246070
  - WhatsApp
  - Signal
47. DO NOT phone results through as the TD is likely to be at work and therefore unable to take the call.
48. Results will be processed after 8am the following day and the Ladder updated accordingly.

### Cancellation of matches

49. Once a challenge has been accepted, a challenge/match cannot be cancelled by either the Challenger or Defender without good reason.
50. If the TD deems that the reason given for the cancellation of a challenge/match is unreasonable, the offending player(s) will drop one place on the Ladder and be marked as **Vulnerable** for 3 days (ending at 9am).

### Changing the date of a match

51. The TD will publish the agreed match date on the Ladder PDF document for all other players to see. This is important because it allows other players to better plan their future challenges.
52. If players wish to change the date of a scheduled match, the player requesting the change must notify the TD at least 24 hours before the new date and provide a valid reason for the change. If the opponent does not agree to the change, he/she may request that the challenge is cancelled and the TD may make the offending player **Vulnerable** for 3 days (ending at 9am) and he/she may also be dropped one place on the Ladder.
53. If a match is played on a date that is different to the one that was notified to the TD, the TD will void the result, both players will drop one place on the Ladder and both players will be marked as **Vulnerable** for 3 days (ending at 9am).

### Lead time average

54. Lead time is the number of days that elapse between a challenge form being processed and the match being played. Lead time average ("LTA") is the average lead time over all matches that a player has played. If a player has a LTA of 0-6 days, their LTA will be highlighted in **green**. This is an excellent LTA. If a player has a LTA of 7-12 days, their LTA will be highlighted in **blue**. This is an acceptable LTA. If a player has a LTA of 13-18 days, their LTA will be highlighted in **red**. This is a poor LTA and players who finish the season with a red LTA will receive a financial penalty equating to 50% of any prize money due to them.

### **End of season**

55. The final date for submission of Challenge Forms shall be 12 February 2024 (day 135). These final forms will be processed on 13 February 2024 (day 136).
56. All matches must be played by 2 March 2024 at the latest.
57. The TD may impose financial penalties on any player(s) whose matches are not played on or before 2 March 2024.

### **Financial Penalties**

58. Financial penalties will be deducted from any prize money due to the offending player(s).

### **Prize Money**

59. Prize money will be paid out after all matches have been played and results have been submitted to the TD. See below for season 2023/24 prize money.

#### **Gold Ladder**

- 1<sup>st</sup> position £80
- 2<sup>nd</sup> position £70
- 3<sup>rd</sup> position £60
- 4<sup>th</sup> position £50
- 5<sup>th</sup> position £40
- 6<sup>th</sup> position £30
- 7<sup>th</sup> position £20
- 8<sup>th</sup> position £10

#### **Silver Ladder**

- 1<sup>st</sup> position £40
- 2<sup>nd</sup> position £35
- 3<sup>rd</sup> position £30
- 4<sup>th</sup> position £25
- 5<sup>th</sup> position £20
- 6<sup>th</sup> position £15
- 7<sup>th</sup> position £10
- 8<sup>th</sup> position £5