

LADDER COMPETITION RULES

Club Ladders can encourage club chess activity during the season in addition to league/cup matches. Competitions are open to all club members and the winner is the player who finishes on the highest point total at the end of the competition.

Time controls are usually 75 minutes on each clock for **Standard Play** games or 45 minutes on each clock for **Rapid Play**. Players are to record standard play games (unless 5 mins or less on their clock). Inform a club official who will put the result online. The system will award or deduct points based on the table below and show the current ladder on the club web page at necl.org.uk/<clubname>

Toss for colours. It doesn't matter if you play the same person more than once.

All players start with the same initial points (e.g. 50). Points are then added or deducted from your score depending upon the standing between you and your opponent using the following table:

Difference	High Win	Low Win	Draw
0 - 2	10	10	-
3 - 7	9	11	1
8 - 12	8	12	2
13 - 17	7	13	3
18 - 22	6	14	4
23 - 27	5	15	5
28 - 32	4	16	6
32 - 37	3	17	7
38 - 42	2	18	8
43 - 47	1	19	9
48 - 52	1	20	10
53 - 57	1	21	11
58 - 62	1	22	12
63 - 67	1	23	13
68 - 72	1	24	14
73 - 77	1	25	15
78 - 82	1	26	16
83 - 87	1	27	17
88 or over	1	28	18

This may look rather complicated but an example should make this clear:

Say I have 60 points and you have 50 points. The difference between our scores is 10 so this falls on the row **8 - 12** in the Difference column in the above table.

If you beat me:

You are the "low win" which gives you 12 points; whereas my score is reduced by 12 points.

If I beat you: I am the "high win" which gives me 8 points and you lose 8 points.

If we draw: Your score is *increased* by two points and mine is *reduced* by two points.

The scoring is designed to make it hard for strong players to pull away from the field and gives weaker players the chance to gain a lot of points by beating a stronger opponent. Pairings for each round may be 'ad hoc' or by random draw of players who are present.

Players need a minimum number of games (e.g. 8) to qualify for final ladder placings.

Any club officer with an NECL key can define a ladder from their admin page.

The rate of play defined for each ladder can be Standard, Rapid or All.

All matching internal club games entered on the web site that lie within the defined period of the competition will count toward that ladder. (all games will be listed on the club page as usual and ungraded games will not appear in the main NECL list of internal games).

You can create any number of ladders per club per season and ladder periods can overlap.

See <http://clactonchess.org.uk/wordpress/need-a-ladder/> for examples.

Amended rules July 2013

Note about defining ladder play rates added May 2016