

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. There is no limit on how few or how many games each person plays*, or on the number and types of ladder per club per season (and ladder periods can overlap). Ladders are very easy to run as pairings may be 'ad hoc' challenges, or by random draw of players who are present. See <http://necl.org.uk/wordpress/need-a-ladder> for examples.

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

Time controls are typically 75 minutes on each clock for Standard Play games, 45 minutes for Rapid Play, or as agreed between players, unless these controls are set by the terms of the club event.

Events are ECF graded*, or not, as defined when the event is set up.

ECF allow non-members 3 SP games (6 RP games) to be graded for free*.

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

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/deduct points based on the table below and the generated ladder table will show on the club web page.

All players start with the same initial points (e.g. 50). Points will be 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

If this looks complicated, 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" and get 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.

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

Any officer with a club key can create a ladder and enter or edit the results for their club.

Player keys can also do this if authorised by the holder of the club general admin key.

Games entered on the web site dated within the defined period of the competition will count toward that ladder and will be listed on the club page.

* *if defining graded ladders, consider this may limit participation if non-ECF-members do not wish to exceed free quotas.*

*Amended rules July 2013; Note about defining ladder play rates added May 2016;
Notes about player keys added Sep 2021; Notes about graded games added Mar 2023*

