



1. We have two kinds of games: Ladder Games (aka Challenge Games) and Friendly Games. Challenge Games are touch-move, use clocks with 15 minutes per player, record the game using notation, and require quiet (players and watchers). Friendly Games have identical rules except for quiet but must not disturb Challenge Games.
2. Before beginning play, make sure that both players know it is a Challenge Game.
3. You can only challenge people above you on the ladder. Challenges must be put in writing on the Challenge Sheet.
4. If you challenge an opponent, you must be within 3 rungs to challenge them. Examples: if you're in position 12, you may challenge players 9, 10 or 11. Player 1 can't challenge anyone, but will be fair game for players 2, 3, and 4.
5. A player who is challenged must be present. The challenger skips over a person who is not present. **Example: You are #12, #10 is absent. You may challenge #11, #9, or #8.**
6. If challenged, and you're not already involved in a Ladder Game, and 30 minutes or more remain on the school clock, you must play the challenge. Failure to do that is a loss by forfeit and loss of position on the ladder.
7. You are not permitted to stall until after 30 mins before stopping time on the school clock so you don't have to play another Challenge Game. Doing so will result in loss by forfeit.
8. The person being challenged will choose his/her side (B or W).
9. If the lower-ranked player wins or the higher-ranked player loses by forfeit, the two players swap positions on the ladder.
10. If there is a draw, stalemate, or the lower-ranked player loses, the two players maintain their positions. After a Challenge Game is played, at least one of the players must play someone else before he/she can challenge the same person to another game. Example: Mary plays Bill. Bill loses. Bill can't challenge Mary and vice versa to another Challenge Game until one of them has played someone else.
11. If a Challenge Game is still ongoing at stopping time, parties may take an image of the board, indicating the players and whose move is next. Enter "Continued" on Challenge Sheet and continue the game the next meeting.
 - a. If challenger is not present at continuation meeting, the game is a draw.
 - b. If challenged is not present at continuation meeting, the continuation may carry over for one further session at the option of the challenger. Otherwise the game is a draw.
 - c. If either party is not present at the further continuation session, the game is a draw.
12. Players not on the ladder get onto the ladder by passing the Minnow test. All new ladder players start at the bottom and work up by winning Challenge Games.
13. Members who miss two consecutive meetings will be moved to the bottom of the ladder. After missing four consecutive meetings they will be removed from the ladder.
14. If there is a dispute: find a coach and explain your situation. The coach will deliberate and give you a response ASAP. Accept the decision.