

Rules for the Ladder -Clarified 21/9/21

- As Players arrive they insert their name peg at the top of the ladder.
- Club play is intended for doubles play in general and singles play should only be the exception if there are small numbers available.
- The person at the bottom of the ladder has the choice to pick a foursome to play.
- The person at the bottom can pick 4 from the 7 players above them on the ladder (if available).
- Once picked the player who has picked the foursome should ensure that the name tags are removed from the ladder and arrange them on the table to indicate they are playing on court.
- Once a foursome has played - the losing pair spins or coin toss to see who goes in 1st and 2nd lowest back into the ladder for next round. The winning pair also spin or coin toss to agree who goes back into the ladder 3rd and 4th highest.
- The person at the bottom of the ladder should always strive to pick a foursome that is balanced and will promote a good game.
- The person at the bottom can decide on a mixed, mens or ladies foursome depending upon who is available from the 7.
- If there are people waiting, then any foursome at 5-5 must either play a deciding game or tie break to speed the turnaround.
- The person at the bottom of the ladder (selecting the foursome) should give due consideration to members and guests who haven't yet had a round or who have played fewer rounds, subject to the other rules.
- A member who is picked to play can always decline and wait for a preferred foursome or their turn to pick.
- Members and guests should replace their name tags in the appropriate box when they leave so they are not further selected