

TABLE TENNIS

WWW.ETTA.CO.UK/LADDER

Operating Rules

The aim is for players to move up the ladder or pyramid as far as they can by challenging and beating players higher on the board. **'Don't stop 'til you reach the top!'**

Setting up the board:

- Appoint an 'Organiser' to set up and control all changes to the board. This could be a coach, teacher, leader or player. The organiser should encourage challenges during a session and try to ensure that all players have several matches.
- To set up the board the players' names are written on the board by the organiser in a rough order of ability, the best players at the bottom.
- The pyramid and the ladder can be used either as separate or linked competitions. See below for variations.
- At the start of each session player positions carry over from the previous session.
- The organiser should have the discretion to demote absent players, allow them to retain their position or remove them from the board.
- Promote/advertise the ladder sessions and Table Tennis by displaying the board at the playing venue between sessions.

Simple rules:

- 1 A player can challenge one level above on the pyramid and one or two levels above on the ladder amongst the players present.
- 2 A challenge consists of one match – can be best of one/three/five games up to 11.
- 3 Fair play is encouraged throughout and players should shake hands after each challenge.
- 4 The winner of each challenge should inform the Organiser of the result:
 - if the challenger wins, then the players swap places on the board
 - if the challenger loses the players' positions do not change
- 5 A player must accept a challenge unless he/she has:
 - accepted two challenges in a row
 - already been challenged by another player
 - already challenged a player
 - just beaten the challenging player
- 6 Use 'local' rules or some of the suggested variations to suit the circumstances.

Variations to the simple rules:

Separate or linked competitions -

- i) the ladder could be for doubles and the pyramid for singles;
- ii) the ladder for improvers and the pyramid for advanced;
- iii) the ladder for one group of players and the pyramid for another;
- iv) the ladder feeds into the pyramid (i.e. all players on the ladder can challenge anyone on the bottom row of the pyramid);
- v) the pyramid feeds into the ladder (this way no one player is alone at the bottom)

Handicap -

a simple handicapping system can be introduced (organiser writes the player's handicap alongside player's name) to cater for players of varying standards

Conditioned matches -

i.e. higher player is restricted in some way, e.g. must play all forehands or may not use spin serves; or the lower player is helped in some way, e.g. serves all the time

Wild card -

a 'wild card' challenge (perhaps one per player, per session) could be introduced whereby each player can challenge any player higher on the board

Time limit -

add extra excitement to the challenges by awarding prize(s) to the top player(s) after a number of sessions

The ladder board is available from:

English Table Tennis Association -

Queensbury House (Third Floor)

Havelock Road

Hastings

East Sussex

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www.etta.co.uk



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