

# Ladder of Legends Introduction

*Please see official rules for full details.*

Facebook Group:  
“Top Colorado Springs Pool Players – The Ladder of Legends”  
Ladder Website: <https://www.frusapl.com/ladder>

Players are responsible for knowing the rules before participating in “The Ladder of Legends”.

2 Brackets - 2 Ladders:  
499/under & 500+

FOR ALL MATCH TYPES:  
When a player is called out, they must accept the challenge.

## Types of matches:

### CHALLENGE MATCH:

Players may challenge (call-out) any player that is up to 4 spots above them in their ladder.

If the Challenger wins the match, the players will switch positions in the ladder.

If the Defender wins the match, ladder positions will remain unchanged.

### LADDER JUMP:

The top 3 players in the 499 and under bracket may issue a challenge to any player in the last 4 positions of the 500+ ladder. If the 499 player wins, they will join the 500 ladder.

### SMACKDOWN MATCH:

Any Player may call-out a “SmackDown”.

In which that player calls out a player no more than 5 spots below them.

If the challenging player wins, the opponent moves **THREE** spots down the ladder.

The challenging player will move **TWO** spots up the ladder  
(but not into first place).

*First place must be earned through a Challenge Match, SmackBack, or a Ladder Jump.*

If the challenging player loses, players will switch positions in the ladder.

### SMACKBACK MATCH:

If the SmackDown defender wins the SmackDown match, they may choose to challenge for 1st place in their next match with a SmackBack.

If the Challenger wins the SmackBack, they will move into 1<sup>st</sup> place.

All other positions will move down one spot.

If the Defender wins the SmackBack, the Challenger moves down one spot.

*Please see official rules for full details.*

## **OFFICIAL RULES THE LADDER OF LEGENDS**

Players are responsible for knowing the rules before participating in “The Ladder of Legends”.

***By participating in the Ladder of Legends you agree to the following:***

### **General Rules:**

- Players must be a member of the FaceBook group “Top Colorado Springs Pool Players – Ladder of Legends” at <https://www.facebook.com/groups/legendsladder>
- Players under 18 require parental approval.
- All matches will be played on **SATURDAY** OR **SUNDAY** at Legends Brews & Cues.  
(2790 Hancock Expwy, Colorado Springs.)
- Match start time: Saturday: 1pm-6pm. Sunday: 1pm-7pm.  
As agreed upon by both players(subject to venue availability).
- Matches may be scheduled throughout the day, as time and availability allow.
- 2 Brackets/Ladders using FargoRate. 499/under and 500+.
- Matches will be reported to FargoRate.
- Players may agree to play 8, 9, or 10 ball - or a mixed format of any combination.
- Matches may be played on either a 7 or 9 foot table, as agreed upon by both players.
- Tables for matches will be open – No Greens Fees.
- All matches will be live-streamed on the Legends Facebook Page.
- Rules for all games/matches will use the Cue Sports International(CSI) rule set.
- There will be an official printed version of the CSI rule book available for each match.
- An admin/TD will be available at each match.
- Admin/TD shall act as a referee when needed, and shall have final discretion for any and all disputes that may arise.
- During an active call-out, both players are immune to other call-outs until after the match is played. Players may only have one active call-out at a time.
- Winners of all match types will have a 7 day immunity period from new challenges.
- Players may request to be in vacation mode for up to 30 days. In which no challenges may be made to that player. ----- Once per year/player  
(exceptions may be made for extenuating circumstances).

## **Brackets/Minimum Entry/Races:**

### **Brackets:**

- Current auto updated ladders can be found at the ladder website.
- Determined using FargoRate.
- Bracket 1: 499 Ladder; FargoRate 499 & Under - Players that go over 500 will have a 14 day grace period before being moved to the 500 ladder.
- Bracket 2: 500 Ladder; FargoRate 500 +
- If a player is not established in FargoRate, known skill level equivalent will apply.

All matches, for all match types, must adhere to the following minimums:

499/under = \$25 entry fee per match. Race to 7

500+ = \$50 entry fee per match. Race to 9

Higher entry fees and/or races are allowed, as agreed upon by both players.

Exceptions: SmackDown & SmackBack Matches must adhere to the match minimums above and are NOT to be adjusted.

### **\* POST – UP \***

**ALL ENTRY FEES TO BE PAID TO THE ADMINS BEFORE THE START OF EACH MATCH.**

Failure to pay the entry fee in full prior to the start of the match may result in a forfeit, and the player will be subject to the no-show/forfeit rules. Failure to pay entry fee at the end of the match will result in permanent removal from the ladder.

ALL ENTRY FEES, PRIZES, PRIZE MONEY, AND ETC. WILL BE HELD BY ADMINS UNTIL WINNER IS DETERMINED FOR THE MATCH.

**Winner of each match takes it all!**

### **Including:**

- Entry fees
- Ladder position
- Bragging rights!
- Any added sponsor prizes/money if available (TBD, may vary each match).

Top player(s) in each bracket at the end of each month and/or quarter *may* also receive other sponsor provided prizes(TBD, based on availability, and may vary).

## **Match-ups For All Match Types:**

### **All races will be even – No handicaps.**

- Matches must meet minimums as stated in the Brackets/Minimum Entry/Races Section.
- Higher entry fee and longer races are allowed if agreed upon by both players.
  - Except for SmackDown and SmackBack matches.
- Match-ups should be agreed upon by both players as soon as possible.
- Players should communicate either directly, or on the original call-out post, to discuss matching up.

### **Finalize details such as:**

- Entry fee.
- Game type.
- Race length.
- Table size.
- Preferred dates/times.
- Please try to agree to dates within 2 weeks of the call-out post.
- **After match-up details are agreed upon by both players:**
  - Either player must post go to the ladder website at [www.frusapl.com/ladder](http://www.frusapl.com/ladder) to submit match details.
  - The match will then be scheduled based on player and venue availability.
  - After approval, the match will automatically appear in the Google calendar at the ladder website.
  - The most current schedule of matches will be at the ladder website. Admins may or may not comment on the posts. If it is on the Google calendar it is scheduled.

**If either, or both players can not agree to match-up in a reasonable timely manner(typically a couple/few days), match-up may be determined by the admins using the minimum match requirements, and will be played on a nine foot table.**

# Call-outs/Challenges For All Match Types:

(Please see example posts below)

## **Challenging player must tag the player they are calling out.**

Call-out Posts should also include the following:

- Match type.
- Preferred game.
  - Race.
- Table size.
- At least 2 dates/times(Sundays).

## **When a player is called out, they must accept the challenge.**

Defending player has 3 days to acknowledge and accept the challenge on the post made in the Facebook group. Match-up does not have to be agreed upon, and does not have to be scheduled within the 3 days, but the match must be acknowledged.

### **Example Call-out Post:**

"Calling out a [insert match type "Challenge", "SmackDown", "SmackBack", or "Ladder Jump"] match.

[insert player name] on the [insert 499 or 500 ladder].

I'd like to play [insert game preference] on a [insert table size preference].

My best date and times are [insert 2-4 SUNDAYS and start times between 12pm-8pm]."

- Or something to that effect -

### **Example Accept:**

"I accept your challenge. I'd like to play [insert game preference] on a [insert table size].

I can play on [Insert date & time preference]"

- Or something to that effect. -

# Challenge Match:

Standard ladder challenge.

Players may call-out a Challenge Match to any player that is up to 4 spots above them in their bracketed ladder to try to take their spot.

- Matches must meet minimums as stated in the Brackets/Minimum Entry/Races section.
- Higher entry fees and/or races are allowed, if agreed upon by both players prior to start of the match.
- Both players pay the same entry fee.

## Challenger wins:

- The players will switch positions in the ladder.

## Defender wins:

- Ladder positions remain unchanged.

# SmackDown Match:

Think someone might be getting a little to hot?

Playing above their head?

Want to shuffle up the ladder a bit?

## Call-out a SmackDown Match!

Any Player may call-out a “SmackDown”.

In which that player calls out a player **no more than 5 spots BELOW them.**

**SmackDown matches must adhere to the match minimums as stated in the Brackets/Minimum Entry/Races section, and are not to be adjusted.**

- ◆ The player that calls out the SmackDown(Challenger) must pay the full entry fee.
  - ◆ The opponent(Defender) shall pay 50% of the entry fee.

### Challenger wins:

- The Challenger will move **TWO spots up** the ladder(but **not** into first place).  
*First place must be earned through a Challenge Match, SmackBack, or a Ladder Jump.*
- The Defender will move **3 spots down** the ladder.
- All other positions will adjust accordingly.

### Defender wins:

- Players will switch positions in the ladder.
- All other ladder positions remain unchanged.
- The Defender will then be eligible to call-out a SmackBack Match and challenge for 1<sup>st</sup> place

# SmackBack Match:

## **PLAYER MUST FIRST WIN A SMACKDOWN MATCH, AS A DEFENDER, TO BE ELIGIBLE TO CALL-OUT A SMACKBACK MATCH.**

- If player wins a SmackDown match, as a Defender, they shall have the option to challenge for 1<sup>st</sup> place.
- Regardless of ladder position earned from winning the SmackDown match.
- It must be that player's next match and must call out 1<sup>st</sup> place within 7 days.
- If 1<sup>st</sup> place has an active call out/match/immunity pending within that 7 days:  
Player must declare intent to call out 1<sup>st</sup> place, prior to the start of the pending match or before the 7 days expires, whichever comes first.
- **If player revokes intent, after declaring a SmackBack Match, they will be declared a forfeit and will be subject to the forfeit rules.**

## **SmackBack matches must adhere to the match minimums as stated in the Brackets/Minimum Entry/Races section, and are not to be adjusted.**

- ◆ The player that calls out the SmackBack(Challenger) must pay the full entry fee.
  - ◆ The opponent(Defender) shall pay 50% of the entry fee.

### Challenger wins:

- The Challenger will move into 1<sup>st</sup> place.
- All other positions will move down one spot.

### Defender wins:

- Defender retains 1<sup>st</sup> place.
- Challenger moves down 1 spot.



# Ladder Jump:

The top 3 players in the 499 and under bracket(Challenger) may call-out a Ladder Jump Match to any player in the last 4 positions of the 500+ ladder(Defender).

- Matches must meet minimums as stated in the Brackets/Minimum Entry/Races section.
- Higher entry fees and/or races are allowed, if agreed upon by both players prior to the start of the match.
- Both players pay the same entry fee.

## Challenger wins:

- Challenger will join the 500 Ladder, one spot above the Defender(who will stay on the 500 Ladder).
- Ladder positions under the newly added player will move down one spot.
- All players in the 499 Ladder will move up one spot.  
(Including into 1<sup>st</sup> place on the 499 Ladder, if applicable).

## Defender wins:

- The Defender moves up 2 spots on the 500 Ladder, reward for defending the ladder.
- The Challenger moves down 2 spots on the 499 Ladder.

# Forfeits:

**Forfeits do not pay out any entry fee or sponsor added prizes or prize money.**

Any player that does not accept a valid challenge made in the Facebook group, within 3 days of a valid call-out post, they may forfeit their ladder position, and may be removed from the ladder for a period of at least 14 days. - Admins discretion.

All ladder positions under the offending player will move up one spot.

If a player is a no-show to an agreed upon scheduled match, they will forfeit their match and be removed from the ladder for a period of at least 60 days. - This was relaxed for the start -It **WILL** be enforced starting 2/1/25.

The player that showed up for the match shall inherit the vacant spot by default.

Players that move up the ladder due to forfeit are **NOT** immune from challenges for 7 days.

Admins reserve the right to remove, either temporarily or permanently, any player for such reasons as, but not limited to: non payment of entry fee, fighting, bad sportsmanship, cheating, illegal behavior, failure to follow venue rules, and/or other such offenses.

Players that have been removed due to forfeit or any other reason may be re added to the ladder at the admins discretion after the suspension period.

## Exceptions may be made for:

Medical and family emergencies

Inclement weather

Venue availability

Admins Discretion

CURRENT ADMINS:

MARK SLAM

DONALD LOWE SR