The badminton tournament ladder

Features

General

A challenge consists of one match - A match consists of best-of-three games to 21 points. At 20 all, the side which gains a two-point lead first wins the game. At 29 all, the side scoring the 30th point wins that game.

Joining

New players wanting to join the ladder are allowed two unrestricted challenges anywhere on the ladder. If they lose both matches they will be placed on the bottom of the ladder.

Challenging

You may challenge any player on the ladder who is within five rungs above your rung (#7 may challenge #2-6). Players have three days to accept the challenge and schedule the match, and two weeks to complete the match.

A player must accept a challenge unless he/she has:

– already been challenged by another player and has yet to play

– already challenged a player and has yet to play

– just beaten the challenging player

– Is not available for challenge (holiday, injury,…)

The top five players may challenge 5 rungs below them on the ladder (i.e: #1 may challenge #6). This ensures they will not lose ranking due to inactivity.

Ladder Movement

If the challenger wins, then the players swap places on the board. If the challenger loses the players' positions do not change.

Players must play at least one match every two weeks or they will be lowered one rung for every two weeks inactivity.

FORFEITS A player forfeits a match if: (a) he illegitimately refuses a challenge, (b) he fails to give his opponent a 48 hour notice that he cannot appear for a scheduled match, (c) he is more than 15 minutes late for the scheduled match. Recent injury, sudden illness or family crisis are not a cause for forfeit if the match is promptly rescheduled. A forfeiter is penalized five ladder positions. A forfeit is not a win for the forfeitee.

Withdrawing

A player who didn't play during the last 365 days will be automatically removed from the ladder.

Reporting

The winner of the match is responsible for reporting the results within 24 hours, by using the report form and providing the following information: date of the match, winner's name, loser's name, and the match score.

Kata questions

Option 1 (PO alone) : Create the product backlog of the product

Option 2 (PO & Dev team) : Develop the product