



Ladder Play General Rules

Ladder Play Format

The first Ladder Play League will run for 7 weeks from November 5 to December 17. If successful, a second league will be scheduled to begin in January 2025. The matches are fun and competitive.

Players sign up weekly through SignUpGenius (SUG). NO WALK-ONS ALLOWED. Our Ladder sessions are limited to 24 players on four courts. 6 players on a court will allow for bye's. The weekly matches are created the day prior based on SUG sign-up per week, and a Ladder Coordinator organizes the matches and answers questions as needed. Players are asked to communicate with the Ladder Coordinators by email.

Players are asked to check in with the Ladder Coordinator **10 minutes before play begins**. When players arrive at the courts, the match draws will already be established and posted.

Each week, players will be placed in groups of 4, 5, or 6 depending on absenteeism and in order of their ranking on the ladder for match play. Round robin format with matches to 11 or 15, depending on the number of players on the court. Each game will be with a different partner against different opponents. Every game will be "Win by 1 point". The sequence of partners, and who serves, will be scheduled by the Ladder Coordinator prior to the first game.

After the games are finished, players record their scores on a score sheet available at court side. Record the individual game scores and total for the three games. Depending on how well you play any given week, you move up or down the ladder. Each week the standings will be posted on the website and sent out to the players.

If a game cannot be completed due to weather interruption, only the completed games will be counted. If a game cannot be completed due to injury, no substitute will be brought in. The Ladder Coordinator will re-assess the current court schedule and play will resume minus 1 player.

In case of a rainout, the decision to call the games will be made in 1 hour before the scheduled start of the games and players shall be notified by email. The Ladder Coordinator will determine whether courts are safe to play on. The decision of the Ladder Coordinator shall be final.

Once the Ladder starts there will be no NEW players allowed to join after the 2nd week. The scoring allows for 1 absentee without dramatically impacting a players score/standing.

Absentees: absent players present the most challenge in designing a scoring system. The goal of the Ladder is to measure performance against other players over the period of the ladder and to provide the best possible playing experience by matching those of similar skills. Penalizing absent players creates distorted rankings and more mis-matched games so no penalty is applied.

We continue to tweak this basic system in order to find the best way to run Ladders.

Ladder Play General Rules: The general rules mentioned in this document can be revised. A proposal can be submitted (verbal or in writing) to the Ladder Manager (Tom Drouillard), who then will review and discuss the suggestion with the submitter.



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How Ladder scores are Calculated

To calculate the ladder scores and subsequent rankings, we use a spreadsheet that has been successfully used by many other Pickleball clubs.

Week 1 is either a Round Robin or using rankings based on previous ladders.

- **Round Robin:** unless otherwise decided for that specific event. Scores are calculated as a percentage of total points won out of total points available.
- **Tie breaker:** # of wins, head-to-head wins, alphabetical. This is also used to break weekly score ties.
- **Previous Ladder results:** the most recent final ladder score (minus accumulated bonus points) is used to rank players. If a player hasn't played in a previous ladder, then a best guess will be made with input from that player and/or other players. A score of 60, 65, 70 or 80 will be used.

Weekly Score Calculation – Player A example

- **Part 1** (the majority) of the score you get each week is based on the **percentage** of points won vs the points that were available to be won.

Example: Player A won 44 points out of 45 points available = 97.78 points

- **Part 2** (a much smaller part of the score) is a bonus based on games won, using a small factor to reward people who win games on higher ranked courts.

Example: Player A won 2 games on court# 2 so the bonus is $2 \times 2.75 = 5.50$ points (see explanation below*)

***Bonus explanation**

For every win on **Court #1**, 3.00 bonus points are added to your score, **Court #2**, 2.75, **Court #3**, 2.50, and **Court #4**, 2.25

This has the effect of giving greater value to players on the higher ranked courts, and over time accentuates the difference in the levels of play, so players will end up having a better chance of playing with similarly skilled players.

For example, if a player won a total of 3 games on court 1, the bonus for that week would be $3 \times 3 = 9$

There is a maximum bonus based on the lowest number of games played on all courts so those playing more games do not get an advantage of being able to earn more bonus points.

The maximum possible score in a given week is 112 (if you won all of your games on Court #1)

Adding it all together – Player A's score for the week would be $97.78 + 5.50 = 103.28$

Score to Date: the current score to date is a simple average of all weekly scores and determines ladder position.

Original Date: October 9, 2024