

## Ladder Guidelines - 2023

Ladder play is a more competitive style of play as every point can have an impact on the final total. It is very common for players to play more to a weaker player or a player having a bad day. This style of play should be expected, however, we ask all players to keep in mind that at the end of the season there are no awards being given out for 1<sup>st</sup> place or any other ranking. All players come to PLAY and it is no fun for a strong player not to get any balls hit to them and often it is more satisfying to win by playing against the strongest player not the weakest. Players should consider playing to both players, as it will be more enjoyable for everyone.

Ladder season: Generally, ladder begins in mid-October/early-November through March. Start times vary each week to assign players to play between 8:00 and 1:00 and play last generally 1 hour. Ladder play is suspended between Christmas and the New Year.

Sign-up Deadline: The Ladder sign-ups for the next week opens after the current week's play: Thursday night for women, Friday for men. You must sign up for Ladies' Ladder by noon on Monday and Men's' Ladder by noon on Tuesday. Registration is done via Court Reserve.

Schedules Posted on Website: The Ladder Schedules are posted on the club website no later than noon the day before matches are played. You can see your individual start time, who is in your group and which court you will play.

Who Plays Whom: Participating players are placed into Groups of four or five according to ranking. The four top ranked players who sign up for the week are in Group 1; the next four are in Group 2 and so on.

Match Format: Each Group of four, plays three games to 15 points, win by 1 point. Players play one game partnered with each of the three other players in the group. The game is played with the first team to reach 15 (i.e. win by 1) winning. The maximum score in any one game is 15 points Groups of five play four games to 11 points, win by 1 point.

Match Outcomes: Match outcomes are determined solely by each player's total number of points scored in all his/her games. Players finish either first, second, third, or fourth (fifth with groups of 5) based on their point total. A perfect score is 45 (44 with five players). In case of a tie, the higher ranked player wins. The logic for this is that a player must defeat higher ranked players to move ahead of them, not just tie.

Time Requests: Time requests can be made to Ladder Captains for legitimate reasons such as doctor's appointments or work schedules. Request for ladder play times for personal preference cannot be accommodated.

First Serve: The North team always serves first, and each team determines who is their first server.

Switching Sides: Teams switch sides EVERY GAME after the first team reaches eight points (6 points if playing to 11).

Determining Partners and Sides: A random method determines who partners with whom first and which team serves first.

Bad Weather: Due to the possibility of injury, ladder play will be cancelled when the courts are wet. Wind will generally not result in cancellation of play. If you are uncertain whether matches will play, it is best to show up and see for yourself. Captains will make every attempt to email players concerning cancellations ASAP when determined. If games must be cancelled after some ladder matches have been completed, ALL matches will be null. Due to the nature of ladder movement, all those who played have an affect on the new rankings so all games have to be void.

Cancellations: If a player is scheduled to play and a last-minute emergency or injury will keep them from participating, it is imperative they notify the Ladder Captain IMMEDIATELY by text. The other 3 players in the group depend on everyone showing up to play. The Ladder Captain will try to recruit a substitute.

No Shows: If a player has signed up and does not show up and have not notified the ladder captain ahead of time, that player will be treated as if they came in last in the scheduled group. The new rankings will reflect that result. Any player who is a "no-show" two times in the season will be removed from the Ladder for the remainder of the season.

Ladder Placement: In general, returning players remain in the same groupings as to where they ended the season. The actual number ranking may differ depending on the number of players and the new players and their respective ranking that join at the beginning of the season. In addition, players rejoining the active list from the frozen list will affect rankings.

**New Players** will be placed after the last player on the ladder in their color group. On rare occasions, players may be misplaced on the ladder, and in these cases the Ladder captain will make any needed adjustment. A new Club member who begins ladder prior to having a color grouping will be placed after the last player on the ladder. Once the player has a color placement any needed adjustment will be made. The only exception would be if the new member were a known player the captain would place the new person to their best ability and that placement may still be adjusted after a color is determined.

**Inactive:** Weekly play is encouraged, however, when a player need to miss a week, they simply do not register that week. If a player must miss 2 or more consecutive playing weeks there is an option to be “frozen.” Read below, under injuries, illness and out of town.

**Inactivity:** After the ladder play, an active player may move above an inactive player in re-ranking. Any player who is inactive for 6 consecutive play weeks and not frozen, (see Frozen below) will be removed from the ladder. Players are always welcome to rejoin the ladder at their convenience: a returning player, after being dropped from ladder, will be treated as a new player.

**FROZEN - - Injuries, Illness or Out of Town:** If a player will miss two or more consecutive weeks of play, the player may request to be frozen by **informing** the ladder captain of their need. He/she will be removed from the ladder, and upon return, they will assume a spot as close as possible to their previous rankings. New players who join ladder while a player is frozen may affect that frozen players ranking if the new player is in a higher color group. To be fair to those playing, the frozen option is only available for injuries, illness or out of town and a player needs to miss a minimum of 2 consecutive weeks.

**Rank:** Each player has a “rank” which is his/her position relative to all other players participating in Ladder. There are no ties. If a player has a rank of #5, it means four players are ranked higher and all the remaining players are ranked lower.

**Moving Up and Down in Rank:** Players are re-ranked each week according to the match outcomes using these rules:

1. After play, the 4 players in your group will be ranked from 1 to 4, depending on the accumulative score of all 3 games.
2. If you finish first in your group, you move ahead of the player finishing last in the group just above your group.
3. The #1 ranked player must play or be bumped to #2. The winner of group 1 will be the new #1 ranked player.
4. Any player who is a “No Show” will be recorded as finishing last in his/her group.
5. No inactive player can move above an active player.

Explanation of Rule 5: When active players lose and go down in rank, inactive players below them get moved down as well. This rule deliberately encourages participation and may penalize inactivity. ACTIVE players are assured that no INACTIVE player can move from below them to above them in rank regardless of what they do. At the same time INACTIVE players must realize there is nowhere to go but down if they are unable to play. Notice how the three inactive players in the example below all fall between one and four spots in rank.

**Example of Ranking Procedures**

Rank	Player	Group Play Result	New Rank	Explanation
<b>Group 1</b>				
1	Nets	Inactive	2	#1 Ranked player must play or be dropped to #2
2	Paddles	2nd	3	Is beat by Smash so moves to 3rd
3	Smash	1st	1	Smash wins group so moves to #1
4	Dink	4th	6	Drops below Court and is replaced by
5	Pickles	Inactive	7	Pickles is Inactive must remain below Dink drops 2 spots
6	Court	3rd	4	Moves above the current previous ranked 4th Dink
<b>Group 2</b>				
7	Banger	4th	11	Drive, Serve and Block will move above Banger along with Bags as winner of Group 3
8	Volley	Inactive	12	Must remain below Banger
9	Drive	3rd	9	Two players move ahead of Sam, but two fall below
10	Serve	1st	5	Moves ahead of 4th place finisher Dan in Group 1
11	Block	2nd	8	Moves ahead of 3rd place finisher Sam
<b>Group 3</b>				
12	Bags	1st.	10	Group 3 winner moves ahead of 4th place in Group 2