

## Ladder Information, Rules, and Procedures for Men's and Ladies Ladder

To participate please contact one of the Ladder captains indicating your interest:

Ladies – Catherine Carter - [cat1990@icloud.com](mailto:cat1990@icloud.com)

Men's – Tony van Son – [a.w.vanson@gmail.com](mailto:a.w.vanson@gmail.com)

### **Opting Out:**

If you do not want to play the next week, please email your captain by Sunday evening. It is assumed you intend to play if you do not opt out.

### **No Shows:**

If you have not opted out, SHOW UP! If you do not show up and have not notified the ladder captain ahead of time, you will be treated as if you came in last in your 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.

### **Cancellations:**

If you are scheduled to play and a last-minute emergency or injury will keep you from participating, please notify the Ladder Captain IMMEDIATELY by text 403-845-4636 (men's) or 403-560-5402 (ladies). The Ladder Captains will try to recruit a substitute or reshuffle the schedule.

### **Inactivity:**

An inactive player is one who opted out and is not playing that week. An active player may move above an inactive player in re-ranking. Note: 'Moving Up & Down in Rank' near the end of this document.

### **Injuries or Out of Town:**

If a player will miss 2 or more weeks, the player may be frozen by informing the ladder captain. He will be removed from the ladder, and upon return, will assume a spot as close as possible to his previous ranking.

### **Schedules Posted via email by Monday at noon:**

The Ladder Schedules will be emailed no later than noon two days before matches are played.

### **Who Plays Whom:**

Participating players are placed into Groups of four or five according to ranking? The four top ranked players are in Group 1; the next four are in Group 2, and so on.

### **Match Format:**

Each Group plays three games to 15 points, win by 1 point. You play one game partnered with each of the three other players in your group. You do NOT need to win by two points so 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

games. Players finish either first, second, third, or fourth (or 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 out. The logic for this is that you must defeat higher ranked players to move ahead of them, not just tie them.

### **Time Requests:**

Time requests can be made to for legitimate reasons such as doctor's appointments or work schedules. Request for ladder play times for personal preference will not be accommodated. Try to keep your schedules clear for Wednesday afternoons.

### **First Serve:**

The first team serving begins on the East side (north if on tennis courts) side.

### **Switching Sides:**

Teams switch sides halfway through EVERY GAME (even if there are no apparent advantages...) after one team reaches eight points (or 6 points if playing to 11).

### **Scoresheets:**

Scoresheets will be sent to you when you are sent your ladder schedule for the week. The player at the top of each group will be the group captain for that week and is responsible for printing off the sheet to use for your match. If you do not have a printer, you could write it out free hand or ask another member of the group to print off a copy. Please write or type in the players of your group in the order they are listed on the schedule. Take a picture of the completed scoresheet and send it to the ladder captain at the end of the match.

### **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 be played, you may either contact the Ladder Captain or just show up and see for yourself. If it rains after matches have begun, all matches for the day will be considered cancelled and will not count in the rankings. A full schedule of matches will continue the next week.

### **Rank:**

Each player has a "rank" which is his or her position relative to all other players participating in the Ladder. There are no ties. If a player has a rank of #5, it means four players are ranked higher and all the rest are ranked lower.

If participants wish to begin after the season has begun their ladder position will be as follows:

At the beginning and during the ladder season, the ladder captain will place all new and former players on the ladder in the position that the ladder captain believes will allow all players to have the fairest play based on USAPA ratings, UPTR's, CTPR's, Club Event play, and Cochrane Pickleball Club Rating. If a player is clearly in the wrong position, the captain has the right to move them to a more appropriate position.

### **Moving Up & Down in Rank:**

Players are re-ranked each week according to match outcomes using these rules:

Rule 1: If you outscore a higher ranked player in a Ladder Match, you move ahead of that player in rank.

Rule 2: If you finish first in your Group, you move ahead of the player finishing last in the Group just above your Group.

Rule 3: The #1 ranked player must play or be bumped to #2. The winner of Group 1 will be the new #1 ranked player.

Rule 4: Any player who is a “No Show” will be recorded as finishing last in his/her group.

Rule 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 pushed down as well. This rule deliberately encourages participation and penalizes 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. 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	Result	New Rank	Explanation
Group 1				
1	Jim	Inactive	2	#1 Ranked player must play or be dropped to #2
2	Bob	2nd	3	Falls below Rod and stays below Jim
3	Rod	1st	1	Group 1 winner moves to #1
4	Dan	4th	6	Falls below Tom and Group 2 winner Lee
5	Pat	Inactive	7	Must drop two spots to stay below Dan
6	Tom	3rd	4	Moves above 4th place finisher Dan
Group 2				
7	Jon	4th	11	Drops below Group 3 winner
8	Cal	Inactive	12	Must drop four spots to stay below Jon
9	Sam	3rd	9	Two players move ahead of Sam, but two fall below
10	Lee	1st	5	Moves ahead of 4th place finisher Dan in Group 1
11	Wes	2nd	8	Moves ahead of 3rd place finisher Sam
Group 3				
12	George	1st	10	Group 3 winner moves ahead of 4th place in Group 2