

Mixed Ladder Information, Rules, and Procedures

To participate please contact Tony van Son – a.w.vanson@gmail.com

Schedules:

Will be sent to participants via email by Monday evening.

Opting Out:

If you do not want to play the next week, please email a.w.vanson@gmail.com by noon Sunday to let me know. **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 call or text 403-845-4636 IMMEDIATELY. If the group had 5 players, an adjustment to 4 players is an easy fix. If you had a group of 4 and are now down to three the group captain may be able to find a sub from one of the groups that just finished playing. Please play as you would have. Indicate on the scoresheet the person who did the subbing.

Inactivity:

An inactive player is one who opted out and is not playing that week. A player opting out before the deadline will not lose his position on the ladder.

A player who cancels after the schedule has been sent out may lose his position. Note Rule 5 at the end of this document for further explanation.

Time Requests:

Time requests can be made to a.w.vanson@gmail.com 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 from 11:00 to 5:00 on Wednesday's.

Who Plays Whom:

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

Match Format:

Each Group of four plays three games to 15 points, win by 1 point. You play one game partnered with each of the 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.

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:

Please print off a few 4 and 5 player scoresheets when they are sent out. The player at the top of each group will be the group captain for that week and is responsible for tracking and recording scores. Don't forget to add the scores up at the end of the match. 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 a.w.vanson@gmail.com or text to 403-845-4636 at the end of the match.

DUPR:

Players are expected to record their scores into DUPR.

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 unless the forecast is for winds or gusts more than 35km per hour.

If you are uncertain whether matches will be played, you may either contact the Ladder Captain a.w.vanson@gmail.com or just show up and see for yourself. If some matches are completed the results can still be recorded and sent in. These scores will have some impact (only those who completed their matches) on rankings for the following week. Rankings for those who could not play their match or complete all games that could not be completed will not be affected count for 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, DUPR 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.

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: When active players lose and go down in rank, inactive players below them keep their ranking. If the inactive player opts out after the schedule has been released, they will be pushed down the ladder by those above them who lose.