

General Information

The format of play is designed so that players play mostly with others of similar skill levels. Your ranking on a ladder is based upon your winning percentage (the ratio of points won to total points possible). Players will move up or down the ladder based upon their winning percentage. Players will need to play in at least 4 of the 6 weeks to qualify for awards at the end of the league

Each week, players will be placed in groups in the order of their ranking on the ladder for match play. You are expected to play every week unless you inform the Captain that you will be absent. All players will play games in a round robin fashion with the other players of the group. At the start of the game, players will decide who starts serving first and choice of side.

The percentages are based only on the matches that are actually played. The ladder manager will run the ladder for a specified number of weeks so that there are clear winners at the end. After your games have been played, players record their scores on the score sheet that is available in the area. Post the individual scores and the total for all games. There is a maximum number of points because you do not have to win by 2 points.

When scores are entered into the program, standings will be posted on the Jefferson City Pickleball Club Website (JCPBC.org).

Ladder Divisions

Each ladder will have 4 divisions (2.5, 3.0, 3.5 and 4.0). Normally, the ladder divisions are gender neutral and based upon overall skill level. For example, if the USAPA numeric rating system is used, you might choose to have ladder divisions of 4.0, 3.5, 3.0, and 2.5. Other choices are available to the local ladder manager. Depending upon the number of players in the area, the ladder manager may choose to have everyone in a single ladder or to have a men's ladder and women's ladder.

Movement Between Ladders

If the ladder divisions are based on skill level, the ladder manager should have some rules about moving players up to the next skill division or down a division based on ladder standing. For example, if a player is at the top 1 or 2 positions for a given number of weeks, the ladder manager may choose to move a player to the bottom of the next higher skill division. Alternatively, the ladder manager could base the decision on a winning percentage of a certain threshold over a given period of time. There would be a similar process for moving down to a lower skill level division.

Publishing the Players Schedule

The Playing Schedule will be published on the Jefferson City Pickleball Club website on a schedule determined by the ladder manager, typically a day or two prior to the scheduled play date.

Ladder Displays

The schedule is displayed each week showing only those players who are available to play that week or are assigned a bye/sub. A sub list, with phone numbers will also be displayed in case someone cannot make it and needs a sub.

Absences

Can't Play

If a player is unable to play on the specified day, the player should notify the Ladder Captain no later than the day before the schedule is published. This is normally a couple of days before the play date, but will be determined by local rules. Players who know they will be absent are responsible for finding their own substitute.

If a player is unable to play, the player should do one of the following subject to modification by local rules and procedures:

1. Call a Sub from the published Schedule.
2. Call the other players to reschedule your ladder match at a more convenient time, but BEFORE the Schedule for the following week is published. Report the scores to the Captain before the next week's Schedule is published.
3. Call the other players in your foursome to have them agree to take an absence for that week.

Player Missing at Match Time

If there is a player missing at match time, and the other players have not been notified, then those players that are late (anytime after the published starting time) will be subject to the No Show rule (see No Show section). The other players will not receive a score for that match unless a Sub is available. Since the standings are based on a point percentage for the games actually played, it is not a penalty to not have a score recorded. The No Show rule should apply to Bye/Subs also.

Percentage Establishment

The ladder may be configured for any number of points per game. The following example assumes the default of 8 points. Playing percentage is based on the number of points scored divided by the number of points possible (64 for a 8-game match of 8 points per game).

Inactive Players

Players may miss a week or more because of their personal schedules. The ONLY requirement is to notify their Ladder Captain BEFORE the match schedule is made out for the upcoming week. If a player cannot play for a period of more than 2 weeks the Captain may place you in an Inactive status until you notify the Ladder Captain that you can play again. The player's percentage stays the same while on the Inactive List. The Inactive List does not display on the web site. Note: Players who have been on the Inactive List will re-enter the ladder at the ranking at which they left the ladder.

Bye/Sub

Byes are assigned if the Ladder Captain is unable to fill out a foursome. Byes are normally assigned from the bottom of the ladder ranking up, skipping any player who has already had a Bye. Assignment of Byes is at the discretion of the Captain. In later weeks when everyone has had a Bye, the ladder captain may choose to start over again. Byes are carried with any movement between ladders. Bye players should be available as a Sub in case a scheduled player can not play.

Sub Scores

Sub scores do not count towards the player they are filling in for.

Interruption of a Match (Recording of Scores)

Scoring for interrupted matches due to weather or injury should be handled as follows:

1. If the match is **terminated before the start of the third game**, scores should not be recorded.
2. If the match is **terminated sometime during the third game**, points for the third game will be assumed to be in the same ratio of the score up to that point. For example, if the score was 9 to 7 at termination, the winning team would get 15 and the losing team would get $7/9$ of 15 = 12 (rounded to the nearest point).

No Shows

If you are a "No Show" (leaving players without a match), and you have failed to notify the other players and the ladder captain, local rules should provide for some sort of penalty because the other three players have been inconvenienced. A suspension from the ladder for a number of weeks governed by local policy is recommended.