

Sun City Hilton Head Pickleball Club - 2012 Spring Ladder League Rules

1. League Organization / Schedule

- The league season will consist of an 8, 9, or 10 week season. The Board of Directors and the League Coordinator will determine the length of the season.
- Each week, at the start of division play, every player will select a card, 1 thru 8, to determine their player number. Once you have your player number you follow the court schedule.
- The league will consist of divisions having 8 players per division.
- Play will be within the division using a round robin format playing 7 games, once a week, to 15 points, using the rally point system.
- THE FIRST TEAM TO 15 WINS THE GAME. The rally point system means your team does not have to be serving to win a point. Either team will be rewarded a point after a rally has ended.
- The league will have numbered division designations and there may be Women, Men and Coed divisions by rank.
- Leagues will have the following designations Division 1, 2, 3, 4, 5, 6, 7, 8, etc. Division 1 is the highest, 2 next highest, etc.
- There will be a manager for each division.

2. Division Manager Responsibilities

- Take charge and be responsible for division play.
- Knowledgeable of all the rules governing pickleball.
- Knowledgeable of player rotation.
- Available for all scheduled league games or will arrange for a qualified substitute when not available.
- Keep accurate player statistics, recording weekly results on a tally sheet.
- Forward tally sheets in a timely manner to the league supervisor or designated member.
- League supervisor will update standings and send out PDF version of all divisions standing by end of week.

3. Player Responsibilities

- Commit to play 70% of the available games during a scheduled league season.
- It is the responsibility of the player to get a substitute player from a lower division than theirs. If the player or the division manager could not locate a substitute, the division manager has the following options:
 - a. reschedule the games with agreement of all the division players by end of same week.
 - b. reschedule the games with agreement of all the division players with a substitute by end of same week.
 - c. games will be played as scheduled , with 7 players. Missing player loses 7 games and all remaining 7 players get wins.
- Must notify manager with the name of their substitute.
- If player cannot locate a substitute, they must notify their manager as soon as possible so the manager has time to locate one.
- Conduct themselves in a sportsman-like manner.

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4. Forfeit Scoring / Player Sent Home

- If a player has to quit for any reason, including injury, or does not show up to play on time, he/she forfeits the game(s). Opposing team and his/her partner will get a win (W or 15 points if using individual point scoring). If forfeit happens during a game, forfeiting player will receive any points earned prior to forfeiting. The division manager has the following options:
 - a. reschedule the remaining games with agreement of all the division players by end of same week or immediately, if qualified substitute is available.
 - b. reschedule the remaining games with agreement of all the division players with a substitute by end of same week.
 - c. continue with games with the remaining 7 players. The injured player gets losses for the remaining games and all players who have remaining games left with the injured player get a win.

5. Player Ranking

- After league sign up is complete for the upcoming season and the final league statistics for the current season are available, the **ranked** players who signed up for the upcoming season will be sequenced into lists (coed & women's). **Unranked** players who signed up for the current season will be submitted to the Placement Committee for proper division assignment.
- If a player finished first in division 1, they are ranked first. If they finished last in that division they are ranked 8th. If a player finished first in division 2, they will be ranked 9th, the second player in that division will be 10th, etc.
- In the event of a ranking tie, the tie will be broken first by the higher total number of games played. If everything is statistically even then the final tie-breaker will be decided by the players' starting rank for that league.
- A new ranking player could also cause a division player to be move down.

6. Statistics

- Statistics will be based on a player's individual win/loss record. Statistics will be calculated as follows: Number of total wins divided by number of total games played, to two decimal places **or**
- Statistics will be based on a player's avg points per game record. Statistics will be calculated as follows: Number of total total points divided by number of total games played, to two decimal places

7. Substitutes

- A substitute can be called upon to play only if a regular player is unavailable for league play.
- Substitute players must be at least one level below.
- Statistics will be kept on all substitute players. Only their own division statistics will be used for ranking purposes for players who are playing in a division.

8. Moving Up or Down

- At the end of league, any player who has played a minimum 70% of the available games and has a winning percentage of 70% will be moved up to the next higher division at the start of the next league season, consequently, the lowest scoring players in the higher division will move down one level.
- Additionally, any player who has an average below 20% will be moved down a division, allowing for the highest average player to advance one level, regardless of their percentage score.

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- Players could also be moved down when a new player joins the league. The player will be rated and the league rating committee determines what division the player should play in.
- In addition, players who commit to playing league but only play 30% of games or less in that league will be placed in the next lower division.

9. **Winning A Division**

- A player must have the highest winning percentage or the highest point per game avg of games played and play a minimum of 70% of the available games during the league seasons.

10. **Rain outs and League Make-Up Play**

- All games must be made up within 2 weeks of the original scheduled date.
- This includes all matches that have not be completed because of rain.
- If league play is cancelled due to rain, all games played will count, and only the remaining games will be made up.
- League Supervisor must approve a rescheduled match of more than 2 weeks.

11. **Rules Violations**

- The League Coordinator has the right to replace any manager that intentionally violates any of the listed rules.

12. **Players Missing a Season(s) / Snow Birds**

- To maintain a rank, each player must play a minimum of 50% of their league games in either the Fall or Spring league within a one year period. A player will need to be re-ranked when two consecutive ranking leagues are missed. Unranked players will be submitted to the Placement Committee for proper assignment in a division at such time when they sign up again for league play.

13. **Start Weekly Games**

- Each player selects a card from 1 thru 8 and the manager records player # on the tally sheet.
- Each player locates their player # on the court schedule to see where they play each game.
- Determine server or court side by coin flip or using a racket for "up and "down". Winner can choose to take the serve or the court side. If the winner chooses to take the court side, then the other team can either accept to serve or decline the serve to the other team.
- If wind or sun is a factor, before each game, the two teams must determine if they want to switch sides at point 8 or point 6 for traditional scoring.