

Lakeway Area Pickleball Ladder League -- May 22 to June 27 -- Frank Lorino

FORMAT:

Individually-ranked round-robin ladder/shootout. All skill levels. Not gender specific. 16 years old and up. No partner is needed. No requirement to play each night of scheduled league games.

Each night players compete in a 4 or 5-person round robin based on their position on the ladder. Players move up or down the ladder based on their individual points earned/loss percentage (see explanation below under Rankings).

Week 6 will be Championship Week: The field of players who have participated in at least 50% of the league nights will be ranked and divided into two pools (possibly three depending on the number of participants). The players in each pool will participate in a round-robin play-off championship. The exact format will depend on the number of participants.

REGISTRATION:

GPN: This league will be administered through the Global Pickleball Network (GPN). Easily register for free via the Lakeway Pickleball Network on the GPN website. Note Global Pickleball Network always prompts for login, but it is optional. Click on "x" in top right of the pop-up to close the login screen.

<https://www.globalpickleball.network/network/home/4501-lakeway-area-pickleball>

***DUPR:** You must have a DUPR account with Lakeway Area Pickleball selected as a club to participate in this ladder league. Scores will be submitted to DUPR to help members establish accurate DUPR. DUPR and Pickleball Brackets are integrating, so many tournaments will begin requiring DUPR ratings to register. <https://www.dupr.com/>

No walk-ons allowed. Need registration assistance? Ask Kris or Jo.

SCHEDULE:

Tuesdays and Thursdays at 7 pm at Frank Lorino from May 21 to June 27. If more than 40 people RSVP for a night, we will have a 7 pm start time and a second round at 8 pm. Please be respectful of the 8 pm group and free up the court when your 7 pm games are over.

What if I need to miss league night? You do not need to commit to every Tuesday and Thursday for the entire 6 weeks to participate in the league. Rankings are based on percentages, so there is no penalty for missing league night. However, a slight edge is given if you play more games (see Rankings below). Also, players who participate in less than 50% of league nights are not eligible for the championship playoffs during week 6.

FORFEITS / NO SHOWS – IMPORTANT!

RULE CHANGE: PLEASE RSVP YES OR NO FOR EACH GAME NIGHT. SILENCE IS TREATED AS A No. A poll will be posted on Team Reach on game day, please confirm your attendance with yes/no.

If you are registered as available and do not show, it is a forfeit and you will lose 5 of your total earned points. Those scheduled to play against you will not earn or lose points for the missed games. You will not be eligible to play in this league if you forfeit twice.

CANCELLATION

Players will be informed on Team Reach if the league night is canceled due to weather.

RANKINGS

Initial rankings will be based on DUPR. If you do not have a DUPR rating you will be placed in a novice, intermediate, or advanced grouping (as you compare against others in this league as determined by the administrators) and then randomly sorted within that grouping.

***Points Win/Loss Percentage:** Global Pickleball Network has several ranking systems for its ladder leagues. This league will use Points Win/Loss Percentage. We can experiment with other ranking systems in the future.

How Points Win/Loss Percentage works:

Total Points Earned by Player / (Total Points Earned by Player + Total Points Earned by Opponent)

Example:

Pickler vs. Opponents	Total Points Earned by Pickler = 42
15 10	Total Points Earned by Opponents = 30
15 5	42 / 42 + 30
12 15	42 / 72 = 58
	Plus .01 bonus for each game played = 58.03

The .01 bonus rewards players who attend more frequently and helps resolve ties. If 2 players have the same score, the player who played more games is seeded higher. If they played the same number of games, then seeding is based on an electronic randomizer run by admin.

GAMEPLAY

Game Ball

Outdoor balls left over from Lakeway's prior tournament may be available for use. Otherwise, use an outdoor ball all players can agree on. Avoid switching balls during play.

Format

Four-person round robins play 3 games to 15, win by 1. Five-person round robins play 4 games to 11, win by 1. Switch sides at 6 for games to 11 and at 8 for games to 15.

Side/serve

One player of a team holds 1 or 2 fingers behind his/her back. If the opposing player guesses correctly, that opposing player chooses if they want to pick side or pick serve/receive. If they select the number of fingers incorrectly, the player holding fingers behind their back chooses side or serve/receive.

Timeouts

Each team is allowed 2 timeouts (1 minute each) per game. Players may also have 1 medical timeout of no more than 15 minutes per match.

Conflicts and Disputes

Conflicts that occur during matches should be settled by the players on the court. Players are responsible for knowing USA Pickleball and league rules and exhibiting good sportsmanship.

All play will follow USA Pickleball rules. <https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-2024-v1.pdf>

Interruption of a Game

If a game has started but cannot be completed due to weather, injury, lights out, or emergency, then the team in front will be awarded whatever points are needed to bring their score to 11 or 15, and the team behind will get the same number of points added to their score. For example, if the score is 5-0, the team in the lead gets 6 or 10 points added to their score and the team behind will get the same 6 or 10 points.

Games not started but canceled because of weather, injury, lights out, or emergency will not be recorded.

Scoring

At the end of each game record the score on the master scoresheet provided.

*The intent of DUPR is for you and others to have a fair evaluation of your skill level so that you will be able to play in competitive matches. DUPR is not meant to be an ego vehicle for players to boost their supposed level to others and for players to feel good about themselves. As with any evaluation system, players can maneuver their rating to be artificially high by only counting matches they win and not those that they lose. If every player used this approach, then the system would fail for lack of data, since there are always winners and losers in each match. **As a rule of thumb, you are at the correct rating when you win as many matches as you lose playing within a certain rating group.** When you choose not to include a match, your decision will affect your partner and the other two players. Soon as DUPR has become the standard of Pickleball Brackets (*the process has started*) and other groups, having an artificially high DUPR will prevent you from playing with the division that you should be playing with, as tournaments start looking at player's DUPR to ensure they are in the correct division. ~Source: DUPR Ambassador, Henery Gonzalez.