

Individual Ladder League

A weekly league where players are put into groups of 4 or 5 players, play one game with each player, then move up or down the ladder based on the results.

PLAYER REQUIREMENTS:

1. Must be current in FCPA dues
2. Must have an account on DUPR (www.mydupr.com)
3. Must join DUPR club, Fauquier Pickleball.
4. Must have a Signal account and join at least one FCPA group (FCPA Notifications is: <https://signal.group/#CjQKIF2XrbkFan5OGHZNru1YFQlvS2nx5wg3ZxkoCAB4D-PoEhDJN2Nkito66BqxBdbQIBJt>)

Minimum Number of Players: 16 (4 groups of 4)

Initial groups are determined by previous ladder, DUPR ratings, input from Competition Committee, or randomly. Groups are preferred to be five players to eliminate need for substitutes.

Weekly Play: Groups play one game with each partner. Groups of four play three games to 15, one with each partner. Groups of five play four games to 11, one with each partner

Ladder Movement: After each week, players are ranked by Total Wins then Point Differential. Movement up/down is done by the following criteria:

- Generally, movement is only one group per week (with exceptions)
- Exceptions can be made when needed. Players may move up two groups if they won all games or down two groups if they lost all games but this is only if needed.
- The League Commissioner will consult with the Competition Committee to resolve any conflicts or special circumstances.

All games will be recorded in DUPR.

The League Coordinator will set up Signal Groups to facilitate communication.

Games will be played on a predetermined league night. For inclement weather, that particular week will be canceled and play will resume the following week.

Players may drop in and out of the league as needed but must notify the league commissioner at least 48 hours before scheduled league play. When players come back in after missing one or more weeks, their most recent results will be used for grouping.

Instructions for Groups of 5:

Game 1: 1&2 vs 3&4 (5 out)

Game 2: 1&3 vs 2&5 (4 out)

Game 3: 1&5 vs 2&4 (3 out)

Game 4: 1&4 vs 3&5 (2 out)

Game 5: 2&3 vs 4&5 (1 out)

Multiple Ladders

In the case of multiple ladder leagues (e.g. Tuesdays, Thursdays, etc.) the ladders will be sorted and grouped independently. Players may sign up for more than one ladder as space allows. If there is a waiting list, players may be restricted to their appropriate ladder. Players may be moved by the Competition Committee from one ladder to another depending on the player's skill level.

No Show/Late Notice Policy

While the biggest advantage of this type of ladder is the flexibility to skip weeks as necessary, it also requires that all players communicate to their league coordinator in a timely manner if they are not going to be playing. League coordinators will send a reminder message via the Signal group but it is the responsibility of the player to post no later than 48 hours prior to the scheduled play time if they are not going to be playing (e.g. must post by Monday evening if not playing Wednesday evening). Once the groups are set, any "out" posts will be considered late. Each player will be allowed one grace late post but on the second occurrence that player will be removed from the league until the next open registration.

Any player that does not post at all and does not show for the play session will be considered a "no-show" and will be removed from the league until the next open registration.

Any request for exceptions will be reviewed by the competition committee.