



Hierarchy Information, Rules, and Procedures

Hierarchy season: End of March to October. Start times are on Fridays at 12:00 pm or 1:30 pm

On-going Sign-up Deadlines: Sign up is done on the Court Reserve site on alternative Fridays for men and ladies. The Hierarchy sign-ups for the next playing time normally opens after the current week's Friday play. You must sign up no later than the Monday before the Friday you plan on playing thus you have 10 days to sign up.

Match Format: Each weekly grouping will have four or five players assigned to the court (most often 4). Each group of four players will play three games to 15 points, win by 1 point. You play one game partnered with each of the three other players in that week's group. Groups of five, play four games to 11 points, win by 1 point. You do NOT play win by two points so the maximum score in any one game is 15 points (11 if grouped with five). Your groups will change weekly. Four players – 3 games to 15 (ABCD); A-B vs. C-D ; A-C vs. B-D, A-D vs. B-C
Five players- 4 games to 11 (ABCDE): AB vs. CD (E bye); AC vs BE (bye D) AD vs CE (bye B) AE vs BD (C bye) BC vs.DE (A bye)

Score Cards: Score cards will be emailed with court assignments and Friday time slot. Spare scoresheets (blanks) will be available at the FM courts in case you forget it. Fill it out, all players initial it, and place in score box/suggestion box at the courts immediately after playing. Take a picture of the score card prior to placing it inside the box.

Match Outcomes: Match outcomes are determined solely by each player's total number of points scored in all the 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.

Time Requests: The only time requests that will be considered are for those that work full time and need the 12:00 pm slot rather than the 1:30 slot. These time requests should be sent to the Hierarchy Director – Cindy Lawton clawts@gmail.com. Requests for play times for personal preference will not be accommodated.

Working Players: Individuals that work and cannot make their scheduled match on Friday can play it on an alternative day or evening. The arrangement of this is the responsibility of the working individual. The match must be completed within 4 days of the scheduled match and the score should be placed in the slot within the 4 days.

First Serve: The North team always serves first.

Switching Sides: Teams switch sides during EVERY GAME after one team reaches eight points (or 6 points if playing to 11).

Determining Partners and Sides: The oldest person in the group will determine the partner order and side to start on for each game.

Bad Weather: Due to the possibility of injury, play will be cancelled when the courts are wet. If cancelled, you will receive an email. Wind will generally not result in cancellation of play

Cancellations: If you are scheduled to play and a **last-minute** emergency or injury will keep you from participating, please notify the Hierarchy Director IMMEDIATELY by text. (505 412-2945). The Hierarchy Director will do their best to recruit a substitute.

No Shows: If you have signed up, SHOW UP on TIME! If you do not show up and have **NOT** notified the Hierarchy Directory ahead of time, you will be removed from the hierarchy for the remainder of the season.

Inactivity: An *inactive* player is one who did not sign up and is not playing that week.

Injuries or Out of Town: If a player will miss three or more consecutive weeks, the player may be frozen by informing the Hierarchy Directory. He or she will be removed from the hierarchy, and upon return, will assume a spot as close as possible to his or her previous ranking.

Rank: Each player has a “rank” which is his or her position relative to all other players participating in the Hierarchy. 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.

Initial Positioning: New participants will start their position as follows:

At the beginning and during the season, the Hierarchy Director will place all new and former players in the position that he/she believes will allow all players to have the fairest play based on USA Pickleball UPTR ratings, Club Event play, and self-rating. If a player is clearly in the wrong position; the director has the right to move them to a more appropriate position.

Moving Up & Down In Rank: Players are re-ranked according to match outcomes using these rules:

1. If you outscore a higher ranked player in the Match, you move ahead of that player in rank.
2. If you finish first in your group, you move ahead of the player finishing last in the group just above your group.
3. The #1 ranked player must play or be bumped to #2. The winner of group 1 will be the new #1 ranked player.
4. No *inactive* player can move above an *active* player above them. When *active* players lose and go down in rank, *inactive* players below them get pushed down as well. This rule deliberately encourages participation and penalizes inactivity. ACTIVE players are assured that no INACTIVE player can move from below them to above them in rank regardless of what they do. At the same time, INACTIVE players must realize there is nowhere to go but down. Notice how the *inactive* players in the example all fall *below* the person who was ranked above them.

Example of Ranking Procedures:

Rank	Player	Result	New Rank	Explanation
Group 1				
1	Jim	Inactive	2	#1 Ranked player must play or be dropped to #2.
2	Bob	2 nd	3	Falls below Rod and stays below Jim
3	Rod	1 st	1	Group 1 winner moves to #1
4	Dan	4 th	6	Falls below Tom and also Group 2 winner Lee
5	Pat	Inactive	7	Must drop two spots to stay below Dan
6	Tom	3 rd	4	Move above 4 th place finisher Dan
Group 2				
7	Jon	4 th	11	Drops below Group 3 winner
8	Cal	Inactive	12	Must drop four spots to stay below Jon
9	Sam	3 rd	9	Two players move ahead of Sam, but two fall below
10	Lee	1 st	5	Moves ahead of 4th place finisher Dan in Group 1
11	Wes	2 nd	8	Moves ahead of 3rd place finisher Sam
Group 3				
12	Dixie	1 st	10	Group 3 winner moves ahead of 4th place in Group 2