

Commerce Twp Parks & Recreation Ladder League

Information and Guidelines

Registration Requirements:

Each Player must register through Commerce Township Parks and Recreation, pay the appropriate registration fee, and sign the liability waiver prior to play and before being added to the ladder.

Registration is non-refundable unless your spot can be filled.

Communications:

All formal communications will be handled through a “**Whatsapp**” group. As a courtesy to others, please use that app to communicate topics such as attendance and finding subs. There will be a “Player list” and a “Sub List”, registered players will be invited to be a member of both.

Inclement Weather: All weather decisions are made by 5:00pm. The notice will go out via the “whatsapp” group as well as posted on the Commerce Township website and Commerce Township Parks & Recreation

Sportsmanship:

The Ladder League is a recreational league that is meant to be enjoyed by all participants. Please remember this is recreational; be considerate of others in your on-and-off court communication.

- Language or conduct that is threatening, harasses, criticizes, intimidates, or interferes with the peaceful enjoyment of pickleball play will not be tolerated.
- Bullying, belittling, demeaning, insulting, intimidation or intentional distraction from the game will not be tolerated.
- Actions which may be dangerous or may create a health or safety risk will not be tolerated.

If these behaviors are witnessed by our League Manager or Staff, you will be removed from the league.

Conventions of Play:

- All players are expected to know and follow the rules of the game as defined by the USA Pickleball organization.
- Do not intentionally hit the ball at someone in a manner that could cause injury. Banging the ball back out of frustration is not acceptable.
- If you hit a ball into another court, immediately and loudly call “ball on court”!

- If a ball comes onto your court or if you perceive that a ball is coming onto your court, immediately and loudly call “ball on court”, stop play, and re-play the point. An immediate call is required. You cannot complete the rally, lose the rally, and then say that the ball bothered you.
- If a ball is called out and both teams are not in agreement then you will replay that point.

League Format:

The Ladder League is designed so that players will play mostly with others of similar skill levels. Your court placement (ladder ranking) is based on the total points scored each week. Each week, players will be placed in groups of 4 or 5 and follow the pairing rotation as indicated on the weekly score sheet. Games can be played in any order.

First week only: Play will be a randomized format to mix as many different players together as possible in order to establish an initial placement.

All other sessions: after completion of the weekly round robin, the player with the highest total points will move up to the next court for the next week. The player with the lowest total points will move down a court. Court 1 players can only move down. Court 4 players can only move up.

All games in this league are played to 11 points, WIN by one.

Four games per each weekly session, 11 points available each game, 44 total points available each week.

Playing Schedule:

Please see the registration site for dates and times. The player and court assignments are subject to change depending on various factors such as player attendance, availability of subs and other factors. Because the overall goal of the league is to create reasonably matched skill-set games for a quality recreation experience, **Courts may be rebalanced at any time at the sole discretion of the league manager.**

Skill Level:

The skill level as stated in the registration description is intermediate to advanced. This is not a “learn to play pickleball” course. However, after the official games are completed, there is often a chance for mixing of player levels in a looser environment. This can give lower court players a chance to “play up” and get in some additional practice. ***In recognition of the social aspects of the game, and the parks and***

recreation based structure, it is intended for all players to feel welcomed and mutually supported. In the case of an extremely mis-matched game (which may occur in week 1 or 2), please use common courtesy and be kind and controlled so that no one gets hurt.

Scoring Subs and Absences:

Unlike in some other leagues, we realize that life happens. In the case of an absence (whether or not a sub is present) your score will be automatically set at 22 (50% of the max available points). After two absences, at the discretion of the league manager, the player may be moved down one court.

Tie Breakers:

In the case of score total ties, the player to move up would be the one with the higher standing at the start of the week. Same concept for the player moving down.

Recording Scores:

After each game is played, you will record the scores on the score sheet that is with you out near your court. All players for each court are on one sheet. After all games are played for each session, add up your total points and record the number.

The ongoing calculation of rankings will be managed by the League Manager and are subject to rebalancing or reassessment at any time.

Contact Information

League Manager: Rick Schmidt 248-227-7450 (text is preferred)

rickschmidt14@gmail.com

Commerce Twp Parks and Recreation: Emily England or Allison Kennedy 248-926-0063

parks@commercetwp.com