League Leader Tips and Tricks

You will receive emails from interested players from the website

Identify Players, Substitutes, and the rest (if anyone) that expressed interest – once finalized provide a copy to the League Director.

The League Leader may be called upon to identify which players will be a part of the League, this may be due to skill level and ensuring equal competitive play. This may mean that players that expressed interest early in the process may not be a player when the League is run. This may be due to excessive skill, or lack of skill… the final roster will be the responsibility of the League Leader.

The PRP website will remain open during the entire league duration, once you have established the roster the website will be updated to indicate that only subs may sign up… this will enable you to continue to get potential subs during your league (as this has been an issue before)…

Starting in the fall of 2019 we will leverage Paypal as the preferred method of paying the registration fees for each league. We will allow people to pay by cash or check if they do not wish to use Paypal, but we need to attempt to obtain all fees by the first week of play. Fees help us cover court rental, balls, and other support equipment in running a league. You will be provided the link for the PayPal payment option for your league by the PRP Secretary. The PRP Secretary will also ensure that you are aware of the process to follow for the payments. Please support the secretary in this process.

Relative rankings of players may be able to be obtained from the League Director. This will include how many Leagues the player has participated in, and what those scores were. If the League Leader is comfortable with setting this themselves, they may.

Once the roster is set, the Leader will Email players prior to first games to make sure they are still playing…

Validate rating with player…

Identify any expected dates that they will not be able to play

Games are to 12 points (4 players per court) – 9 Points for 5 Players

A match consists of 3 games to 12 OR 5 games to 9.

For Round Robin leagues, you will be provided the play schedule. Each player on the roster will be assigned a number, and then the matchups are based off of player number. Each player, in a 16 player league, will play with every other player twice. The 6th week will be a championship playoff format based on wins/points. The winner will get a “free” league entry.

For a Shootout or Ladder league - Initial ranking can be from familiarity with players, or ratings (either club or certified) Rank players from highest skill set to lowest, use this ranking to set the initial teams and matches.

Shootout format will change pairings at each opportunity (after a match – 3 games among 4 players – 5 games for 5 players). The Shootout will be over the entire length of the league (e.g., 6 weeks)

Ladder format, each weeks initial matchups will be based on rating value. 1st match to 2nd match will follow the Shootout method.

For each foursome, the two players with the highest point total will move up 1 court… two players with the lower scores will go down a court… For court 1, the two with the highest points stay, for the last court, the two with the lowest point total stay.

For a fivesome, the two highest move up, two lowest move down, the one in the middle stays…

When a court finishes match play (all 3 games to 12), they should provide you the scoring sheet with the totals. One suggestion is to assign a match captain who would be responsible for adding up the totals and bringing the scoresheet to the leader after the match.

Record total scores for each match, identify next court for each player (either up or down based on point total. Ties – use the first players listed (player number from match (e.g., 1 – 4)) to go up, last players listed go down.

As each court has the players identified, they can start play…

For efficient use of time, you may not be required to use the “proper” court… sometimes it works out where you know the players, but the court hasn’t finished from the first match. When a match has all players available, let’s try to get them playing…

For the first matches of the day, use the scoring from the last game of the previous week.

Any sub activity for the week, insert the identified sub appropriately, and shift the rest down based on previous matches point totals.

Fill in the weekly scoring summary sheet with the points from each match, and total for the week (both matches).

Take a picture and email to [PRPLeagueAdmin@gmail.com](mailto:PRPLeagueAdmin@gmail.com) or [bjmcphee@icloud.com](mailto:bjmcphee@icloud.com)

Subject line should be “League Identification” Week “week #” Scores” (e.g., Sat Intermediate Week 2 Scores)

The League Director can provide a scoring summary which the Leader would email to the players… The League Leader may utilize their own mechanism for notifying the players of the weekly scoring summary.

The League Leader should provide some scoring summary to the players periodically. Usually this summary includes the total scores for the week of play, the cumulative total for the League, and a percentage of how many points the player scored while playing (3 games to 12 is 36 points per match… 2 matches per week, total of 72 possible points each week).

Some members of the leagues have been asking about skill ratings, how do they know what level they are at… I have found a good description of skill level ratings at the following web location…

<https://www.centralfloridapickleball.com/skill-level-definitions>

My suggestion is that if it appears that wind could be a factor, that the leader call for a switch to occur… and if the leader doesn’t want to make that call, that they would give the players the option, but it must be a majority of the players on each court to decide.   If a majority doesn’t want to switch, the switch would not occur…

Please keep track of the number of pickleballs that either crack or become dead, and report to the League Director. This information will be used to understand when we should be ordering new balls. As we move to the Dura ball, we expect a higher rate of breakage… and as we go forward, the Onyx balls will age and become dead…

After your league is complete for the week, unless another league is starting immediately after yours, put the nets away and ensure they are locked up. Please do not leave the nets on the court. Please minimize disruption to matches still in play.

At the leaders discretion, if your league is not using all of the rented courts, you may let other activity occur on the open courts (tennis, open pickleball play, lessons, etc.) As the leader, it is within your right to not allow usage on any open rented court. We rent either 1 or both tennis courts, with each tennis court supporting 4 pickleball courts…

Remind the players each week, the 2 end courts use the gates at either side, the 4 middle courts use the gate on the west side. Minimize disruption to matches that are still in play.

Remind players to hydrate. If possible, the leader should consider bringing a jug of water to supplement what the players have (some folks don’t bring enough, or don’t realize how hot it gets)

Remind players to provide sufficient notification if they will not be able to attend. Also, I usually don’t print out scoresheets until the night before the league… notifications have come in the last day and even up to a couple hours before start time… just an FYI…