

# The Ladder Ranking System – How It Works

Movements on the ladder can at times seem confusing, however with a knowledge of the rules that apply, you will gain a better understanding of how it works.

There are three lists maintained by the system:

1. **The ladder** – this is the main list ordered by ability and performance.
2. **Supplementary list** – this is where players are parked when removed from the main list. Data stored here includes who was immediately above and below the player when removed. This gives us a reasonable guide to where the player would go if they returned to the main list. This list is usually cleared early in the season.
3. **Archive list** – Players cleared from the supplementary list will end up here.

**Movement Rules.** There are **three** main rules.

1. In each section, three players are automatically moved: first, second and last. If first and second are tied, they share the points. If there is a tie for second place, the player who is higher on the ladder gets the nod. If there is a tie for last place, they split the points between them.
  - a. First goes up by 5 places, second goes up by 2 places, last moves down 5 places
  - b. When the points are split, winners go up by 3 and the losers go down 3 each
  - c. The mercy rule: If you come last with 19 games or more you don't automatically go down.
2. If a player misses three consecutive rounds, they are moved to the supplementary list.
  - a. This rule can have a dramatic effect after round three in a season. Players who haven't continued from the previous season will have missed three rounds and hence be moved to the supplementary list causing most players to shuffle upwards on the ladder.
3. New players are added to the list. This will cause other players to shuffle down the ladder. Manual adjustments might be made to fix any errors of judgement in the positioning of a player.

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Because of rules two and three, a player's position number can **vary significantly** from one week to the next. Hence, position number is **not a reliable guide** of your ladder ranking. The correct guide is your position relative to the other players around you. If you have a win, you should move higher than the players that were immediately above you. The opposite applies if you lose.

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Example: After round 5 in 2021 (the third round of play), 4 players were added to the list and 11 removed, a net effect of 7 players being removed. The last player on the list prior to the round was at position 55, but after the round (following 7 removals), that player was at position 48 (still in last position).

The player might argue that they have moved up 7 places, but that is misleading because they did not jump above any other player. They are still in the same relative position. Ladder number is meaningless here.

Example: If you are in the 10<sup>th</sup> position on the ladder and five players of John Brunner's standard are added to the ladder (above your position), you are now at 15<sup>th</sup> position to begin the next round, but still above the other players who were below you. Hence, at the end of the previous round you were 10<sup>th</sup>, but at the start of the next round you are 15<sup>th</sup>. Every other player below you will also have moved down by 5 places.

When there are sections of 5 players, 60% of players (3 out of 5) are moved on the ladder. With sections of 4 players, 75% of players (3 out of 4) are moved on the ladder. As you can imagine, that is a lot of moves taking place. The vote to exclude sections of 6 players (which means many more section with 4) has made the ladder moves more volatile.

Once the season settles down there are less effects from rules *two* and *three* (not as many players coming and going). Check the following page to see what happened to the top two sections after round 5 (which was the third round played). The diagrams will give you an idea of how the rules are applied.

S1	1	John Brunner	1st
	2	Matt Allen	2nd
	3	Sam Allen	
	4	Phil Peck	
	5	Mark Brown	Last
	6	Aaron Breust	
	7	Kevin Callahan	
	8	Frazer Judd	
S2	9	Dom Gambaro	
	10	Darrell Spencer	
	11	Barry Sullivan	
	12	Maree Sullivan	
	13	Matt Curran	1st
	14	Mario Pane	
	15	Dave Postlethwaite	
	16	Michael Falkenberg	
	17	Phil Dryden	2nd
	18	Brian Scobie	
	19	Ben Johnson	

Start of Round 5 (4/12/2021)

1	John Brunner	
2	Matt Allen	
3	Sam Allen	
4	Phil Peck	
5	Aaron Breust	
6	Kevin Callahan	
7	Matt Curran	
8	Frazer Judd	
9	Dom Gambaro	
10	Mark Brown	
11	Darrell Spencer	
12	Barry Sullivan	
13	Maree Sullivan	
14	Mario Pane	
15	Dave Postlethwaite	
16	Michael Falkenberg	
17	Ben Johnson	
18	Phil Dryden	
19	Brian Scobie	

After Rule 1 is applied

Three players are then removed under rule 2 (They missed 3 rounds)

1	John Brunner
2	Matt Allen
3	Phil Peck
4	Kevin Callahan
5	Matt Curran
6	Frazer Judd
7	Dom Gambaro
8	Mark Brown
9	Darrell Spencer
10	Barry Sullivan
11	Maree Sullivan
12	Mario Pane
13	Dave Postlethwaite
14	Ben Johnson
15	Phil Dryden
16	Brian Scobie

Ladder after Round 5

When applying Rule 1, a player who moves to a new position has precedence over the player already in that position. From the above, Matt Curran moves to 8 with Frazer Judd, but Matt has precedence and ends up above Fraser.

In some instances, there is a better outcome, and we have just completed a minor modification to the software.

In the case above, a gap has opened up above position 8 (due to Mark Brown falling below position 8), in which case we would see Fraser move up into the gap, and Matt stays at 8.

If you think that the current rules are not being followed correctly then please let us know.

Over the years we have made minor tweaks to the rules to try and achieve the best outcome.

If you think there is a tweak to be made to make the system better, we would be happy to discuss and review.

The player list published on the windows on Saturday afternoon also contain information about which players have been added to the list. “\*S\*\*\*” indicates a player added from the supplementary list. “\*A\*\*\*” indicates a player added from the archive list. “\*N\*\*\*” indicates a new player.

If there is a group of players who would like to have a practical demonstration of the ladder movements in action, let Frank know and a meeting will be arranged.