



## Aggregate Competition

### Ladder Movements Explained

Ever wondered how movements are made on the aggregate ladder? The following discussion will show you how, and the big takeaway from this discussion will be:

**“DO NOT use your ladder position to check how far you have moved”**

The match committee has the responsibility for ordering players on the aggregate ladder. There are a set of rules in place to automatically adjust player positions based on the results of play. These automatic adjustments are carried out by computer software developed for this purpose. These are the rules:

1. From each section, three (sometimes more) players are given formal moves on the ladder. They are:
  - a. The top 2 players and the bottom player (or bottom 2 players if there is a tie for last).
  - b. The other players in the section are not formally moved, however they will move by virtue of other players jumping over them.
2. The number of places moved at the first stage of processing are as follows:
  - a. First player in the section goes up 5 places.
  - b. Second goes up 2 places. If there is a tie for second, then the player higher up the list gets the nod.
  - c. Last player is relegated down 5 places.
  - d. If there is a tie for the top position, then the number of places moved is the average of the first and second movement values (currently 3 places each).
  - e. If there is a tie for last, then the number of places relegated is shared (currently 3 each).
  - f. The above numbers determine the **initial movement** of players. This is followed by a shuffling of all players based on where they fell following the initial moves. A graphic at the end of this document tries to explain how this works in more detail. The final number of places moved won't necessarily be the same as the *initial movement*. This can vary depending on the complex movement of players.
3. The **Mercy Rule**: If you come last but score 19 or more games you will avoid being formally relegated.
4. The **Supplementary List**: From time-to-time players are unable to play for a period of time. To not clutter the main list with such players, they are moved sideways onto a supplementary list after missing 3 consecutive rounds. (This is a temporary parking area for these players until they return to play).

This is considered one of the advantages of our ladder system. If players can't be available, they are not disrupting the members of a team and they are also not penalised, except that they may move around on the list in the three rounds when they are missing.

It is the movement of players on and off the main list that prompts the statement from above: **“DO NOT use the ladder position to check how far you have moved”**. For most of the season the numbers moving on and off the main list is not dramatic, but in recent times there was one day when 9 players were removed. Let's consider what happens to your ladder number in such a case.

Case 1: Joan is at the end of the ladder on position 85. After the next round Joan finds herself at 76 (Nine players were removed). Going by the ladder number, she could argue that she has gone up 9 places. However, relative to the players she was next to, she has not moved at all, and she is still last on the ladder.

Case 2: Fred is at position 30, and John at 31. Fred comes last in his section and moves down 5 to position 35, 4 below John. Six of the nine players are removed from above Fred's original position, causing Fred, John and others below him to shuffle up six places. Fred's final position is now 29. You might incorrectly conclude that Fred is in the wrong position because he came last in his section and has gone up from 30 to 29. But John also shuffled up from 31 to 25. So, Fred is still 4 places below John which is the correct result.

When looking at your movement, you must look at your position in relation to someone else on the ladder who has not moved. Reference to your ladder number is of little value. The ladder number is simply a mechanism for ordering players on the list.

When players are **moved from the main list to the supplementary list** a record is also made of the players immediately above and below. This gives the match committee a better idea of where to place a player back onto the main list when they return. This part of the ladder system is not an exact science because of the volatility in movements on the ladder, hence it is up to the match committee to make the best decisions here.

Other Notes:

In addition to the above automatic rules used to change ladder positions, the match committee has the final say on positions and may alter a player position as it sees fit. However, such manual adjustments are made infrequently.

The computer software also keeps an archive list of players who have not played for one or more seasons, or who did not front up in the first three rounds of a season. This list contains the same information as the supplementary list and provides the necessary data for grading returning players.

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.

Your position at the start of a round may not be the same as your position at the end of the previous round. For example, if you finished at position 30 after round 6, you might expect to start round 7 at position 30. However, if 3 players are added above you for round 7, you would find yourself starting the round at position 33.

When the ladder is published, it shows your position at the start of the round. See the *Before* column in the diagram.

Wangaratta Lawn Tennis				
Round 8		Saturday Senior Aggregate - Ranking List		
Pos	Name	Before	S	
1	Allen, Sam	2		
2	Brunner, John	4		
3	Sullivan, Barry	3		
4	Sullivan, Zac	6		
5	Peck, Phil	5		
6	Allen, Matt	1		

*This column shows your position at the start of the round.*

The above rules have been in place for several years and they are the fairest we could produce after trialling a number of variations over many seasons. We experimented with dropping players down the ladder for missing games, but this made the ladder too volatile with players soon moving out of their general ability level.

Refer to the following page for a diagram explaining the finer details of the ladder movements.

# Example of Ladder Movement

Before				Intermediate Moves (Stage 1)		After		
Pos	Name	Result				Pos	Name	Net
1	Phil Peck	✓	4	<b>L Mitchell</b> +3	<b>K Callahan</b> +2	1	Llew Mitchell	↑ 3
2	Tony Gayfer					2	Kevin Callahan	↑ 1
3	Kevin Callahan	✓	2	These players have both moved to position # 1		3	Phil Peck	2 ↓
4	Llew Mitchell	✓	1	Their new positions are given by the order they arrived at #1 (* See below for details)		4	Tony Gayfer	2 ↓
5	Rob McMahon	R		<b>M Allen</b> +5		5	Matt Allen	↑ 5
6	Mark Brown	✓	3			6	Mark Brown	↑ 0
7	Peter Mulrooney			<b>Douglas Smith</b> +2		7	Douglas Smith	↑ 2
8	Kel Archer	✓	L			8	Peter Mulrooney	1 ↓
9	Douglas Smith	✓	2		<b>Kel Archer</b> -5	9	Kel Archer	1 ↓
10	Matt Allen	✓	1			10	Brett Goodwin	↑ 3
11	Barry Sullivan	R				11	Marcus Bot	↑ 3
12	Ben Flanigan	R				12	Ken Parker	↑ 3
13	Brett Goodwin					13	Pat Flynn	↑ 7
14	Marcus Bot	✓	3			14	Shaun Ablazej	↑ 2
15	Ken Parker	✓	4			15	Paul O'Brien	Re-Graded
16	Shaun Ablazej					16	Paul Hogan	↑ 3
17	Stuart McCracken	R		<b>Pat Flynn</b> +5		17	Frank Harris	↑ 3
18	Tyson Hartwig	✓	L	<b>Paul Hogan</b> +2		18	Paul Knowles	↑ 4
19	Paul Hogan	✓	2			19	Tyson Hartwig	1 ↓
20	Frank Harris	✓	3			20	Matt Murray	↑ 3
21	Pat Flynn	✓	1			21	Matt Curran	↑ 4
22	Paul Knowles					22	Paul Carson	↑ 7
23	Matt Murray	✓	4	<b>Tyson Hartwig</b> -5		23	Darren Hope	↑ 4
24	Todd Mitchell	R				24	Andrew Lewis	↑ 4
25	Matt Curran					25	Warren Symes	↑ 0
26	Warren Symes	✓	L			26		
27	Darren Hope							
28	Andrew Lewis							
29	Paul Carson	✓	2					
30	Eddie Flynn	✓	L					
31	John Shanley	✓	3	<b>Warren Symes</b>				

**Result Codes**

- 1** - First - Up 5
- 2** - Second - Up 2
- L** - Last - Down 5
- R** - Missed 3 Rounds - Remove
- ✓ - Elected to play in this round

\* Starting with section 1, the intermediate moves are made in the following order: **Last, First, Second**. When determining the final positions, players from each position are moved to the "After" column, with the 'Intermediate' players moving before the player currently in that position. Hence, from Position 1 above, the order is: L. Mitchell, K. Callahan, P. Peck.