

AoIG PickleBall rotation tournament rules

O V E R V I E W

When it is one court available and more than 4 players - the best tournament is

Mary-go-around

When there are N courts(N=2+) and more players than 4N than the best system is

PICKELBALL KABAL

Both Systems has their PROs and CONS.

Mary-go-around (5,6 or 7 players):

PROs: Most fair system to determine best player. Member of the team winning the point are rewarded, partner of the player who lost a point not rewarded, but not penalize to leave.

CONS: There is no time to develop a match strategy or a team coordination.

Format: 4 players are playing; 1,2, or 3 are waiting; as soon as one player hits ball out or in the net, or swing and a miss s/he replaced with 1st in line. If it was a clean winner (nobody even touches it) the 3rd, 2nd, or 1st player in line (in that order) will decide who is at fault of losing the point. Most logically, it could be a player who give a high ball or positional advantage to the opponents.

Scoring: each player on a winning team gets 1 point.

PICKELBALL KABAL

(hybrid of SWISS and OLYMPIC tournament formats, especially useful when there are more players than open spots on 2+ courts)

PROs: Standard Pickleball scoring to 9 points, therefore match and team cooperation strategies deployed and practiced.

CONS: It is hard to administer this system for the large number of players without computer program.

Format and rules:

1. Est 3 hours completion in 5 rounds. (best when there is surplus of players vs open court spots between 50 % to 100%.

2. Each round consists of 1 or 2 matches to 9 points – player plays 2 matches if s/he won the first one.
3. At the start EVERYBODY lines up at the WINNERS bracket by random drawing. After losing 1st match of the ROUND players go to the L-bracket and winners go back to W-bracket. After finishing 2nd match of the round ALL players go to L-bracket. Players selected to play ONLY from W-bracket. (If W-bracket left with less than 4 players – players from L-bracket will be selected to play, but they will return to their original positions regardless the result of the match).
4. When ALL players end up in L-bracket - **EVERYBODY will move to the W-bracket** (with their line-numbers) the **2nd ROUND** will start and the same process will be repeated for round 2,3 ,4 and 5.
5. Each player can score 0,1,2, or 3 points for each completed match
 - Winning match : 3 points
 - Losing with score **8-9**,7-9,6-9 : 2 points
 - Losing with score 5-9,4-9; 3-9 : 1 points
 - Losing with score 0-9,1-9; 2-9 : 0 points
6. PLAYER with the greatest number of points after the N rounds (set before tournament start) will be the CHAMPION. (Or time interval can be use to determine that round in progress is the last.)
7. During whole tourney, NO team can play 2 matches: players must switch, trying to create the most even team composition, following the algorithm bellow.
 AoIG's PB pairing algorithm:
 There are two parameters to be set:
GAP : the diff of combine points of team players on a team (Ex. Team 1 has 3 + 4;
 Team 2 : 5 +0 . The GAP is 2)
Level: Next 4 players in line is Level 0; next 4 is level 1; and etc.
 - a) When next 4 players selected from line to play (level 0) the 2 players with highest sum of points should be on different teams. Their teammates are selected to have a min team GAP.
 - b) Acceptable team GAP should be set by director before tournament start. AoIG suggested table Lvl 0: GAP 0-3; Lvl1 : GAP 4-5; Lvl2: GAP 6-7. If that could not be achieve programmatically – director should get a message and be able to manually override it.

General PB AoIG rules:

1. If serve is legal, but ball had touched the net – serve should be re-played.
2. In a match to 11 when one of the team score 6 points, team should switch sides, if at least ONE team wants to. (For the match to 9 – switch point at 5)