PaddleWar Frequently Asked Questions

1. HOW TO JOIN

a) Click “Player Dashboard” at www.paddlewar.org
b) Click “Register”
c) Decide if you want to “Create A Team” or “Join A Team”
d) If you want to “Join A Team”, you can do so by 1) obtaining a Team Number for your Captain or 2) you can join a team that is looking for additional players.

2. COST

a) PaddleWar’s One-Time Annual Membership: $35.00.
b) League Fee can vary by location.
c) Other Fees: (These fees are split amongst the entire team)
    i. Court Fee- Each team pays the court fees for **home** matches.
    ii. Balls- The home team provides 3 new balls for home matches.

3. TEAMS

a) Rosters can have between 8-16 players. A “valid roster” has at least 8 players registered.
b) Each team will secure a home court facility where their home matches will be played.
c) Each team pays all court cost for matches at their home facility. The visiting team never pays unless both teams agree to reschedule match at a mutual location.
d) Players may not play every week. Captains will send out lineup letting players know when they play based on each player’s availability.

4. LEAGUE DETAILS

a) Teams will play in a local league lasting 7-9 weeks.
b) The winning team from each flight will have the opportunity to advance to States, Sectionals & Nationals.
c) PaddleWar leagues follow Rally Scoring Rules.

5. MATCH DETAILS

a) **Format:**
    i. **3 courts (lines)** play simultaneously for **3 rounds**.
    ii. Each round: Courts play **best of 3 games** (to 15 points, win by 2, rally scoring). If a 3rd game is needed, it’s played to **10 points** (win by 2, rally scoring).
    iii. Each match will last between 90-120 minutes.
b) **Lineups:**
    i. Captains exchange lineups before each round. Once lineups are exchanged, they cannot be changed.
    ii. Lineups can only change **between rounds**, not between games in a round.
    iii. A lineup consists of 6 players playing in 1 round. In between rounds, players can be inserted/removed, partners can be changed, lines can be swapped, or the same line up can be maintained. If a player is removed from a lineup, they can re-enter the match during another round.
c) **Scoring:**
    i. A team wins a court when they beat their opponent after playing best of 3 games on one court.
    ii. Each court win = 1 point. With 3 courts and 3 rounds, a total of **9 points** are available.
    iii. Final match scores can range from **0-9** to **9-0**.

iv. **Score Reporting:** The **winning team** must enter scores into the software within **48 hours**. (Player names for both teams are required for submission).

6. RATINGS

a) **Static Rating**

i. Your baseline skill level that is used to determine the league and teams you can register for. Players can register for leagues at their static rating or 0.5 points higher, but cannot register for leagues below their static rating.

ii. Your Static Rating will adjust ONE TIME A YEAR after our National Event which will determine what leagues you can register for the upcoming year.

b) **Dynamic Rating**

i. Your dynamic rating is a real-time gauge of your performance throughout the league. This rating adjusts based on factors such as opponent strength, points won/lost, age, and games won/lost.

ii. Although your dynamic rating may surpass the next 0.5 threshold, your static rating will not change until after our National Event at the end of the year.

7. LEAGUE RATINGS

a) **Men/Women Leagues-** 2.5, 3.0, 3.5, 4.0, 4.5

i. Teams consist of either all men or all women.

ii. A 4.5 team is allowed to roster two 5.0 players, however only one 5.0 player may play at a time and must be slotted at Line 1.

> 2.5 Flight = 2.5-2.99 ratings
> 3.0 Flight = 3.0-3.49 ratings
> 3.5 Flight = 3.5-3.99 ratings
> 4.0 Flight = 4.0-4.49 ratings
> 4.5 Flight = 4.5-4.99 ratings (but can have two 5.0 players rostered)

b) **Mixed Leagues-** 5.0, 6.0, 7.0, 8.0, 9.0

i. Teams consist of a combination of men & women however there must be one male & one female on each court.

ii. A combined rating of each player on a court must not exceed the leagues rating limit.

> For example, in a 7.0 league, a 3.0 player can team up with a 4.0 player, or a 3.5 player can team up with another 3.5 player. However, a 3.5 player cannot team up with a 4.0 player as the combined rating is higher than 7.0.

iii. When pairing players on a court, the maximum point differential between the two players is a maximum of 1 point.

> For example, in a 7.0 league on Line 1, a 2.5 player cannot team up with a 4.5 player as the point differential between the two players is greater than 1.0 point.

c) **Combo Leagues-** 5.5, 6.5, 7.5, 8.5

i. Teams consist of either all men or all women.

ii. A combined rating of each player on a court must not exceed the leagues rating limit.

> For example, in a 7.5 league, a 3.5 player can team up with a 4.0 player, or a 3.5 player can team up with another 3.5 player. However, a 4.0 player cannot team up with another 4.0 player as the combined rating is higher than 7.5.

iii. When pairing players on a court, the maximum point differential between the two players is a maximum of 1.5 points.

> For example, in a 7.5 league, on Line 1, a 2.5 player cannot team up with a 4.5 player as the point differential between the two players is greater than 1.5 points.

8. CAPTAIN RESPONSIBILITIES:

a) Create Team on paddlewar.org
b) Collect money from team & pay for new balls & court fees to home facility for all home matches.
c) Organize your team's availability and schedule players for each match.
d) Home Matches:
   - **i.** Communicate with opposing team 24 hours prior to match regarding any facility information (i.e. where to park, where the courts are located, etc.)
   - **ii.** Print score cards
   - **iii.** Bring a new ball for each court.
e) Create & exchange lineups for each match.
f) Enter scores into software within 48 hours if you are the WINNER of the match.

*Captains are not required to attend every match.

9. NON-ADVANCEMENT LEAGUES

a) **2 courts (lines)** play simultaneously for **3 rounds**.
b) Each round: Courts play **best of 3 games** (to 15 points, win by 2, rally scoring). If a 3rd game is needed, it's played to **10 points** (win by 2).
c) **Scoring:** Each court win = 1 point. With 2 courts and 3 rounds, a total of **6 points** are available.
d) Final match scores can range from **0-6** to **6-0**.
e) If a match ends in a score of **3-3**, the **tiebreaker** is the winner of **Line 1** in **Round 3.**