

VRC Thursday Night Doubles Ladder – Revised Rules 2026

Sequence of Play & Scoring (4 pairs)

(1) Pair 1 vs 4

(2) Pair 2 vs 3

(3) Winner of 1-4 Vs Winner of 2-3

Rank #1 (two wins) = _____

Rank #2 (win, then loss) = _____

(4) Loser 1-4 vs Loser 2-3

Rank #3 (loss, then win) = _____

Rank #4 (two losses) = _____

Please submit scores online at Ladder.vrc.bc.ca in the groups area



Scores that are not entered/Missing match cards will be ranked in the order displayed regardless of win and loss results

MISSING CARD EXAMPLE

Teams	1	2	3	Rank
John and Jane				1
Sam and Sarah				2
Daniel and Denise				3

1. Arrival & Warm-Up

- Pairs assigned to starting groups must arrive by **8:00 PM**.
- The first 2 pairs of the Starting groups must be on court by **8:05 PM**.
- Warm-up time is limited to **5 minutes**.
- The first match must begin no later than **8:10 PM**.
- Waiting pairs and groups are expected to be arrive by **8:20 PM** and should prepare to play and move to their respective court as and when their group is up to play.
- Players on wait may use **Court 7** for warm-up. If multiple players are waiting to warm up, please limit your warm-up time to **10 minutes**. You may write your name on the green board to join the warm-up waitlist for Court 7 and rotate based on the waitlist.
- Waiting groups will rotate on alternate weeks to ensure fairness. For example, if there are 10 groups in a XD ladder night, **Groups 7-10** will be placed on wait in Week 1, and Groups 1-4 will be placed on wait in **Week 2**. This rotation ensures that the same pairs are not consistently assigned to wait and that all pairs have equal opportunity to start play.

2. Late Arrival Policy

To ensure fairness and smooth group rotations, late arrivals will be handled at the pair level.

- Late is defined as: Arriving more than **5 minutes** after the scheduled match start time **8:10 PM** for starting groups, or More than **10 minutes** after a waiting group is called on court (5 min warmup time and 5 min wait time).
- If either player in a pair is late, the entire pair is considered late.
- Any late pair automatically forfeits their warm-up time.
- Penalties are cumulative across ladder sessions.

Late Instance	Penalty
1st Instance	Ranked last pair within the group for that session
2nd Instance	Last in the Group + Drop 5 spots on the ladder rankings
3rd Instance	Last in the Group + Drop 10 spots on the ladder rankings
4th Instance	Suspended from the XD Doubles Ladder for 2 weeks

- Late Pair Courtesy Option
 - A pair running late may request the other two pairs in their group to start before them.
 - This option is valid only if all players from the other two pairs agree.
 - If even one player disagrees, the late penalty will apply as outlined above.

Note: Penalties apply in all cases unless the delay is due to an emergency and has been communicated to the Badminton Director and or the Ladder Organizers at least **30 min** before the ladder begins.

3. Match Start Requirement

- Matches must begin promptly once a group is assigned a court.
- Groups are responsible for managing warm-ups and being match-ready.
- Delays caused by late pairs may result in penalties as outlined above.

4. Sign-Up & No-Show Policy

- Any pair that signs up and does not show (without prior notice) will drop **20 positions** on the ladder.
- Repeated no-shows may result in further disciplinary action at the Badminton Director's discretion.

5. Player Responsibility

- This is a group-based mixed doubles ladder; punctuality impacts all pairs within the group.
- Pairs are expected to coordinate arrival times, respect match schedules, and support smooth group rotations.

Summary:

- Starting Groups: Arrive by 8:00 → On court 8:05 → 5 min warm-up → Match starts by 8:10
- Waiting Groups: Arrive by 8:20 → On court when assigned → 5 min warm-up → Match starts
- Late Pair = No Warm-Up + Penalties