

## 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) = \_\_\_\_\_

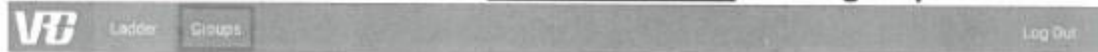
Rank #2 (win, then loss) = \_\_\_\_\_

(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](http://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 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