

Ladder Method for Pickleball Rotation

Basics: There is one bucket for each court, numbered 1, 2 and 3, with court 1 being the faster playing court. The rotation is the two winning players on any court to move down one bucket number and the non-winning players to move up one bucket number. For example: four players on court two; winners put their paddles in the back of the court 1 bucket and the non-winners would do the same in the court 3 bucket. Paddles always go in the buckets behind any other paddles already in the bucket, and players cannot play with the same partner in his/her next game.

Explanation:

1. When a person first arrives, they can put their paddle in whichever bucket they want.
2. As players come off the court after a match, they put their paddles behind any other paddles in the appropriate bucket. The two winning players will place their paddles behind other paddles in the next lower number bucket. Non-winning players put paddles behind other paddles in the next higher number bucket.
3. The players of the four front paddles in the bucket then proceed to the corresponding empty court to play.
4. No two players can play with the same partner in their next game.
5. Winners on court 1 are allowed to stay on that court for up to three games, but cannot play with the same player in their next game. They must leave the court and put paddles in the back of the court 1 bucket and wait to play again. Any person winning three consecutive games on court 1 must then put his/her paddle in the back of bucket 3.
6. The non-winning players on court 1 will put their paddles in the back of court 2 bucket, and cannot play together for their next match.
7. The non-winning players on court 3 put their paddles in the back of court 3 bucket, while winning players on court 3 put paddles in the back of court bucket 2, and likewise cannot play together in their next game.

Because players can't play with the same person two consecutive games, this allows for more mixing of players. This system works best with more players, but the object of mixing courts, players, and levels of play will allow everyone to play both with and against players of their level, as well as playing with and against players of a higher level.

Note: If there are less than enough players to fill all three courts, the appropriate number of buckets will be used to accommodate the number of players present.