# LADDER ADJUSTMENTS 

WHY AND WHEN WE USE THEM

- GRADING

When a team is moved post the grading phase ladder adjustments are applied to ensure that all the teams within the effected grades aren't unfairly disadvantaged or advantaged by the late change.
To create the fairest result for the team that has moved, the teams that have played and the other teams that are in the effected grades, the games played outside of the grading period are turned into draws.

Turning the games into draws means that both teams for each game will recieve 2 ladder points, even points scored for/against and will have a win/loss replaced with a draw on thier ladder.

## Example

# Scenario: Team A vs Team B - Final score was 30 vs 15 to Team A. <br> Team B moved down a grade following this game 

## Normally

Team A would be awarded $3 \times$ ladder points, $30 \times$ 'points for' and 15 'points against', and a win.

Team B would recieve $1 \times$ ladder point, $15 \times$ 'points for' and $30 \times$ 'points against', and a loss.

> Total Points for both teams:
> Ladder points = $2,+1$ Draw, Points for $=30$, Points Against = 30

We start to apply ladder adjustments to teams after all teams have settled into thier final grade, this is usually around round 9-10. It is around then you may notice that your ladder might have a negative or positive value in the adjusment column (see on advanced ladder).

## UNREGISTERED PLAYERS

The penalty for a team playing with an unregistered player is for the team to loose all ladder points gained from the game. These point deductions are permanent and irreversable.

If the team lost the game they will recieve a -1 ladder point adjustment If the team won the game they will recieve a -3 ladder point adjustment.

If you believe that this is incorrect, please get in contact with us on admin@geelongunitedbasketball.com.au

