



Mini-league Playbook

Sign up, post scores, and view results — Club Rankings™

Product	Club Rankings™ (included in Club Court Manager or standalone)
Audience	Members, mini-league captains, and tenant admins
Operator	StoufferAI
Version	August 11, 2026
PDF	/docs/mini-league-playbook.pdf

Canonical guide: This playbook explains the full mini-league lifecycle in one place. New to roles? Start with the one-page Club Play & mini-leagues — who does what (PDF). The Club Rankings manual covers admin settings, CSV import, and confirmations; the Mini-league Captain manual covers captain-only tasks in depth.

Table of contents

1. Overview — three layers
2. Prerequisites
3. Sign up for play
4. Post scores
 5. 4.4 Club Play formats
 6. 4.5 Session scoring & placement
7. View results
8. Role cheat sheet
9. Worked example — Mighty Wonders
10. Scoring weights & age handicap
11. Practice first (Training)

1. Overview — three layers

Club Rankings uses three related concepts. Do not conflate them:

Layer	What it is	Where to go
Mini-league	Season bucket (e.g. Women's Doubles 3.25+ for six months) with eligibility rules and season standings	/rankings → Mini-leagues tab
Club Play	Hub at /club-play and one dated play event inside a mini-league (day or evening) — signup, live courts, game-by-game scores	/club-play
Session (result)	Completed scores for that Club Play — the archive everyone browses after play	/rankings → Sessions tab

Intent: The mini-league is the season container. **Club Play** is how you run one dated event (pairings, courts, scores). Sessions and the leaderboard are what members browse afterward. Prefer Club Play for weekly or daytime league events; use captain manual entry as a backup.

Members do **not** enroll in a mini-league season like a separate membership product. They must be on the **sport roster**, then sign up for each Club Play (or linked events) or simply play and have a captain post results.

When a Club Play is **completed**, game scores aggregate into session totals, update the mini-league standings, and (if configured) the club-wide leaderboard.

Admin → captain → member handoff

1. **Admin** creates the mini-league, sets eligibility, assigns captain(s), and keeps the sport roster current.
2. **Captain** creates a Club Play for that mini-league, starts live play, enters scores, and completes it (or enters results manually on the Captain tab).
3. **Members** sign up while registration is open, play, then check Mini-leagues / Sessions for results.

One-page summary: Club Play & mini-leagues — who does what.

2. Prerequisites

Before anyone can participate in a rated mini-league:

1. **Sign in** to your community site — email magic link, SMS code, or password.
2. **Sport roster** — an admin must have you on the sport (e.g. Pickleball) under Admin → Members.
3. **Complete profile** — your admin sets **Member profile rules** (email, skill rating, photo ID, etc.). Finish any required fields on **My Profile** before booking or signing up for rated play.

4. **Rating & gender** — stored on your roster profile; used to enforce mini-league eligibility (e.g. 3.25+ women's doubles).

Admins create mini-leagues under Rankings → Admin → **Mini-leagues** (templates available for common rating bands). They assign **mini-league captains** who run sessions and enter results.

3. Sign up for play

There is no separate "join this mini-league for the season" button for members. Participation happens per session:

3.1 Club Play (most common for weekly or daytime leagues)

1. Captain or admin creates a Club Play: site nav **Club Play**, Rankings → **Captain** → **Run Club Play**, Admin → **Club Play**, or open the hub at `/club-play`.
2. Captain shares the session URL or members pick their sport on the hub.
3. While the session status is **registration**, signed-in members tap **Sign up** (if a max player cap is set, signup closes when full).
4. At the courts, captain or admin taps **Start live play** — registered players are checked in automatically. Optionally set **Number of rounds** (see §4.4).

During live play, members can follow courts and scores on the same page (scores refresh about every 20 seconds).

When creating a session, choose the format (**King of the court**, **Round robin**, **Ladder**, or **Swiss**), number of courts (1–20), and an optional **max players** cap. Planned round count is set later at **Start live**, not at create. See §4.4 for how each format pairs players.

3.1a Guests and entry fees (mini-tournaments)

- Captains can enable **Allow guests** so non-members can be added by name (walk-ups) or via a shared **guest register** link (`/club-play-guest?token=...`).
- Guests play the night only — they do **not** receive mini-league or club leaderboard points. Member results from games that included guests still count for those members.
- Optional **entry fee**: captains track **unpaid / paid / waived** (cash or check), or enable **card payments** when the club has Stripe Connect set up (same bank connection as membership dues).
- With card pay on, unpaid players are not checked in for pairing until paid or waived. Guests paying online go through Stripe Checkout after entering their name.

3.2 Event registration (optional — tournaments)

If admin links an Admin → **Events** page to a mini-league:

1. Members open `/event?code=...` (shared link or QR).
2. Click **Register**. Eligibility (gender, rating, format) is checked automatically.
3. After the event, admin can score from the registration roster.

3.3 Show up without pre-signup

Captains can enter results manually after play from the Captain tab — signup is optional when using manual entry or walk-ups checked in at the courts.

4. Post scores

When to use which:

- **Club Play (live night)** — captain or admin enters court scores (phone or desktop). Members watch; no peer confirm. Standings update on **Complete session**.
- **Captain / admin manual entry** — after play, enter W/L/points from the Captain or Admin tab. No peer confirm.
- **Casual play (no live Club Play)** — any member uses Rankings → **Submit results**; other players confirm via the Confirm tab, wallet QR, or 4-digit code.

Training may let practice-members enter scores in the sandbox — that does *not* apply to a real Club Play night.

Method	Who	Peer confirm?	Updates mini-league?
Club Play (live)	Captain / admin	No — members watch	Yes — on Complete session
Captain manual entry	Mini-league captain	No	Yes — Save & update leaderboard
Admin manual entry	Tenant admin	No	Yes
Member submit	Any member	Yes — peers confirm	Yes — after confirmations
Event roster scoring	Admin	No	Yes — if event linked to mini-league

4.1 Club Play flow (recommended)

1. **Registration** — members sign up at `/club-play`.
2. **Start live play** — courts and pairings generated (king of the court, round robin, ladder, or Swiss).
3. **Per-game scores** — captain enters score on each court after each game.
4. **Advance round** (king of the court, ladder, or Swiss) — when every court in the round is scored; round robin uses a pre-built schedule instead.
5. **Complete session & update standings** — aggregates games, publishes the session, recalculates standings.

See §4.4 Club Play formats for format-specific pairing behavior.

4.2 Captain manual entry (backup)

Rankings → **Captain** → select mini-league → enter event name, date, type → add each player from roster search → wins/losses/points → **Save & update leaderboard**.

4.3 Member submit + confirm

Rankings → **Submit results** → other players confirm via Confirm tab, wallet QR, or 4-digit code at `/rankings-wallet` . Use this for **casual play when there was no live Club Play**. It is *not* how scores are entered during a Club Play night — on a live session the captain (or admin) enters court scores and members only watch.

4.4 Club Play formats

When you create a session at `/club-play` , you choose the format, **courts (1–20)**, and an optional **max players** cap. At **Start live play**, registered players are checked in and pairings are generated automatically. Format controls *who plays whom*; scoring weights still apply only after **Complete session** (see pairing vs scoring).

Choosing a format

Format	How players are matched	Choose when you want...
King of the court	Winners stay (fixed/singles); queue of challengers. Random mix fully re-pairs each round.	Open play with rotating challengers, or a social remix night
Round robin	Full schedule built at Start live; fixed teams rotate, or random mix spreads partners	Everyone to know the full night schedule up front
Ladder	Adjacent ranks from a live ladder (#1 vs #2, #3 vs #4...); upsets swap places	Season rank challenges and visible movement on a ladder board
Swiss	Each round pairs by <i>tonight's</i> record (wins, then point diff); fills all courts; avoids rematches when possible	Competitive courts all night on a large field (e.g. 24 on 6) without blowouts

Shared settings

Setting	Effect
Courts	How many simultaneous games run each round. Doubles fills about <i>courts</i> × 4 players on court; singles about <i>courts</i> × 2.
Max players	Caps signups — hub shows e.g. 8 / 16 signed up and tags the session Full when reached

No max	Unlimited signups (leave max players blank when creating)
Number of rounds (at Start live)	Round robin: how many rounds are scheduled. King of the court / ladder / Swiss: stop auto-advancing after that many (blank = play until End session; round robin blank = default length from player/team count).

Doubles — partner mode (Start live)

For **doubles** mini-leagues, captains choose how partners are assigned at **Start live play**:

Mode	Behavior	Works with	Best for
Fixed	Auto-pair signed-up players in signup order (1+2, 3+4...). Same partner all night.	All formats	League teams, stable KOTC / Swiss / ladder teams
Manual	Captain drag-and-drops or clicks players into pairs before Start live. Same partner all night.	All formats	Custom pairings, seeded teams, captain knows the lineup
Random mix	New partner (and opponents) each round. Minimizes repeat pairings across the night.	KOTC, round robin, Swiss — not ladder	Social doubles, mixer nights, mixed doubles

Mixed doubles mini-leagues (no gender restriction on the series): random mix pairs one man + one woman on each team. Requires equal men and women checked in, with gender on every roster profile.

King of the court

- **How matchups work (fixed partners / singles):** winners stay on their court; losers go to a shared waiting queue; idle players join the front of the queue. When all courts were full, losers rotate to other courts so you are not stuck in an immediate rematch.
- **How matchups work (random mix doubles):** every round is a full remix — new M+F or social pairs and new court matchups when every court is saved. Winners do *not* stay on court (same behavior as a social mixer).
- **Round 1 (fixed / singles):** players paired in signup order — team 1 vs 2, 3 vs 4, etc. — filling up to your court count. Anyone beyond *courts* × 2 teams (or singles pairs) waits for later rounds.
- **Later rounds:** when all court scores are entered, the next round starts automatically from the queue / remix rules above. The **Next round (if needed)** button remains as a fallback.
- **Scores:** enter a clear winner — tied scores (e.g. 11–11) are not allowed.
- **Number of rounds:** optional at Start live; stops auto-advancing after that many (blank = play until End session).

- **Best for:** weekly open play with rotating challengers (fixed teams) or social doubles mixers (random mix).

Round robin

- **How matchups work:** the full schedule is generated at Start live — all rounds appear on the session page. Fixed doubles rotates fixed teams and pairs adjacent teams up to your court count. Random mix doubles re-pairs players each scheduled round to spread partners and opponents.
- **Round 1 and later:** follow the pre-built schedule in order. There is **no Next round button** — enter scores court by court across the list.
- **Scores:** tied game scores are allowed; both sides get a tie for that game.
- **Number of rounds:** optional at Start live sets how many rounds are scheduled (blank uses the default length from team/player count).
- **Best for:** nights where everyone should know their full schedule up front; random mix when you want social doubles without fixed partners.

Ladder (adjacent-rank swap)

- **How matchups work:** a live ladder order drives courts — court 1 = #1 vs #2, court 2 = #3 vs #4, and so on (up to your court count). Singles or fixed/manual doubles teams only (random mix is not supported).
- **Round 1 seed:** players ranked 1–N from current mini-league standings; anyone not yet ranked is appended in signup order.
- **Later rounds:** if a lower-ranked player or team beats a higher-ranked opponent, they **swap** positions on the ladder. When all court scores are entered, the next round starts automatically from the updated order. Use **Next round (if needed)** only if the page did not advance. The live session page shows the current **ladder order** list.
- **Scores:** enter a clear winner — tied scores are not allowed.
- **Number of rounds:** optional at Start live; stops auto-advancing after that many (blank = play until End session).
- **Best for:** placement-focused league nights where season-rank movement on a ladder board matters.

Swiss (record-based pairing)

- **How matchups work:** each round ranks active players (or fixed doubles teams) by **tonight's session record** — wins first, then point differential — and pairs nearby records so strong play strong. Courts fill each round when you have enough players (e.g. 24 doubles players → 6 courts of 4).
- **Round 1 seed:** mini-league standings when available, otherwise signup order (same idea as ladder seed, but only for the opening round).

- **Later rounds:** re-rank from completed games and re-pair. The system prefers new opponents (and new partners in random-mix doubles) when several pairings score equally well. When every court is saved, the next round starts automatically (same auto-advance as king of the court / ladder). **Next round (if needed)** remains as a fallback.
- **Partner modes:** fixed or manual keep the same partner while teams move by combined record; random mix re-forms partners from the standings list each round (unlike ladder).
- **Scores:** enter a clear winner — tied scores are not allowed.
- **Number of rounds:** optional at Start live; stops auto-advancing after that many (blank = play until End session).
- **Session placement:** like king of the court and round robin — final placement from session W–L and point differential (not a ladder board). Weights still apply only after Complete session.
- **Best for:** larger fields with skill variance where a flat round robin creates blowouts, but you still want every court competitive round after round.

What drives pairings vs scoring

Pairing (who plays whom each round) and **scoring** (how the night affects standings) use different inputs. Weight sliders, skill ratings, and age handicap affect *standings points* after you complete a session — they do **not** change who is matched on court.

Input	Used for pairing?	Used for scoring?
Format (KOTC / round robin / ladder / Swiss)	Yes	Yes (event type)
Match size & partner mode (singles / fixed / manual / random mix)	Yes	No
Court count, signup order & number of rounds	Yes	No
Game scores & winners	Yes (next rounds)	Yes (W–L–T, points)
Mini-league standings	Yes — ladder / Swiss round-1 seed	No (except hidden opponent strength)
Gender	Yes — mixed doubles random mix only	No
Declared skill rating on profile	No	Indirectly (hidden Elo / club rating)
Weight sliders (win %, placement, pt diff, opponent/partner strength, age)	No	Yes — per completed session

Per-game winner (all formats)

For each court, the captain enters **Team A** and **Team B** scores. The higher score wins that game.

- **Round robin** — tied game scores are allowed; both players get a tie for that game.
- **King of the court, ladder & Swiss** — tied scores (e.g. 11–11) are rejected; enter a clear winner.

Per-game results drive round advancement (KOTC queue, ladder swaps, Swiss re-pair) and end-of-night session totals.

4.5 Session scoring & placement

When you tap **Complete session**, Club Rankings runs two related calculations:

Layer 1 — Session placement (who finished where tonight)

Game scores aggregate into each player's session record: wins, losses, ties, points for, points against.

King of the court, round robin & Swiss — placement is decided in this order:

1. Most **wins**
2. Fewest **losses**
3. Most **ties** (if any)
4. Highest **point differential** (points scored minus points allowed)
5. **Weighted tiebreaker** — if still tied, a performance blend using your club's scoring weights (**excluding** placement, to avoid circular logic): win %, point differential, opponent strength, partner strength, and optional age handicap. Opponent/partner strength use the hidden skill rating built from prior sessions.
6. If still tied, lower member ID (stable fallback).

When the tiebreaker applies, Training shows an asterisk (*) beside placement and a footnote on the session preview. For Swiss, the same W-L / point-diff order also drives *in-session* pairings each round; placement at Complete session uses this list, not a separate ladder board.

Ladder — session **placement** comes from **final ladder order** on the session page (not raw W-L-T). Upsets during play move players on the ladder; completing the session records that order as finish position.

Layer 2 — Leaderboard points (season & club-wide standings)

The same night is also stored as a completed **event**. The rankings engine computes each player's **performance score** (0–100) from win %, *placement*, point differential, opponent strength, partner strength, and optional age handicap — using club-wide weights or mini-league custom weights when enabled. That score converts to **performance points** added to mini-league and (when configured) club-wide leaderboards, plus participation bonus, champion bonus for 1st place, and hidden skill-rating updates.

This is why the player with the most wins might move the leaderboard differently than someone with fewer wins but tougher opponents — both can be correct: raw record for “tonight’s sheet,” weighted quality for season standings.

In **Training**, the **Complete session** preview shows session totals with a **Perf** column (performance score) and before/after standings columns.

Full formulas: Calculations reference CR-30 and §8 Scoring weights below.

5. View results

5.1 Season standings (mini-league)

- 1. Open `/rankings` and choose your **sport**.
- 2. Go to the **Mini-leagues** tab.
- 3. Pick a mini-league from the dropdown — season dates and eligibility appear above the standings table.

5.2 That night's detail (game-by-game)

- 1. Rankings → **Sessions** tab.
- 2. Click a completed session row.
- 3. See per-player totals; Club Play sessions include game-by-game scores.

5.3 Club-wide leaderboard

Rankings → **Leaderboard** — if the mini-league has **Counts toward overall leaderboard** enabled, session points roll into the sport-wide board.

5.4 Personal view

Rankings → **My ranking** — your points breakdown, recent sessions, rankings wallet QR, and confirm code.

6. Role cheat sheet

Role	Sign up	Post scores	View results
Member	Sign up at <code>/club-play</code> ; or register for linked events	Watch Club Play scores (captain enters); or casual Submit results + peer confirm when no live Club Play	Mini-leagues, Sessions, My ranking, Leaderboard
Mini-league captain	Creates Club Play sessions; members sign up	Club Play live scores (no peer confirm); Captain tab manual entry	Same + Captain tab recent sessions
Admin	Creates mini-leagues; assigns captains; site nav Club Play , Rankings Captain tab, and Admin → Club Play	All captain methods + Admin tab entry	All tabs + Admin tools

7. Worked example — Mighty Wonders

Typical league at a pickleball community:

1. Admin creates mini-league **Mighty Wonders** (or Women's Doubles 3.25+ from a template) under Admin → Mini-leagues.
2. Admin assigns a volunteer as **mini-league captain**.
3. Captain or admin creates a **Club Play** under Mighty Wonders (site nav, Captain tab, or Admin → Club Play) and shares the hub.
4. Eligible members sign up before play.
5. At the courts: host starts live play (optional round limit), enters per-game scores, completes the Club Play.
6. Everyone checks **Mini-leagues** for season rank and **Sessions** for that event's box scores.

8. Scoring weights & age handicap

When a session is completed, Club Rankings blends several factors into each player's **performance score** for that night — win rate, placement, point differential, opponent strength, partner strength, and (optionally) **age handicap**. Admins tune club-wide weights under Rankings → Admin → **Settings**; captains may override weights for their mini-league only when **Use custom scoring weights** is enabled.

Important: these weights apply when standings are *recalculated* after each completed session. They do **not** affect live court pairings (see §4.4 pairing vs scoring). Session placement uses the same weight preset for **tiebreaks only** (placement weight excluded) — see §4.5.

8.1 Default weights (typical)

Component	Default weight	Notes
Win %	40	Record in the session
Placement	20	Finish position when entered
Point differential	15	Points scored vs allowed
Opponent strength	15	Hidden skill rating of opponents
Partner strength	10	Hidden skill rating of partner (doubles)
Age handicap	0	Off by default — see below

Weights are relative (they do not have to add up to 100). Saving settings recalculates completed sessions for that sport.

8.2 Optional age handicap (senior boost)

Some communities enable a sixth component that gives older players a modest boost based on **date of birth** on the member profile:

- **Who turns it on:** tenant admin only — Rankings → Admin → Settings → set **Age handicap weight** above 0 (e.g. 5–10).
- **Baseline / spread:** age that scores neutral (default **50**) and years to reach 0 or 100 (default **25**). Example: age 60 → higher component than age 50; age 40 → lower.
- **Missing birth date:** scores neutral (50) — no penalty, no boost.
- **Captains:** may set a mini-league-only **Age handicap** weight when custom weights are enabled; baseline and spread stay club-wide.

Encourage members to complete profile birth dates before enabling age handicap. Preview the effect safely in **Training** — choose **Administrator** on the welcome screen, set age handicap weight, and compare the two leaderboard columns (fictional players have varied ages). Full formulas: Club Rankings manual Part 3.

9. Practice first (Training)

Before your first live night, open shared **Training** from clubcourtmanager.com/platform/rankings or <https://your-sports-club.clubcourtmanager.com/rankings-scenario>. Choose **Captain** (or **Administrator**) on the welcome screen, then walk through a fictional session with **24 fictional players**:

1. Open **Club Play practice**.
2. Click **Sign up all**, then **Start live play**.
3. Pick a format (try **Swiss** for competitive 24-on-6 pairings, or king of the court / round robin / ladder). Enter scores for each court — for king of the court, ladder, or Swiss, the next round starts automatically when every court is saved; then **Complete session** to preview standings, session totals (including **Perf** score), and tiebreaker footnotes when applicable.
4. Nothing is saved to your club — fictional data only.

Members can choose **Member** on the welcome screen to practice signup and score entry from a player's perspective. Choose **Administrator** to preview club-wide weight sliders including optional age handicap. See also Club Rankings manual Part 8 — Training.

Related manuals

- Club Rankings complete manual — settings, CSV import, confirmations, admin
- Mini-league Captain manual — captain tab, custom weights, events
- Club Court Manager manual — court booking + rankings in full CCM

Book courts on your phone: Club Court Manager app — CCM manual §1.6.



App Store: <https://apps.apple.com/us/app/club-court-manager/id6792025015> · Google Play: <https://play.google.com/store/apps/details?id=com.stoufferai.clubcourtmanager>

Support

Email support@stoufferai.com · Product: clubcourtmanager.com/platform/rankings

Club Rankings™ · Mini-league Playbook · August 11, 2026