

WEST COAST IMPACT

League Rankings — A Coach's Guide

Built for West Coast Impact

We built our own ranking system, on purpose. No off-the-shelf ranking understood a league like ours — three divisions, separate boys and girls, crossover games, and a conviction that character comes before the scoreboard. So we designed one to fit us: to keep competition at its finest and to honor every team's fight.

Who competes with whom

Boys play boys and girls play girls, so we rank them separately — you are always measured against the teams you actually face. That gives us **six boards**, each crowning its own champion:

	Boys	Girls
Division 1	Warriors, Lightning, Rush Iron	Legacy, Forge, Waves, Pipeline, Blaze, Rush Gold
Division 2	Titans, Thunder, Patriots Boys	Core, Storm, Patriots Girls, Ignite, Rush Silver, Rush White
Division 3	Knights, Riptide, Rush Steel	Rise, Breakers, ARMY, Elevate, Rush Blue

Patriots Boys and Patriots Girls play in Division 2 like any other WCI team — their games count in the standings exactly the same way. The Juniors (ages 7–11) run as their own league and aren't part of these standings — their race is straight sets won, so every set a junior team takes moves them up.

Crossovers run between neighbouring divisions only — Division 1 plays Division 2, and Division 2 plays Division 3. Division 1 and Division 3 do not meet: the gap in skill is too wide to make a good game for either side.

How a team earns Division Points

Every game, your team earns **Division Points (DP)** — and here is the heart of it: **every point you fight for counts, win or lose.**

- **Points fought for** — your share of the points (a percentage). Because it is a share, it does not matter if you played best-of-5, best-of-3, a 15-point set, or a set cut short by the clock. Every rally still counts.
- **Sets** — your share of the sets won.
- **A win bonus** — for taking the match.
- **The level you played** — every game carries the weight of the division you played against. A game against Division 1 opposition is worth more than the same performance against Division 3, because the opposition is harder.

Why the level matters — and why this is fair. The first three ingredients are all *shares*, measured against whoever is across the net. On their own they would let a team that dominates a weaker field out-earn a team grinding out wins against its equals — which is not what a league championship should mean. Weighting each game by the level you played fixes that in one stroke: beating your Division 1 peers counts for more than beating a Division 3 field, and at the same time a team that plays UP a division automatically earns more from that game, while a team that plays DOWN earns less. One rule, both jobs.

Close games are how the underdog climbs. You bank a point for every point you score, so the tighter you keep it, the more you earn: lose 25–23 and you bank almost as much as a win — lose 25–8 and you bank little. That means a **hard-fought loss can move you up the ladder more than a runaway win.** A

team that keeps battling a stronger opponent point-for-point is rewarded for exactly that. Points are **only ever added** — a rough night earns fewer, never a penalty. And we **never reward running up the score**: a win is a win, whether by two or twenty. (We reward the underdog for keeping it close, not the favorite for winning big.) We rank by your **average per game**, so playing more or longer games gives no edge.

What it looks like in a game

Rise (Division 3 Girls) plays up against Storm (Division 2 Girls) and loses 3–1 — but fights every set close:

Set	Rise	Storm	Winner
1	23	25	Storm
2	25	22	Rise
3	24	26	Storm
4	20	25	Storm
Total	92 (48%)	98 (52%)	Storm 3–1

Rise won 48% of the points and stole a set — and because they **played up a division and kept every set that close**, this game moves Rise **up the ladder more than it moves Storm**. The team that lost the match out-earned the team that won it, by fighting up and keeping it tight. The tighter the score, the bigger the climb — that is how an underdog rises.

Four quick examples

1. Beating a weaker team barely helps. Legacy (Division 1 Girls) beats Ignite (Division 2 Girls) 3–0. Legacy won every set — but because that game carries Division 2's weight rather than Division 1's, the win only nudges their ranking, and it is worth less to them than a hard game against another Division 1 team. Ignite, even in a 3–0 loss, still banks the points they fought for. You don't climb by beating weaker teams; you climb by beating your peers and by teams who fight you close.

2. The upset is the biggest jump of all. Breakers (Division 3 Girls) travels up and shocks Storm (Division 2 Girls) 3–2. Winning as the underdog against a higher division is the single largest climb in the system — Breakers rockets up the all-league board, while Storm slips for dropping one they were expected to win. That is the reward for giant-killing.

3. A crossover lifts your own division. Knights (Division 3 Boys) play up against Thunder (Division 2 Boys) and lose a 3–2 thriller. Those points aren't set aside — they count toward Knights' **Division 3** standing. So by taking a higher division to the wire, Knights climb their own board, above the Division 3 teams who only played their peers.

4. The team that tests itself wins the tiebreaker. Core and Storm both sit near the top of Division 2 Girls. Core adds a gutsy crossover against a Division 1 team; Storm plays only in-division. When the Division 2 standings are set, Core's crossover points give them the edge — same division, but the team that tested itself up a level is rewarded for it.

Crossovers lift your OWN division

Here is what many coaches miss: the Division Points you earn in a crossover game **don't go into a separate bucket** — they count toward your standing in your **home division**. So testing yourself against a higher division, especially keeping it close, pushes you up your own board, past the teams who only played their peers. **Every game you play, wherever you play it, helps your division rank.**

Boys teams cross over between divisions, and so do girls — so on top of the six division boards, there is also a **Boys ladder** and a **Girls ladder** that combine the divisions. Beat a higher division and you climb both your own board and the ladder, fast.

The whole league on one board

Even though boys never play girls, **everyone competes for the top of the league**. A league-wide board ranks every team — boys and girls, all divisions — by **Division Points per game**, so the best numbers rise to the top. This is exactly why every game carries the weight of the level you played: without it, the team with the softest schedule would win the league, and that is not a championship. With it, the board compares a Division 3 team and a Division 1 team on the same honest scale. It is still a performance board (who is putting up the best numbers), not a claim about who would win head-to-head. On top of that, a season-long **Boys vs Girls** tally keeps both sides pushing all year.

The Boys vs Girls season battle

Boys never play girls, so the battle is not head-to-head — it is a season-long tally of how each side is performing across all of its teams and divisions. It runs all year, right above the division boards on The HuB, so both sides have something to push for down to the last game, and the side that finishes ahead takes bragging rights for the season. **Coaches: the exact tally rule is set by the directors and is confirmed before the first game** — check with Bill or Jodie for the final wording rather than guessing at the score table.

The ten crowns — who gets them, and how

Ten crowns are up for grabs and every one is wide open — first team to earn it, wears it. On the site, a crown icon marks the leader on each board once games are played.

Division Champion	6	The top team on each of the six boards (Division 1, 2, 3 × boys, girls), by Division Points per game.
Boys Overall	1	Top of the combined boys ladder — all three boys divisions ranked together.
Girls Overall	1	Top of the combined girls ladder — all three girls divisions ranked together.
The League #1	1	Top of the all-league board — every team, boys and girls, all divisions, by Division Points per game. A performance board, not a claim about who would win head-to-head.
Hardest-Fought Team	1	The most heart. Any team in any division can win it — it rewards points fought for against tougher competition, not wins.

Every crown is decided on **Division Points per game**, not total points — so a team that plays more games, or longer ones, gets no edge. Crossover points count toward your home division, which means a team can be climbing its own board and a combined ladder at the same time.

What we stand for

- Every point fought for counts — win or lose.
- Playing up is rewarded; beating a weaker team never pads your ranking.
- We never reward running up the score, and never publish blowout lists.
- We rank teams on what they earn on the court.