

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 are an outside team we host; they don't use our website, but their games against our teams count in Division 2. The Juniors (ages 7–12) run as their own league and aren't part of these standings.

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.
- **Playing up pays** — all of it is boosted when you play a higher division, and trimmed a little when you play down.

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 Rise (Division 3 Girls) 3–0. Legacy won every set — but because they played **down** a division, the win only nudges their ranking. And Rise, 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. It is 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 honors to chase

- **Six Division Champions** — Division 1, 2, and 3, boys and girls.
- **A Boys Overall and a Girls Overall** champion — top of each combined ladder.
- **The League #1** — top of the all-league board.
- **The Hardest-Fought Team** — the most heart, and any team in any division can win it.

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.

Generated July 20, 2026 at 9:43 PM · West Coast Impact Athletic League.