

```

using System.Collections.Generic;

public static int numPlayers(int k, IList<int> scores)
{
    scores.Sort(Collections.reverseOrder());
    int rank = 1;
    int res = 0;
    for (int i = 0; i < scores.Count; i++)
    {
        if (i == 0)
        {
            rank = 1;
        }
        else if (scores[i] != scores[i - 1])
        {
            rank = i + 1;
        }
        if (rank <= k && scores[i] > 0)
        {
            res++;
        }
        else
        {
            break;
        }
    }
    return res;
}

```