

PADEL LEAGUE RULES

General Rules

By playing in Padel League, players agree to the Padel Leagues Rules below.

We aim for our leagues to be fun, friendly and competitive. We expect players to be sporting and courteous in dealings with opponents. Members who do not will be removed from the Leagues.

The players are asked to:

- Be on time and ready to play with appropriate clothing, shoes and balls
- You call the balls on your side of the court
- If you are uncertain, your opponent gets the benefit of the doubt and the ball is in
- Replay a point if both parties cannot agree
- The server keeps score
- Don't lose your cool
- Don't be aggressive
- Play fair
- Leagues are available for all Members and standards of players.
- Play your matches as soon as you can arrange them and make the league work by committing to play as many matches as you can. Your commitment to playing will make the league a success.
- Players are solely responsible for court booking, balls provision, etc.

BALLS AND COURTS

- Balls must be of a good quality, if not new. Either team has the right to object to poor balls (prior to the match). If the balls are objected to, either team can buy balls at Sports Shop or Club reception. If one player has provided new balls, we suggest that the other team makes a contribution to the cost of the can.
- Setting up matches: Players have a joint responsibility to set up matches. To avoid confusion later, players should decide before the agreed time-frame for the match. See the section on Setting up Matches.
- The more proactive you are, the more likely you are to get your matches more points! Email your opponent's straight away, reply to their emails (even if it is to say you can't play) and don't be afraid to phone.

DATES AND EXTENSIONS

- As organisers we reserve the right to alter or amend the published round dates. Sometimes it is necessary to extend and/or postpone a round.
- In general, round extensions for individual matches will not be granted.
- Very occasionally e.g. poor weather, we may decide to extend the whole round by a week or even two weeks.

LEVELS, GROUPS and TEAMS

- Teams will be allocated to their chosen level; however, we reserve the right to allocate a player/pair to a different level if we consider it appropriate. Players will not be moved from one group to another once a round had begun except in exceptional circumstances.
- The size of a group may vary but will not consist of more than six teams within the same level. We reserve the right to rebalance the groups in any way that we believe will provide players with the best possible matches. Injury and other factors may be taken into consideration.
- We are unable to confirm which group players will be in before the round starts as we do not begin to organise the groups until after the registration deadline when we have the full list of players who want to play. We cannot accept any entry which is conditional on being in a certain group.

- If you do not play any matches at all, you may be relegated to a lower league on the next league, or omitted from the next league altogether (unless if this was due to an injury or work-related situation). Please let us know if you or your partner are/ is injured or unable to play.
- For individual sign ups we aim to create pairs for friendly yet competitive play. Pairs may be made up of any combination of gender and while we strive for compatible pairings your individual playing ability and experience may vary.

SCORING

- Matches are self-umpired and should be conducted in the spirit of fair play.
- Matches will be to the best of three sets, with a tie-break at 6 games all for sets 1 and 2 (see tie-break below). The third set will be played as a Championship tie-break (see Championship tie-break below)
- ⇒ You get 4 points if your team wins 2-0 or gets a walkover
- ⇒ You get 3 points if your team wins 2-1
- ⇒ You get 2 points if your team loses 1-2
- ⇒ You get 1 point if your team loses 0-2
- ⇒ You get 0 points if your team gives a walkover/does not show up to a scheduled match
- Players play their opponents once only in each round.
- The team with the most points at the end of the round is the winner of the group.
- If two or more teams tie with the most points, the team who beat the other during that round wins. If the two teams did not meet in the round, a winner will be decided according to the following method: by the team who conceded the fewest sets on average per match played. If still a tie, after the deduction of points for walkover wins. If still no winner can be found, the round is tied and the winner will be decided by the toss of a coin.
- If a pair wins a match through a walkover (see below), they receive 4 points for a win. The pair conceding the match get 0 points.
- If a pair withdraws from a league run, all scores against that team become void
- Sometimes the interpretation of the rules requires fine judgements to be made and the organisers' decision is final.

WALKOVER

- You must try to organise all your matches as soon as the league commences. Your team must give your opponents a minimum of 3 different dates and times to play the match. Unless they suggest a minimum of three alternative dates/times, and one is acceptable, your team will get 4 points for a walkover. Proof must be supplied.
- Please let us know asap if there is a walkover situation.

TIEBREAKS AND MATCHES

- Tie breaks, when both teams reach 6-6 in a set, are played to 7 points.
The first serve in the tie break is served from the right-hand side of the court by the team and player that should have served the next game.
From the second point, each player serves for the next two points, starting from the left-hand side of the court.
The tiebreak is over when one team reaches seven points, provided there are two clear points ahead of their opponents. If the score gets to 6-6 in a tiebreak, a team must have a two-point advantage to win the tiebreak.
The team that serves first in the following set is the team that did not serve first in the tie break.

CHAMPIONS' TIE BREAK - instead of the 3rd set a Champions' tie break is played to decide the 3rd set (first to 10 points)

REPORTING MATCHES

- Winners (or losers) should report matches promptly. Please use MyCourts to input results.
- All players should check if the results published from time to time are correct and should contact us if necessary with corrections and omissions, particularly at the end of the round. No further corrections or additions will be accepted except in special circumstances and at the discretion of the organisers.
- We rely on players entering accurate scores and match details. Falsifying a result in any way, including submitting a result for a match that was not played, or suggesting to an opponent that a match result could be entered when it had not been played may result in the disqualification of any of the players concerned. Players are obliged report any attempts to manipulate results.

CANCELLATIONS AND RESCHEDULING

- If it rains before the match starts making play dangerous, the whole match may be re-scheduled. (if cancelling because of the Weather always contact the other team and get a reply).
 - If it rains during the match or court's conditions deteriorate either player may decide to call a halt to the match, but the match must still be completed. Matches should be re-started with whatever the score was when play stopped. If re-scheduling becomes impossible, the score must be reported as it stands (please note the score stands even if one of the players is subsequently injured/withdraws from the round).
 - If before the match (or after a first few points have been played) one player feels the court condition too slippery, or otherwise unsafe, they have the absolute right to ask for a postponement.
 - If a player retires injured, unwell or for any other reason that constitutes a retirement, he or she loses the match - it cannot be re-played. If the retired player's team has won a set it receives 2 points and the opposing team 4 points. Retirements primarily refer to unavoidable circumstances that force a player to quit a match. Injury is the usual reason. Very occasionally another event forces a retirement. For instance, a doctor on call who has to leave a match.
- Matches abandoned because of a dispute can be referred to us for a ruling. Ideally matches should be continued to a conclusion then or at another date.
- If a player does not turn up at the agreed time, or is more than half an hour late, the other pair can claim a walkover and receive 4 points or the match can be re-scheduled.
 - If you are cancelling a scheduled match make sure you get an acknowledgement from your opponent. If the message does not get through, the match may be deemed a walkover.
 - If a team wants to reschedule a match, they must give their opponents a minimum of 24 hours-notice. If less than 24 hours-notice is given, the match may be recorded as a walkover in favour of the opponent and points awarded, although it is still preferable to play the match if possible. (If you are claiming a walkover, report the result with an explanation confirming that it qualifies as a walkover as the match had been firmly set up but cancelled with less than 24 hours-notice, or cancelled though a no-show.) If the players do subsequently play the match then the final points awarded will be according to which team wins the match. We will not necessarily retrospectively award walkovers.
 - If the agreed time simply runs out for a match - say you have played 1hour 30 minutes, but the match is not concluded - neither team should concede the match. If the match can't be played to a conclusion or at a later date, points are simply awarded for the completed sets.
 - To be fair to all players, the cut off point for play (and for the result to count) has to be observed.