

## GENERAL RULES

1. Player Check-In
  - a. All players must report to the EPT Desk at least 15 minutes prior to their scheduled match time to complete the check-in process and sign the Athlete Waiver and Release Form.
  - b. Any physical warm-up, stretching, or physiotherapy treatment must be completed before the scheduled match time.
2. Warm-Up & Walkovers
  - a. Players must be present beside their assigned court at the scheduled match time and begin the warm-up once the court becomes available.
  - b. The official warm-up duration is 5 minutes. The match must commence within 1 minute after the warm-up period ends.
  - c. If a team arrives more than 10 minutes late, the match will be declared a walkover.
  - d. If a team arrives late but within the 10-minute walkover limit, the warm-up time will be reduced accordingly, with a maximum warm-up time of 5 minutes.
3. Match Schedule & Timing
  - a. All match timelines must be strictly followed. No timing exceptions will be granted under any circumstances.
  - b. The Tournament Referee and Tournament Director reserve the right to modify the match schedule at any time.
  - c. The order of play is subject to change at any moment. Players are advised not to rely on screenshots and to regularly check updated match timings.
4. Fair Play & Conduct
  - a. The Tournament Referees and Committee reserve the right to eliminate any team found to have intentionally lost a match for the benefit of another team during the Group Stage.
  - b. Referees are authorized to impose fines, penalties, or direct eliminations whenever deemed necessary throughout the tournament.
5. Finals & Ceremonies
  - a. Players reaching the Finals are required to attend the Closing Ceremony. Failure to do so may result in deductions from prize money.
6. Smoking Policy
  - a. Smoking is strictly prohibited during matches and between sets.
  - b. Violations may result in warnings, fines, and/or suspensions, particularly in cases of repeated offenses.

## MATCHES FORMAT

- All Group-Stage matches are 1 normal set - Deciding Point - No Deuce
- For OPEN A Men & Women:
  - All matches are best of 3 normal-sets - Deciding Point - No Deuce
- For OPEN B, OPEN C, Women Open B & Seniors:
  - Round128 & Round64 matches are 1 normal set - Deciding Point - No Deuce
  - Round32 & Round16 matches are 2 short-sets & final-set Super-tie-break - Deciding Point - No Deuce
  - Quarter-Final matches are 2 normal-sets & final-set Super-tie-break - Deciding Point - No Deuce
  - Semi-Finals and Final matches are best of 3 normal-sets - Deciding Point - No Deuce
- For OPEN D:
  - Round128, Round64 & Round32 matches are 1 normal set - Deciding Point - No Deuce
  - Round16 & Quarter-Final matches are 2 short-sets & final-set Super-tie-break - Deciding Point - No Deuce
  - Semi-Final matches are 2 normal-sets & final-set Super-tie-break - Deciding Point - No Deuce
  - Final match is best of 3 normal-sets - Deciding Point - No Deuce
- The 2nd of each group will be determined by matches won, and in case of draw of 2 teams within the group will be decided by the net games won. And in case of draw in the net games won, will be the Head-to-Head who decides the 2nd of the group. And in case of draw of all teams within the same group in matches and games difference, there will be a toss who decides the 1st&2nd of the group.
- After each match, the winners should submit the scores to the. It is the winner responsibility to go and submit the score, otherwise match score will not be counted.

# CODE OF CONDUCT

In accordance with the **EPT Code of Conduct**, all players must always behave in a respectful and professional manner. Any conduct that shows disrespect, intimidation, abuse of facilities, or damages the image of padel will be penalized as **Unsportsmanlike Conduct or Immediate default**.

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## 1. Abuse of Court Installations

After losing a point or a game, a player shall be penalized if they:

- Hit or strike the **fence** with the racket, hand, leg, or any part of the body;
  - Hit or touch the **glass**, including **minor or light contact**;
  - Hit the **net or net post** with the racket or any part of the body.
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## 2. Ball Abuse

- Intentionally hitting the ball out of the court as an expression of frustration,
  - Regardless of the force of the shot or proximity to the court, shall be penalized as a **Code Violation**.
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## 3. Verbal Abuse

- Any use of **profane, offensive, abusive, or obscene language**, directed at oneself, an opponent, officials, spectators, or any other person, shall result in a **Code Violation or Immediate default**.
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## 4. Intimidating or Disrespectful Conduct Toward Opponents

Any provocative or intimidating behavior, including but not limited to **celebrating directly in the opponent's face**, as well as gestures, shouting, or body language intended to provoke or intimidate an opponent, shall be penalized as **Unsportsmanlike Conduct or Immediate default**.

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## 5. Spitting

- Spitting inside the court, on the playing surface, toward the fence, glass, net, or in the direction of any person shall be penalized as a **Code Violation or Immediate default**.
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## 6. Misconduct Toward Officials or Medical Staff

Any disrespectful, aggressive, or inappropriate behavior toward:

- Referees or match officials
- Tournament administrators
- Medical staff or doctors

may result in a **Code Violation** and **may be escalated to immediate default**, depending on severity.

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## 7. Referee's Discretion

Any behavior not specifically listed which, in the referee's judgment, constitutes bad behavior, intimidation, lack of respect, or conduct detrimental to the image of the sport, may be sanctioned as a **Code Violation OR immediate default**.

**The Referee's decision is final.**

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## 8. Time Violation (New Rule – 2026)

**Server:**

- The server has 20 seconds to execute the serve after the previous point has ended and the score has been announced.
- If the server fails to serve within 20 seconds, the referee shall issue a Time Violation Warning.
- If the server commits a second time violation, it shall result in loss of serve.

- This rule applies only to the server; no penalty shall be applied to the receiver.

**The Receiver:**

- The server must wait until the receiver is ready.
- The receiver is obligated to play at a reasonable pace and not unreasonably delay the server.
- If the receiver fails to be ready within a reasonable time, the referee shall issue a Time Violation Warning for the first occurrence.
- If the receiver commits a second or subsequent delay, it shall result in a Point Penalty (repeated delays may be further penalized according to the Code of Conduct).

**Referee Authority:**

- The referee has full authority to determine when a delay constitutes a Time Violation, considering match flow, player readiness, and court conditions.
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**9. Racket Abuse**

- Intentionally hitting the racket as an expression of frustration
  - Regardless of the force of the action or proximity to the racket shall be penalized as a **Code Violation**.
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## **Fine System – Effective Season 2026**

- All fines will be applied in accordance with the table below starting from Season 2026.
- When a player commits any of the listed actions, a fine equal to the corresponding base amount will be applied.
- If the same action is repeated by the player, the fine will be applied again, with the previous fine amount multiplied by the specified factor for that action.

| <b>Code</b>   | <b>Base Amount</b> | <b>Factor</b> |
|---|--------------------|---------------|
| Abuse of Court  | 1,000              | 1.25          |
| Ball Abuse  | 200                | 1.25          |
| Verbal Abuse  | 400                | 1.25          |
| Intimidating or Disrespectful<br>Conduct Toward Opponents | 500                | 1.5           |
| Spitting  | 200                | 1.25          |
| Misconduct Toward Officials or<br>Medical Staff           | 2,000              | 1.5           |
| Referee's Discretion                                      | 2,000              | 1.25          |
| Racket Abuse  | 500                | 1.25          |
| Best Effort   | 1,500              | 1.5           |