



RULES I CORPORATE LEAGUE CO-ORGANISED BY EUROPADEL LUXEMBOURG CLUB AND GARISART

FIRST PHASE

1. International Padel Federation rules will be applied to play all games.
2. Every match day will include two teams (A & B) of each company to play respectively against two teams (A & B) of another company at the same time in two contiguous courts.
3. Every company must send two teams (A & B) for each match day. Team A must have upper level than team B in all cases. Teams can be formed by two men, two women or a mixed team. This is a decision of each company's captain.
4. One player CANNOT play in two different teams in any case even in the same Company.
5. Additional players can be added by sending an email to Europadel mailbox but, in any case, before last game of first round. New players will not be accepted for the final phase.
6. All league matches should take place at Garisart near Arlon (Belgium).
7. Teams MUST show up at least ten (10) minutes before scheduled time at the Padel courts, so punctuality is a requirement.
8. If a team has not shown up ten (10) minutes after scheduled starting time, it loses the match by W.O. (9-0), except if both teams agree on playing the game with the remaining time.
9. All matches will be played at one winning set up to 9 games (with tiebreak up to 7 points included if match is tied 8-8).
10. Games must be played at a maximum time of sixty (60) minutes starting to count from the scheduled time and including warm-up time. In case you cannot finish your match in 60 minutes, the result will be the last played until that moment.
11. After the match, both teams must fill in & sign the scoring paper, and give it back to the organization with the used balls (the balls and the scoring paper will be left at Garisart and the winning team will scan/take a picture and send the scoring paper by email to the organization email address).
12. All winning sets will be counted on the standings, with 3 points that will be added for the winner company, 2 points added for each company in case of draw, and 1 point added for the loser company³.
13. The Tournament Committee members will be made by members of the Europadel Luxembourg board (a minimum of three for any decision to be taken) and one member of Garisart, who will decide how to fix any issue that may arise during the league (Rules, use of WO, non-sportive behaviour, etc...).

[3] Example 3.1: Company ACME plays against Company TOONES: The score is

- Team A ACME beats Team A TOONES by 9-5 , Score in sets 1-0

- Team B ACME beats Team B TOONES by 9-7 , Score in sets 1-0

Final Score:

- Company ACME: 3 points for winning = 3 points

- Company TOONES: 1 point for losing = 1 point

Example 3.2: Company ACME plays against Company TOONES: The score is

- Team A ACME beats Team A TOONES by 9-5 , Score in sets 1-0

- Team B TOONES beats Team B ACME by 7-9 , Score in sets 1-0

Final Score:

- Company ACME: 2 points for tied game = 2 points

- Company TOONES: 2 points for tied game = 2 points



FINAL PHASE

14. Criteria to distinguish best or worst teams in same position of their respective pools:
 - a. Most points (Highest number of points)
 - b. Most won games (Highest number of won games, not matches)
 - c. Less lost games (Lowest number of lost games, not matches)
15. Two first (1st and 2nd) teams of each pool are qualifying for next main draw phase
 - a. The worst 4 teams will play sixteenths matches to qualify for quarter-finals
 - b. All pools winners and the best second are qualifying for quarter-finals
16. Two next (3rd and 4th) teams of each pool are qualifying for next consolation draw phase
 - a. The worst 4 teams will play sixteenths matches to qualify for quarter-finals
 - b. All pools thirds and the best fourth are qualifying for quarter-finals
17. Winners of quarter-final games are qualifying for semi-finals of the main draw
18. Winners of quarter-final games are qualifying for semi-finals of the consolation draw
19. Winners of semi-final games are qualifying for the final of the main draw
20. Winners of semi-final games are qualifying for the final of the consolation draw
21. Criteria to distinguish a winner team in case of tied result (1-1) in final phase:
 - a. Less number of lost games counting both matches
 - b. Most points in previous round
 - c. Most won games in previous round
 - d. Less lost games in previous round

SANCTIONS

22. In case of WO of one team in first phase:
 - a. The result of that match will be 9-0 for the presented Company team⁴
 - b. The second match will be also played
23. In case of WO of both teams of a Company in first phase:
 - a. The result of both matches will be 9-0 and the WO Company will have 0 points
24. In case of repeated WO of both teams of a Company in first phase:
 - a. The result of both matches will be 9-0 and the WO Company will have 0 points
 - b. The Company will be automatically excluded of the competition
 - c. The Company results will not be taken into account
25. In case of non-sportive behaviour of any player during the tournament:
 - a. A case must be reported to the Tournament Committee
 - b. The Tournament Committee can resolve the issue with lost points or Company's exclusion depending on issue's severity.

[4] Example 4.1: Company ACME plays against Company TOONES: The score is

- Team A ACME beats Team A TOONES by 9-0 by WO , Score in sets 1-0

- Team B ACME beats Team B TOONES by 9-7 , Score in sets 1-0

Final Score:

- Company ACME: 3 points for winning = 3 points

- Company TOONES: 0 point for losing by WO = 0 points

Example 4.2: Company ACME plays against Company TOONES: The score is

- Team A ACME beats Team A TOONES by 9-0 by WO , Score in sets 1-0

- Team B TOONES beats Team B ACME by 9-7 , Score in sets 1-0

Final Score:

- Company ACME: 3 points for winning = 3 points

- Company TOONES: 0 points for losing by WO + 1 point per set won = 1 point