



RULES OF PADEL

INTERNATIONAL PADEL FEDERATION

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FORWARD

The International Padel Federation (henceforth known as FIP) is the governing body of the game of padel. Included among its obligations is to determine the Rules of Padel.

The FIP sports department will continually monitor the game and when it considers it necessary recommend changes at the General Meeting, which is the ultimate authority when making any changes to the Rules, in abidance with the Bye-Laws.

Note: Except when stipulated otherwise, all references to "player" in these Rules relates to both male and female players.

THE COURT

- DIMENSIONS

The court is a rectangle 10 meters wide by 20 meters long (interior measurements) with a 0.5% tolerance.

This rectangle is divided in half by a net. On either side of and parallel to the net at a distance of 6.95 m are the service lines. The area between the net and the service lines is divided in half by a perpendicular line called the central service line.

The central service line will extend for minimum 20 cm beyond the service line. When referring to surface and line layout, the two halves of the court must be absolutely symmetrical. All lines must have a width of 5 cm. The colour of the lines are preferably white or black, for better contrast with the colour of floor surface.

Minimum height must be 6 meters throughout the court. With no elements (i.e. spotlights) which obstruct this area. As for the new facilities it is suggested that the minimum free height should be of 8 meters throughout the court, with no elements of obstruction in this area.

- NET

1. The net must be 10 meters long and 0.88 high at the center, rising to 0.92 meters at the ends, with a maximum tolerance of 0.005 meters.
2. The net is suspended by a metal cable with a maximum diameter of 0.01 meters; the ends are attached to two lateral posts with a maximum height of 1.05 meters. Or a part of the court structure which allows the correct suspension and tension.
3. The mechanism used to give the cable tension in the net must be designed in such a way that it cannot loosen unexpectedly or constitute a risk to the players.
4. The outer side of the net posts should coincide with the lateral limits of the court, (opening, entrance or metallic fence). They may be circular or square but must have rounded edges.
5. The net must be capped with a white strip measuring between 5.0 and 6.3 cm once in place, with the tension cable beneath it. An additional strip with advertisement insertions, of any color, that must not interfere with the course of play, may be incorporated. In any case, the strip cannot be higher than 11.0 cm.
6. It is prohibited to affix any item on the net strings. It is allowed to paint the strings of the net for advertising purposes as long as it does not affect the regular course of play. The net must be fully extended so that it fills the space between the two net posts and the court surface, there may be no spaces between the extremes of the net and the posts. However, it should not be tense.
7. The net mesh must be made of synthetic fiber and the weave sufficiently narrow so that the ball cannot pass through the net.

- ENCLOSURES

The court must be completely enclosed. The ends measured from the inside must be 10 meters long and the inside length of the sides 20 meters long.

All areas with joins must be constructed using materials that allow a uniform bounce of the ball and in areas with metal fencing where the bounce is not uniform in the following manner:

- ENDS

A total height of 4 meters the first 3 m of which is wall, that could be of any transparent or solid material (crystal, bricks, etc.) but with characteristics must be complied with the requests indicated in section "Sides" for walls, and the last 1 meter is metallic fence.

- SIDES

Regulation allows two variations on the lateral/side enclosures:

1. **Variant 1:** Made up of stepped wall areas at both ends, the first step 3 meters high x 2 meters long and the second step 2 meters high x 2 meters long. Areas of metallic fencing complete the enclosure of up to 3 meters in the center 6 meters and up to 4 meters at both ends.
2. **Variant 2 Crystal:** Composed by a wall area at both end zones, three (3) meters high by four (4) meters in length, without step. Metal mesh areas complete the enclosure up to four (4) meters in height at the extreme two (2) meters.

All dimensions are from the inside of the court.

The metallic fencing is always placed in line with the inner side of the wall. In the case the metallic fencing is fixed to frame, it's upper part must be free of elements that are not part of the metallic structure (i.e.: cables, electrical boxes, light devices, etc.).

The walls may be made of any transparent or opaque material (glass, brick, etc.) but always with the correct consistency and which ensures a uniform bounce of the ball. Whatever the material it must have a uniform surface which is hard and completely smooth, and which allow bodily contact or sliding balls. The color of opaque walls should be of one, uniform color which does not affect the course of play, and clearly different than the floor surface colour. It will be allowed the logo imprinting or painting but not more than one for single wall and with dimension and colours that do not interfere with player's vision

Glass courts must comply with the standards for tempered/plate glass:

- See Annex Courts Homologation issued by the International Padel Federation (FIP).

The metallic fence should be square and electro-welded. The size with holes diagonal must not be less than 5 cm and no larger than 7.08 cm. Recommended thickness of the wire is between 2 mm and 3 mm. With a maximum of 4 mm and a tension which allows the ball to bounce on it.

If a soldered fence is used all points of solder must be protected on both sides as to ensure against cuts or scratches. If the soldered mesh is not interlaced, it must be in squares not rhomboids. The parallel metal threads must be on the inside and the vertical threads on the outside.

The fence must form a flat and vertical surface and must ensure that the above characteristics are always maintained.

- GROUND SURFACE

1. The surface of the court should be and may be made of cement, synthetic material or artificial grass, provided that it allows a regular bounce of the ball.
2. Permitted and preferred colours are green, blue or terracotta, or their various like tones and be only one for the whole floor surface, and clearly different than the wall surface colour.
3. The surface level should be such that the differences in the inside levels are less than 3 mm measured with a rule of 3 m (1/1000).
4. For surfaces without drainage the maximum transverse evacuation slope must be 1% from the center towards the outer edges of the court.
5. For synthetic and artificial grass surfaces the following requisites must be complied with the Annex Courts' Homologation issued by the International Padel Federation (FIP).

- ACCESS

Access to the court are placed in both of the lateral sides or just in one of them and must be symmetric with the center. There may be one or two on each side, with or without a door.

In a court without door, it is installed onto the floor, in the area corresponding to the court access, some kind of metallic or other material beam or duct in order to reinforce the whole structure, it will be considered as part of the fence frame for any reference of application of the current regulations. In the case there are not any element installed onto the floor, the vertical projection of the fence frame will indicate the internal court edge, independently if there are a signed or painted line or not.

Access dimensions must be as follows:

- With one lateral access per side the opening must be a minimum of 1.05 x 2.0 meters and a maximum of 2.20 x 2.20 m (See diagram).
- With two lateral accesses per side the openings must be a minimum of 0.72 x 2.00 m and a maximum of 1.10 x 2.20 m (See diagram).

Note: Public installations must comply with the access standards, suppression bars and architectural bars for disabled people.

In case of existing doors, the handles must be placed on the outside and not protrude on the inside.

- SAFETY AREA & OUT-OF-COURT PLAY

For out-of-court play each side of the court must have 2 access points. There cannot be any obstacles outside the court within an area of no less than 3 meters wide (4 meters are recommendable) and 4 meters long on either side and a minimum of 3 meters high (see diagram).

The access must be protected in its three sides: lateral and upper sides, as well as the net post, with a product to cushion against player contact (i.e.: spongy rubber, rubber, neoprene, etc.) with a thickness not less than 2 cm. These protections must be firmly fixed to the metal structure and to the posts, with enough fastening or Velcro to guarantee the efficiency of the anti-shock cushion and also to reduce as much as possible the interference to the game due to its projection to the court inner space.

- ILUMINATION

Artificial light must be uniform and placed in a way that does not cause difficulties of vision for the players, the team of umpires or the audience.

See Annex Courts' Homologation issued by the International Padel Federation (FIP).

Light poles must be located outside the court. If these fall within the safety area, the out of court game will not be allowed. Lights must have a minimum altitude from the ground to the inferior part of the projectors of 6 meters.

As for the new facilities it is suggested they have a minimum height from the ground to the inferior part of the light projectors of 8 meters if they are installed inside the court considering the vertical projection of the court side walls. Different heights for lighting can be installed for lights installed outside the court walls

For Television broadcasts and film recording a level of vertical illumination of at least 1000 lux is needed. However, this could increase with the distance of object from the camera. For more information of the aforementioned consult the quoted standard.

- ORIENTATION

Recommendation for the longitudinal axis of the court in outdoor facilities is N-S admitting a variation between N-NE and N-NW

THE BALL

The balls used for official competitions are those approved by FIP for the game of Padel.

1. The ball should be a rubber sphere with a uniform exterior surface in either white, yellow or other colors that has an appropriate and clear contrast with the surface color. Its diameter should measure between 6.35 and 6.77 cm and its weight between 56.0 y 59.4 grams.
2. A new ball shall have a bounce between 135 y 145 cm when let fall onto a hard surface from a height of 2.54 m
3. The ball must have an internal pressure of between 4.6 Kg and 5.2 Kg per 2.54 square cm.
4. When play is at an altitude of more than 1000 m above sea level another type of ball may be used and the bounce should be more than 121.92 cm and less than 135 cm.

THE PADEL RACKET

The game is played with a racket manufactured in accordance with the Annex Padel Rackets Homologation issued by the International Padel Federation (FIP). The racket shall have the following features:

1. The racket is made up of two parts: Head and handle.
2. Handle: maximum length: 20 cm, wide maximum (of throat, not considering the free space in between): 50 mm, maximum thickness: 50 mm.
3. Head: variable length. The length of the head plus the length of the handle may not exceed 45.5 cm, maximum width: 26 cm, maximum thickness: 38 mm.
4. The total length of the padel racket, head plus handle, may not exceed 45.5 centimeters.
5. When conducting a control of racket measurements, a tolerance of 2.5% in the thickness will be allowed.
6. The hitting surface of the racket is perforated by an unlimited number of cylindrical holes each measuring between 9 and 13 mm in the center area. Around the edge in an area of no more than 4 cm (measured from the edge of the racket) the holes may have a larger diameter or a different shape with a variable length and width, not more than 20 mm, while this does not affect the essence of the game.
7. Both sides of the racket must be flat but may be smooth or rough.
8. The racket must be free of any objects or devices adhered to it that are not specifically used to limit or prevent deterioration, vibration and to distribute the weight. As such they must be reasonable in size and positioning. The racket could be not represent a sort of confusion or disturb all the other players, then could not have any reflecting surface or sound elements that could in any way modify the normal development of the game.
9. The racket must have a non-elastic cord of a maximum length of 35 cm fixed into the handle which must be put around the wrist as protection against accidents. Its use is obligatory.
10. The racket may not have any visible or audible device which could communicate, warn or give instructions to the player, during the course of a game.

RULE 1. SCORE IN A GAME

- SCORE

Option 1: Advantage

1. On the first point won “15” will be called, on the second point won “30”, the third point “40” and the fourth “game”. Except, if each pair have won three points, at which time “deuce” will be called. The following point won “advantage” and if the same pair wins the next point they win the game. If the point is lost the score will return to “deuce”. And so on until one pair of players has won the two consecutive points which are needed to win the game.
2. The first pair to win 6 games, always with a minimum advantage of 2, will win the set. In the case of a tie (draw) at 5 games the players will have to play two more games, to win by 7-5. However, if there is a tie at 6 games a “tie-break” or sudden death will be applied.
3. The match is the best of three sets. Two out of three sets need to be won in order to win the match.
4. In the case of a tie of one set each, and always previously established, the third set may be played without a “tie-break” so, if there is a tie at six games, the pair who gain a difference of two games win.

Option 2: Star Point

1. When a pair wins its first point, “15” will be called, on the second point won “30”. At the third point “40” and the fourth “game”. Except, if each pair have won three points, at which time “deuce 1” will be called. The following point won “advantage 1” is called in favor of the pairs who won the point: then, if the same pair wins the next point they win the game, if the point is lost the score will return to “deuce 2”. The following point won “advantage 2” is called in favor of the pairs who won the point: then, if the same pair wins the next point they win the game, if the point is lost the score will return to “deuce 3” and a deciding point called the “Star Point” (and/or the word mark of the relevant FIP’s name sponsor) will be played. The receiving pair will choose whether to receive the service on the right or the left side of the court. The players of the receiving pair cannot change positions to receive the deciding point. The pair that wins the “Star Point” wins the game.
2. In mixed matches, in the deciding point the player receiving will be the same sex as the server. The players of the receiving pair cannot change positions to receive serve.

Option 3: Golden Point

1. The “no advantage” (golden point). The score called is that of the server as follows:

-	No point	“Love”
-	First point	“15”
-	Second point	“30”
-	Third point	“40”
-	Fourth point	“Game”
2. If both pairs of players have won three points each “deuce” will be called and a deciding point named “golden point” will be played. The receiving pair will choose whether to receive the service on the right or the left side of the court. The receiving pair cannot change positions to receive the deciding point. The pair that wins the point wins the match.
3. In mixed matches, in the deciding point the player receiving will be the same sex as the server. But the receiving players cannot change positions to receive serve.

- **TIE-BREAK**

1. During tie-break, the points “zero”, “1”, “2”, “3”, etc., are called.
2. The “tie-break” will be won by the first players to win 7 points, as long as it is with a 2 point advantage and therefore the “game” and the “set”. If necessary tie-break continues until this margin is obtained.
3. The “tie break” will be started by the player whose turn it is to serve according to the order followed in the set. This player will only have one serve taken from the right side of court. The following two points will be served by the players of the opposite team respecting the previous order of service and serving from the left. After this the players will serve two consecutive points until the end of “the tiebreak” always respecting the order of service.
4. A “tie-break” set will be won by 7-6.
5. The following set will be started by the player of the pair who did not begin serving in the “tie-break”.

- **ALTERNATIVE SCORE METHODS**

1. **SCORE IN A SET**

- a) **FOUR GAMES OR MINI SET:**

The pair to win four games wins the set, with a minimum margin of two games. If both pairs tie at four games each a tie-break will be played.

- b) **TIE-BREAK TO DEFINE THE MATCH (UP TO 7 POINTS):**

When the score is one set all, a tie-break game will be played to decide the winner. This tie-break is final and replaces the last set. The first pair to win seven points wins the tie-break and the match, provided there is a minimum margin of 2 points.

- c) **SUPER TIE-BREAK TO DEFINE THE MATCH (UP TO 10 POINTS):**

When the score is one set all set, a super tie-break game will be played to decide the winner. This super tie-break is final and replaces the last set.

The first pair to win ten points wins the super tie-break and the match, provided there is a minimum margin of 2 points.

RULE 2. TIMES

1. The tournament umpire will award a “walk over” (WO) match lost, against players who are not on court ready to play 10 minutes after the official start time of the match. Except in cases which the umpire considers a “force majeure”.
2. There will be an obligatory 3 minutes courtesy rally between players
3. As per the norm, the match should be continuous, from the moment it begins (first service) until it finishes. Therefore a match should never be suspended or delayed to allow a player to recuperate, receive instructions or advice..
4. A maximum of twenty (20) seconds is allowed between points.
5. A maximum of ninety (90) seconds will be granted for changing sides. After the first game of each set and during a tie-break, play will be continuous and the players will change ends without a rest period. No liquids or food may be consumed between points.
6. A maximum rest period of one hundred twenty (120) seconds will be granted at the end of each set.
7. The aforementioned rest time starts from the moment one point finishes until the following point begins with the serve.
8. If due to unforeseen circumstances a players clothing, shoes or equipment needs to be replaced an additional period of time (within reason) will be allowed for the player to solve the problem.
9. An announcement may be made before the match allowing a limited number of restroom breaks or for a change of clothes.
10. 20 seconds will be granted for changes of side in a “tie break”..
11. If a match has to be suspended due to rain, lack of light, accidents, etc., when the match restarts the players have the right to a warm up in agreement with the following:
 - a) Up to 5 minutes suspension. No warm up.
 - b) From 5 to 20 minutes suspension. 1 minute warm up.
 - c) Over 20 minutes suspension. 3 minutes warm up
12. The match will begin exactly where it ended before it was suspended. With regard to: the game, score, player to serve, same place on the court and same order of serve and return.
13. If suspension is due to the lack of light, the match should be stopped at an even number of games in the set being played, so that when the match is resumed both pairs are on the same side they were on when play was stopped.
14. In the case of injury or a treatable medical condition the player will be granted one 3-minute break for treatment, which may be repeated in the following two changes of side but within the regulation time. If the injury is during the change of side the player may receive medical attention of the aforementioned 3 minutes and may repeat the process during the following two changes of side but within the regulation time.
15. Medical attention will only be given once to each player and for each treatable medical condition. It is not possible to leave a medical attention to the companion.
16. In the event of an accident that is not a direct consequence of the game, an action that does not directly result from an action specific to the game, fainting, an allergic reaction, dizziness, or a respiratory crisis affecting any of the players, the referee may, at his or her discretion, grant time for medical attention, which shall in no case exceed 15 minutes.
17. If during the match any unusual circumstance occurs, such as a player falling involuntarily, the ball hitting a player during play, among others, that affects the player's ability to immediately continue play, the umpire has the authority to allow the player to recover from the incident within a reasonable time, which shall not exceed five (5) minutes.

RULE 3. POSITION OF THE PLAYERS

1. Each pair of players will be on either side of the net on the court. The player who is serving (server) puts the ball in play and the player diagonally in front of said player (receiver) receives the served ball.
2. The player who receives can be in any part of their side of the court, as can their partner and the servers' partner.

RULE 4. CHOICE OF SIDES AND SERVICE

1. The choice of ends or sides, who serves first and who receives should be decided by the flip of a coin. The pair who wins the toss may choose between:
 - a) Serving or receiving first. In which case the other pair will choose the side.
 - b) Side of the court for the first game. In which case the other pair may choose to serve or receive
 - c) Request that the opponents choose first.
2. Once the order of serve and the ends (sides) have been decided, both pairs tell the umpire who will be the first to serve and receive.

RULE 5. CHANGES OF SIDES

1. Players must change sides after the 1st, 3rd and every subsequent odd game in the set.
2. In the "tie break" the players will change ends (sides) after every 6 points.
3. If case of error and the players do not change ends (sides), the correction should be made as soon as the mistake is discovered, following the correct order. All points won before the error was discovered are valid. In the case that the mistake is discovered after a faulty first serve is taken, the server only has one serve remaining.

RULE 6. THE SERVE

All points begin with the serve. If the first service is not valid the server is allowed a second service. It must take place as follows:

1. At the start of the service the player serving must stand with one foot behind the service line, between the imaginary prolongation of the central line of serve and the sidewall (service box) and must remain there until the ball has been served.
2. The server must bounce the ball on the ground to serve, within the corresponding box in which they are to serve. The ball may not cross the service line or the imaginary line until it is struck.
3. At the beginning of service, (the server) is required not to touch the service line, the imaginary line extending from the centre line, or the reception box of their own side of the court with their feet until they have hit the ball.
4. The height of the ball being served must be at or below the waist level at the moment of hitting it, and the player must have at least one foot in contact with the ground.
5. The ball is served from the right side of the court it should pass diagonally over the net towards the receiving box of service of the person receiving the ball. It must bounce within the lines that limit this box. In the first instance the serve must go into the receiver's box located at his left side, and, when one side wins the point, it is time for the following service and the ball must go into the receiver's box located at his right side, and so on alternatively.
6. At the moment contact is made with the ball, or in an intentional attempt to hit it, it will be considered a serve.
7. If a service is inadvertently made from the wrong side, the error will have to be corrected as soon as is discovered. All points are valid, but a fault on the first service must be taken into account.
8. Before starting each set the players may choose which one of them will serve first during the set. Once the order has been established it may not be changed until the beginning of the following set.
9. If a player serves out of turn, the player who should have served must do so as soon as the error is discovered. All points won before the error are valid. If there has been a single service fault up to the time of the error it will not be taken into account. In the case that the game has finished before the error is discovered the order of serve will remain as is until the conclusion of the set.
10. The server will not serve until the player receiving is ready. However, the player receiving will adapt within reasonable to the rhythm of the server and will be ready to receive the service when the server is ready to serve.
11. It will not be possible to allege a "not ready" call if an attempt has been made to return the serve. Conversely if it can be shown that the receiver was not ready, a "fault" cannot be called.

RULE 7. SERVE FAULT

1. The serve is a fault if:
 - a) The server infringes Rule 6 “The Service”, points 1) to 6).
 - b) The server misses the ball when trying to hit it.
 - c) The ball bounces outside the receiver’s service box (the lines are counted as good).
 - d) The ball hits the server, his companion or any object worn or carried by either.
 - e) The ball bounces in the receiver’s service box and touches the metallic fence around the court before the second bounce.
 - f) The ball bounces in the receiver’s service box and bounces out of court directly through the gates of a court without a safety zone and therefore with no out-of-court play authorized.

RULE 8. RETURN OF SERVE

1. The player who receives will have to wait for the ball to bounce within their receiving box of service and hit it before it bounces on the ground for the second time.
2. The receiving players in first game of each set will decide who will be the first to receive; this player will continue receiving the first service of each game until the end of the set.
3. Each player will receive serve alternatively during the game and once the order has been decided it may not be altered during that set or tie-break but may at the beginning of a new set.
4. If during a match or tie-break, the receiving order is altered by the receiving players, they will have to continue in this manner until the end of the game or tie-break in which the mistake occurred. In the following games of that set, the players will adopt the positions initially selected.
5. If the ball hits one of the receiving players or their rackets while receiving a serve before it bounces it will be considered a point in favour of the server.

RULE 9. REPEAT OR “LET” AND “NET” SERVE

1. The serve will be “net” if:
 - a) The ball served touches the net or the supporting posts and then lands in the receiver’s service box, as long as it does not touch the metallic fence before the second bounce.
 - b) The ball after touching the net or posts (if these are within the game area) hits any player or article carried or worn.
2. The service will be repeated (let) if:
 - a) The ball served when the receiver is not ready (Rule 6 - 10).
 - b) If there is a “let” on the first serve, it should be the complete point repeated, then the server has the right to have two (2) serves.
 - c) If the “net” or “let” is on the second serve, the server will have only the right to repeat the second serve

RULE 10. REPETITION OR “LET” POINT

1. A point in dispute is a “let” if:
 - a) The ball splits during the game.
 - b) Any element not part of the game invades the court area.
 - c) In general, any interruption to the match due to unexpected situations unconnected to the players.
 - d) If the ball in play hits an object on the ground in the opposing field (for example, another ball) and that object moves in such a way that it could interfere with play or be dangerous to the players.
 - e) If a player considers that according to regulation a “let” situation has arisen they must let the umpire know immediately. If the play continues the player loses the right to a “let”.
 - f) Once the “let” has been requested the Umpire decides if it is appropriate. If not the player loses the point.

RULE 11. INTERFERENCE

Interference is when a player with a deliberate or involuntary action, puts off an opponent during the execution of a shot. The Umpire, in the first instance, “deliberate interference”, will award the point to the opponent, and in the second case, “involuntary interference”, a “let” will be called and the point repeated.

In the event of a second unintentional interference by the same pair, the Referee shall penalize them with the loss of the point, awarding it to the opposing pair.

RULE 12. BALL IN PLAY

1. The ball will be hit alternately by each pair of players.
2. The ball will be in play from the moment in which a valid service takes place until “let” is called or the score determined.
3. If the ball in play hits any part of the court after having bounced in the opponent’s ground, it will remain in play and should be returned before it bounces for the second time.
4. Parts of the court as mentioned above refer to the insides of the walls, the metallic mesh fence that encloses the court, the ground, the net and net posts. The mesh and frame in its entirety will be considered as part of the fence.

RULE 13. POINT LOST

1. Players will lose a point if:

- a) Either of the players, their rackets or anything worn or carried touches the net, net posts, the tension cable or any part of the opponent's court while the ball is in play
- b) Authorized out-of-court play. Above 0.92 meters, and only if authorized, the dividing vertical post in the doors is considered a neutral zone for any of the four players, they may touch or hold on to it.
- c) The ball bounces for a second time before being returned.
- d) No play is authorized outside the court when the ball, after bouncing, goes over the marked limit (outer perimeter) of the court (lateral or end) or through the gate.
- e) Authorized out-of-court play. When the ball, after bouncing correctly, goes out of court over the end wall. If it goes over the sidewall or through the door the point is lost when the ball bounces for a second time or touches any element not related to the court.
- f) If the player hits the ball before it has gone over the net.
- g) If a player returns the ball, either directly or hitting it off the walls of their court and without bouncing first it hits the walls of the opponents court, the metallic fence or any element not related to or located on the ground of the opponents court.
- h) If a player returns a ball, either directly or off the walls of their court and the ball hits the net or net posts and then directly onto one of the walls of the opposite court, the fence or any element not related to or located on the ground of the opponents court.
- i) If a player hits the ball twice. (Double hit).
- j) If after hitting the ball, the ball touches the player himself, his/her companion or anything worn by the players.
- k) If the ball hits any part of the players or their equipment apart from the racket after being hit by the opposing team.
- l) If a player hits the ball and it touches the metallic fence, any part of the ground on their own side of the court, or any element not related to the court located on the ground on their own side of the court.
- m) If the ball is hit with a racket thrown at it.
- n) If any player jumps over the net while the point is being played.
- o) If both players simultaneously or consecutively hit the ball, the point will be lost. The ball may only be played by one member of the team.

Note: It is not considered a double hit when a pair of players tries to hit the ball simultaneously, one hits it and the other hits their team mate's racket.

- p) If the player who hits the ball has one, both feet, or any part of the own body out of their court. Unless out-of-court play has been authorized.
- q) A player serves two consecutive faults.
- r) In the event that one of the players breaks their safety cord or drops their racket, the pair will immediately lose the point in dispute.

RULE 14. CORRECT RETURN

1. The return is correct if:
 - a) After being hit the ball is volleyed by either one of the opposing team. Or if it hits any part of the opposing team's body, clothing or even the racket.
 - b) The ball after being hit bounces directly into the opposing court or hits the wall in the players own court first and it then bounces into the opponent's court.
 - c) The ball bounces in the opponent's court and then hits the metallic fence or one of the walls.
 - d) As a result of the direction and force with which the ball is hit, it bounces in the opponent's court and then goes out of court, hits the ceiling, the lights or any other object not related to the court.
 - e) The ball touches to the net or net posts, and then lands in the opponent's court.
 - f) The ball in play hits an object located on the ground of the opponents' court not related to or part of the court (e.g. another ball).
 - g) After hitting the ball, it bounces correctly into the oppositions court, goes back into the servers court at which moment the opposition player hits it. Always provided neither the player, nor any part of his clothing or racket has touched the net, posts or the opponents court of the opposites and the ball fulfills the stipulations indicated in points a) to f) above.
 - h) It will be considered a correct return provided the player has not hit it twice, the impact takes place during the same movement and the natural exit of the ball does not vary substantially.
 - i) The returned ball bounces in the opponent's court in the angle where the wall joins the ground (a corner).
 - j) Authorized out-of-court play. If the ball is hit from outside the court the return will be valid if the points previous to this Rule are fulfilled.

RULE 15. POINT WON

1. The point is won if:
 - a) If after bouncing in the opponent's court the ball goes out of court through a hole in the metallic fence or gets stuck in said hole.
 - b) If after bouncing in the opponent's court the ball gets stuck in the flat horizontal surface on top of the wall.

RULE 16. AUTHORIZED OUT-OF-COURT PLAY

The players are authorized to leave the court to play the ball whenever the court fulfills the conditions established in the section pertaining to "The Court", safety area and out-of-court play.

RULE 17. CHANGE OF BALLS

1. The competition organizers must announce the following in advance:

The brand and type of balls.
The number of balls to be used in the match (2 or 3).
Ball change policy, if any.

Ball changes, if any should be made using one of the following alternatives for each match:

- a) After an established odd number of games. The warm up period is counted as two games and the "tie break" as one, for the change of balls.
- b) A ball change will not take place at the beginning of a "tie break". In this case the change of balls will be delayed until the beginning of the second game of the following set.
- c) At the beginning of a set.
- d) In cases where ball changes should occur after an established number of games and are not, the error must be corrected when it is the turn of the team that should have served with new balls before the error occurred. After this the balls will be changed during the match as originally anticipated.
- e) If a ball is lost or damaged during the match, then another ball must be put into play to replace the lost or damaged ball as soon as possible; play will not continue with only one (1) ball available to the players, and the Chair Umpire will provide the players with replacement balls of the same type. If a ball is lost within the first two (2) games after a change of balls, then a new ball must be used as a replacement. If a ball is lost after completing two (2) games after the change of balls, then a used ball of similar wear will be put into play to replace the lost ball.

ETIQUETE AND CONDUCT NORMS

- PUNCTUALITY

Matches will follow one after the other without delay as per the times displayed on match schedules. Match times will be published with sufficient time and players are obliged to inform themselves. The match order cannot be changed without the authorization of Tournament Umpire.

- ATTIRE

Players will wear suitable sports clothing and footwear. Swim wear is not allowed. Failure to comply will result in a fault being given. If not rectified the player will be disqualified.

Teams playing in competitions are recommended, although not obliged to wear the same clothing. The players may use footwear, clothing, and the rackets they want to provide they are regulation.

- IDENTIFICATION

Participants will have to identify themselves giving their identity, nationality and age and in general any other documentation related to the competition when requested to do so by the Tournament Umpire.

- CONDUCT & DISCIPLINE

Players will behave courteously and respect other people during any competition whether taking part or not.

Coaches, like players will behave adequately, considering that the sanctions the Umpire can apply to them at the match can be added to those of the players.

- MATCH AREA.

Players may not leave the area of play during a match, including the warm up, without the Umpire's authorization. The area of play is understood as the court and surrounding area.

- ADVICE & INSTRUCTIONS.

Players and teams may receive advice and instructions during a game from a properly accredited coach, during competitions for teams and for double pairs, as long as it takes place during rest times. During timeouts for medical assistance, external interruptions, suspension of the match, or bathroom breaks, the chair umpire or referee will determine whether players may receive instructions from their accredited coach.

- PRIZE AWARD.

The players or teams who play in the final of a match must participate in the prize giving held at the end of the competition, unless they cannot due to a verified injury, indisposition, or with reasonable cause.

- CONTINUOUS PLAY OR DELAYS.

A match once started must be continuous and no player may delay it without reasonable cause over and above the times permitted in Rule 2 of the present Regulations.

Table of Penalties for players for time violations:

- a) The first violation for exceeding this limit will be sanctioned with a warning for a time violation.
- b) In the event of a repeat offense, if the pair is serving, they will lose the first serve; if they are not serving, they will lose a point.
- c) Subsequent violations will be sanctioned with the loss of successive points, as determined by the Referee.
- d) In cases of serious repetition or unsportsmanlike conduct related to delay, the Referee may impose additional penalties, including disqualification, in accordance with the applicable Disciplinary Code.

- AUDIBLE & VISIBLE OBSCENITIES.

Audible obscenity is defined as the use of words well-known and understood to be offensive and being spoken loud enough to be heard by the Umpire, spectators and organizers of the competition.

Visible obscenities are defined as signs or gestures made with hands, rackets, balls or any other part of the body that commonly have an obscene meaning or offend reasonable people.

- BALL ABUSE.

The players may not throw or hit the ball violently, in any direction, out of the court, or at players on the other side of the net when not in play.

- RACKET OR EQUIPMENT ABUSE.

Players may not at any time throw, deliberately hit any part of the court, ground, net, Umpire's chair, walls, metallic fence or any other element of the facilities with their padel racket.

- VERBAL AND PHYSICAL ABUSE OR AGGRESSION.

Aggressive, unsportsmanlike behavior, attitudes and gestures by players will be treated with particular gravity, when made towards the Head Umpire, Umpire, opponents, companions, spectators or any person related to the tournament. It will be judged as verbal abuse, insults and likewise any oral expression that, without being considered insulting is contemptuous or intrinsic to belittling behavior.

- BEST EFFORTS.

All the players must try their best to win the match in which they are participating.

- UNSPORTSMAN LIKE CONDUCT.

Players must at all times behave in a sportsman like manner avoiding any action which goes against the sporting spirit, the competition or in general the respect of established norms or fair play.

- PENALTIES / TABLE OF PENALTIES.

Infraction during the course of the match of any of the aforementioned aspects will be sanctioned by the competition Judge/Umpire in agreement with the following Table of Penalties. Independent from the above the Competition Committee will report in the Tournament- Act the arised situation and be able to ask the Disciplinary Committee to verify the possibility to impose other penalties for the same infraction, as a result of the application of the Disciplinary Code.

Table of Penalties to players for violations to the Disciplinary Code:

- a) First infraction: Warning
- b) Second infraction: Warning with point loss.
- c) Third infraction: Warning with disqualification

Table of Penalties to coaches:

- a) First infraction: Warning
- b) Second infraction: Expulsion from the match.

NOTE: The violations by both players of a pair and even of their accredited coach are cumulative if they are due to instructions given.

- DIRECT DISQUALIFICATION.

In case of a very serious infraction (grave physical or verbal aggression) the Judge/Umpire will authorize the immediate disqualification of the player or coach who committed the fault. The disqualified player loses the match and may not continue in the competition. If an accredited technician, the captain or another player in the competition being held is disqualified they will have to withdraw from the tournament.

Revisions included:

Calgary (Canada) 26/08/2008

Palma de Mallorca (Spain) 24/10/2014

Sevilla (Spain) 15/10/2009

Riviera Maya (Mexico) 01/12/2010

Cascais (Portugal) 18/11/2016

Rome (Italy) 28/05/2021

Acapulco (México) 28/11/2025