INTERNATIONAL PADEL FEDERATION

FIP BEYOND

THE WORLD AMATEUR PADEL TOUR

Official Rulebook

Version. Dic 2025

Copyright 2025 FIP.
All Rights Reserved

Printed in Lausanne
(Switzerland)

INTERNATIONAL PADEL FEDERATION

TABLE OF CONTENTS

1 INTRODUCTION **6**
1.1 DESCRIPTION AND APPLICABILITY 6
1.2 RULES 6
1.4 CALENDAR 7
1.5 POLICIES 7
1.5.1 Open Tournament/Non-Discrimination 7
1.5.2 Gender Participation Policy 8
1.5.3 Nationality 8
1.5.4 Eligibility 8
1.5.5 Compliance with Laws and Regulations 8
1.5.6 Local Authorities and Approvals 9
1.5.7 Confidentiality 10

2 ENTRY/ACCEPTANCE TO THE TOURNAMENT AND WILD CARD **10**
2.1 ENTRY TO THE TOURNAMENT 10
2.1.1 General 11
2.1.2 Enrollment Deadlines 13
2.2 TOURNAMENT ACCEPTANCE 13
2.2.1 Direct Acceptance 13
2.2.2 Lists of Tournament Acceptances 14
2.2.3 Acceptance Procedure in the Event of a Tie 14
2.2.4 Distribution of Acceptance Lists 14
2.2.5 Tournament Status 14
2.2.6 Administrative Error in Acceptance Lists 14
2.3 WILD CARDS 15
2.3.1 Definition 15
3.3.2 Player restrictions 16
2.3.3 Exceptions 16
2.3.4 Withdrawals 16

3 DEREGISTRATIONS AND WITHDRAWALS **16**
3.1 DEREGISTRATIONS 16
3.1.1 Requirements for all Deregistrations 17
3.1.2 Additional Requirements for on-site Deregistrations 17
3.1.3 Late Withdrawals from the Main Draw 17
3.1.4 Late Withdrawals from Qualification 18
3.1.5 Justified Withdrawals 19
3.1.6 Inability to Reach the First Match 19
3.1.8 Prohibition of Withdraw from a Tournament to Play Another 20
3.2 WITHDRAWALS 20
3.3 RESTRICTIONS, EXCEPTIONS AND PROCEDURES 20
3.3.1 Following Week's Tournament 20
3.3.2 Withdrawal of Seeded Teams 20
3.3.3 Prize Money and Ranking Points 21
3.3.4 Unsportsmanlike Conduct 21
3.3.5 Unprofessional Conduct 21
3.3.6 Extraordinary Circumstances 21

4 TOURNAMENTS, DRAWS AND ORDER OF PLAY **21**

4.1 TOURNAMENT CATEGORIES 21
4.2 DRAWS 22
4.2.1 Composition 22
4.2.2 Registration Deadlines 27
4.2.3 Draws 27
4.2.4 Top Seeds 28
4.3 SCHEDULE AND ORDER OF PLAY 31
4.3.1 Responsibility of the FIP 31
4.3.2 Obligations of the Player 32
4.3.3 Player Schedule Requests 32
4.3.4 Television 32
4.3.5 Tournament First Qualifying Round not Postponed 32
4.3.6 Rescheduling of Matches 33
4.3.7 Rescheduling Finals 33
4.3.8 Change of Court 34
4.3.9 Climate Conditions 34
4.3.10 Stadiums with Retractable Ceilings 34
4.3.11 Time Between Matches 34
4.3.12 Interruptions and Breaks 35

5. FIP BEYOND FINALS 36

6. RESPONSIBILITY OF THE PLAYER AND ON-COURT PROCEDURE 37
6.1 CLOTHING AND EQUIPMENT 37
6.1.1 Definitions 37
6.1.2 General Appearance 38
6.1.3 Equipment and Identification 38
6.1.5 Other Events 38
6.1.6 Sanctioned Entities 39
6.1.7 General 39
6.2 RESTROOM / CLOTHING CHANGE BREAKS 39
6.2.1 Number of "Authorized Breaks" Allowed 39
6.2.2 Time of Authorized Breaks 39
6.2.3 Denying a Player Request 40
6.2.4 Abuse of Rule 40
6.3 MEDICAL RULES 40
6.4 CODE OF CONDUCT 40
6.5 CONTINUOUS PLAY 40
6.5.1 Penalties at the Start of the Match 40
6.5.2 Penalties During the Match 41
6.6 INTERFERENCE 41
6.6.1 Correction of the Chair Umpire 41
6.6.2 Involuntary Interference 42
6.6.3 Voluntary Interference 42
6.7 DEFAULT 42
6.7.1 Procedure 42
6.7.2 Penalties 42
6.8 FINE APPEALS 42

7. RANKING SYSTEM 43
7.1 GENERAL 43
7.1.1 Description 43

7.1.2 Ranking processing 43
7.1.3 Results of tournaments included in the Ranking 43
7.1.4 Points Table 43
7.2 STANDARDS AND PROCEDURES 44
7.2.1 Ranking Order 44
7.2.2 Points of the Overall Ranking 44
7.2.3 Withdrawals, Exempts, Walkovers and Defaults 44
7.2.4 Cancellation of the Tournament or Early Termination 45
7.2.4 Tiebreaker Procedures 45
7.3 PROTECTED RANKING 45
7.3.1 Definition 45
7.3.2 Eligibility 47
7.3.3 Request Procedure and Deadline 47
7.3.4 Requests for Subsequent Reports or Documentation 48
7.3.5 Criteria and Rules of Use 48
7.3.6 Exemption from Non-PIP Exhibition/Event 50

8. PRIZE MONEY 50
8.1 WITHDRAWALS, EXEMPTS, WALKOVERS AND DEFAULTS 50
8.1.1 Withdrawals 50
8.1.2 Exempts 50
8.1.3 Walkovers 51
8.1.4 Defaults 51
8.2 BREAKDOWN OF PRIZES 51

9. ELIGIBILITY BY AGE 52
9.1 ELIGIBILITY 52
9.1.1 Definition 52
9.1.2 Participation in Tournaments 52
9.1.3 Wild Card 53
9.2 VIOLATIONS 53
9.2.1 Loss of Ranking Points 53
9.2.2 Penalties 53

10. CODE OF CONDUCT 54
10.1 RULES AND PENALTIES – PLAYERS 54
10.1.1 Registration 54
10.1.2 Withdrawals 54
10.1.3 Penalty Program 54
10.1.4 Player Conduct On and Off the Court 55
10.1.5 Interference Rule 60
10.1.6 Restroom / Clothing Change Break 60
10.1.7 Default 60
10.1.8 Tour Medical Rules 61
10.1.9 Clothing and Equipment 61
10.1.10 Delay of Game 61
10.1.11 Dishonorable or unprofessional conduct 61
10.2 PROCEDURES FOR PLAYER SUPPORT TEAM MEMBERS AND ACCREDITED INDIVIDUALS 62
10.2.1 Player Support Team 62
10.2.2 Accredited Individuals 65

11 STANDARDS **65**
11.1.1 Anti-Doping Testing Facilities and On-Site Personnel Assistance 65
11.1.2 Balls 65
11.1.4 Chairs/Umbrellas 66
11.1.5 Cleaning 66
11.1.6 Court 66
11.1.7 Lighting 69
11.1.8 Officials and Officiating 69
11.1.9 Scoring system 87
11.1.10 Tournament Director 88
11.1.11 Awards and Trophies 89

12. MEDICAL SECTION **89**
12.1 Medical Services and Personnel 89
12.2 Medical Plan 89
12.3 Player Treatment Area 90
12.4 Tournament Physician(s) 91
12.12 Physical Therapists 92
12.15 Medical Equipment and Supplies 93
12.17 Medical Procedures 93
12.18 Extreme Weather Conditions 102

13 VAR SYSTEM – REVIEW **106**
13.1 Description 106
13.1 Points Amenable to Review 106
13.2 Request to the Chair Umpire 106
13.3 Number of Requests Allowed 106
13.4 Clear Communication to the Chair Referee of Intent of Request 106
13.5 Review Decision Not Available 107
13.6 Request for Review Chair Umpire 107
13.7 Final Decision 107
13.8 Review Official 107
13.9 Video Board 108
13.10 Review Booth 108

14 COACHES **109**
14.1 Registration of Coaches 109
14.2 During the Match 109
14.3 Regulations and Restrictions of Coaches on Court 110
14.4 Code of Conduct for Coaches 110
14.5 Coach Attire 111

15 CODE OF CONDUCT FOR OFFICIALS **112**
15.1 Required Standards 112

APPENDIX A **115**

APPENDIX B **116**

APPENDIX C **118**

APPENDIX D **119**

APPENDIX E **120**

1 INTRODUCTION

1.1 DESCRIPTION AND APPLICABILITY

This document provides the Rules and Regulations of the FIP Beyond.

For all purposes, the tournaments that make up the FIP Beyond
are competitions of the International Padel Federation (FIP, Federación Internacional de Padel), the sports regulatory body.

The FIP Beyond tournaments will be men's, women's or single-gender tests always under the approval of the FIP Sports Department.

This document will be updated when necessary.

Any situation not specifically contemplated in these Technical Rules will be subject to analysis and decision by the FIP Sports Department. Such decisions will be considered for the successive modification and/or integration of the Technical Rules.

Each player participating in a FIP Beyond competition agrees, as an exclusive condition of participation, to comply with and be subject to these rules, which hereinafter include the main rules of the competition and the Code of Conduct.

In the event of inconsistencies between the FIP Beyond and Regulations and other documents and guidelines the FIP Beyond Rules and Regulations will prevail.

The FIP Beyond Circuit Rules apply to all Tournaments included in the FIP Beyond Tournament Calendar.

The FIP has the authority to modify this document from time to time and its latest version will be the one in force.

Unless otherwise stipulated, all references to "player" in these Rules include both sexes.

1.2 RULES

In accordance with the rules set forth in these Official Rules, as amended from time to time and updated online, the FIP selects and schedules the Tournaments in the Calendar and is responsible for the resolution of any disputes, related dispute matters, including imposing penalties on players, FIP Beyond Tournaments, Tournament Officials, family members and representatives of the players, coaches and other accredited individuals.

The Rules may be altered, amended or repealed by the FIP in accordance with the FIP Bylaws.

The headings and titles of the Sections contained herein are inserted solely for convenience and will not affect the meaning or interpretation of the Rules.

Any FIP action pursuant to these Rules will be deemed effective only when the affected parties have been notified of the action or, in the case of any general applicability action, notice thereof. They must have been posted in a manner that ensures wide circulation.

Posts and alerts to players and Tournaments will be considered official forms of FIP communication with its members and will be posted in a manner that ensures wide circulation through the players Portal/Web.

The FIP may impose appropriate penalties on any individual or entity subject to these Rules who participates in or assists and incites any violation of these Rules. Any violation of these Rules that does not specify a process for imposing a penalty will be decided by the FIP and such decision may be appealed to the FIP.

English and Spanish are the official languages of the Tour, and therefore these Rules are written in both languages, without prejudice to the fact that in the event of a discrepancy between the two, the Spanish version will prevail.

1.4 CALENDAR

The FIP will publish next year's Tentative Calendar by December 31 of the competition year.

The FIP Beyond calendar for a given year will be the official list of tournaments selected by the FIP to be held during the year in question.

Each Tournament will be assigned one week of Tournament within the FIP Tournament Schedule.

In justified situations, modifications to the Calendar may be made during the course of the year. In this case, such modifications will be communicated to the Federations or National Padel Associations affiliated with the Tour (the "Associated Members") and published on the player portal and in the FIP Website in compliance with the deadlines established herein.

1.5 POLICIES

1.5.1 Open Tournament/Non-Discrimination

Each FIP Beyond tournament will be subject to the provisions of these Rules. Any player participating in an FIP Beyond tournament will also be subject to and bound by these Rules for all purposes. The mere participation of the player implies the assumption of all these Rules, as well as all other rules and regulations of the FIP, including the Code of Discipline and the FIP Code of Ethics in force at all times.

Participation in the FIP Beyond tournament is open to all Internationally Ranked Players with the official FIP Beyond Ranking (the "**Ranking**") on a merit basis and without discrimination, subject only to the conditions of the FIP Bylaws and these Rules, including but not limited to the Age Eligibility Rules and the Gender Participation Policy

1.5.2 Gender Participation Policy

All players are subject to the FIP's Gender Participation Policy ("**Gender Participation Policy**"), as amended from time to time, which addresses gender eligibility requirements to enter and participate in the FIP Beyond tournament.

1.5.3 Nationality

In order for a player to participate in the FIP Beyond tournament, they must be in possession of a valid federative license issued by the National Federation or National Association (Associate Member) of their passport country and not sanctioned by the FIP or any Associate Member.

A player may have as many licenses as passports (provided that the bylaws of the corresponding Associate Members allow it), issued by Associate Members, but must indicate the nationality chosen for the purposes of their display in the Ranking. Considering that the player, when declaring a license to the FIP, will be indicating their "sporting nationality" which implies that for the purposes of the FIP competitions, they may only represent that sporting nationality in all FIP competitions for the period indicated in the current version of these Rules.
Note: *If a player's country of origin is not an associate member of the FIP, the player must obtain a license issued by the same FIP in the amount of €30.*

1.5.4 Eligibility

All players must comply with the eligibility requirements of the paddle doping regime (the "**Padel Doping Regime**"), the provisions set forth in the World Anti-Doping Code, List of Prohibited Substances, Prohibited Drug Groups, non-regulatory doping methods in sports, approved by the World Anti-Doping Agency (the "**WADA**").

1.5.5 Compliance with Laws and Regulations

Each player grants and assigns to the events in which they participate, the right to make, use and display, at their discretion, moving images, still images and live, recorded or filmed television broadcast and other reproductions thereof during such events in connection with the promotion of such events without compensation to them.

Each player also agrees to cooperate with the media and to participate upon request in reasonable promotional activities of the International Tournaments. Such activities of a player will not be used as support or endorsement by the player of any brand or product.

Each event has the right to approach players for a number of Tournament events/functions necessary for the promotion of the game, tour and event, as well as event sponsors. As such, players must make themselves available to these activities that are reasonable in number and will respect the commitments and responsibilities of the Tournament and the player. Players are strictly and exclusively committed to the event and are not permitted to participate in any other private function or even during their presence in the tournament city, without the written consent of the organization and the FIP.

It is further understood and agreed that all rights in the data in any way produced and/or generated during the tournaments (including but not limited to statistics, live analytics and analytics technology data and similar data) will be granted in a similar manner to the events and must be available for use, including licensing, assignment and/or other promotional and commercial purposes. To the extent

any player has rights in the data, the player irrevocably grants and assigns those rights to the FIP that may make use of them in official competitions.

The Tournaments, by virtue of their inclusion in the FIP Tournament Calendar, undertake to comply with all the provisions of the Rules and Regulations of the FIP Beyond, as well as with the provisions of the FIP Beyond Promoter Manual, FIP Beyond Branding Book, FIP Beyond Broadcast Manual, among others.

The Tournament Promoter will provide and make available at the Venue all services necessary for the holding of the Tournament in accordance with the relevant Rules mentioned above, published by the International Padel Federation.

The Tournament Promoter acknowledges that all matches and other aspects of the Tournament will at all times be subject to the Rules and Regulations, Standards and Guidelines published by the FIP. The Tournament Promoter will cooperate with the FIP at all times in order to ensure the compliance of the Tournament with the Sports Regulations and the implementation of appropriate Anti-Doping and Anti-Corruption procedures in relation to the Tournament.

The Tournament Promoter will be responsible for the full compliance of the Tournament with applicable local Laws and Regulations, including but not limited to medical requirements, a comprehensive concept of safety and security, which also covers all appropriate medical and health services, including measures necessary to contain the current COVID-19 pandemic and/or any other health situation in the future.

1.5.6 Local Authorities and Approvals

The Tournament Promoter will take all necessary measures to ensure full support and cooperation of the authorities (at all institutional levels, both sports and government, both nationally and locally) for the smooth and successful organization and celebration of the Tournament in the territory and at the venue, in accordance with local sports regulations, if any.

The Tournament Promoter will get all approvals, consents, licenses and assistance that may be necessary from third parties in order to organize the tournament as provided for in this agreement (including, among others, all police, medical and corresponding fire department authorities, the government, military and any other local, regional or national authority) in connection with the tournament (the "Permits") and will ensure that all other individuals, government entities or agencies involved in the tournament cooperate fully with the FIP. The Tournament Promoter will ensure that the permits are in force sufficiently in advance of the tournament dates to allow for the proper functioning of the tournament, and before any deadline that the FIP may (reasonably) specify in writing.

The Tournament Promoter will work in cooperation with the host city authorities to coordinate the proper planning and implementation of a mobility concept (including those intended to provide access to people and property for the tournament within and outside the territory, arranging transportation facilities to and from major host city arrival points with convenient and reasonable travel times to facilitate efficient access and mobility to and from the host city center, corresponding hotels and Venue).

1.5.7 Confidentiality

The players, coaches, members of the player support team, and all who are accredited at the request of players will not disclose confidential information of any kind relating to the FIP and/or Tour unless expressly authorized in writing.

2 ENTRY/ACCEPTANCE TO THE TOURNAMENT AND WILD CARD

2.1 ENTRY TO THE TOURNAMENT

Players' acceptance into the tournament will be based on their combined FIP Beyond Ranking as a pair, using the latest FIP Beyond Ranking available at the time of the entry deadline. If no such Ranking exists, players' acceptance into the FIP Beyond tournaments will be determined by a draw. The total number of pairs forming the Main Draw and the Qualifying Draw without Ranking will be divided by the number of nationalities represented among the registered players. If there are not enough players from a given nationality to fill the allocated spots, those places will be assigned to the nationality of the host country. When a pair is composed of one player from the host country and one foreign player, the pair will be considered to belong to the nationality of the foreign player. If the host country does not have enough registered players to fill its allocated spots—or if, after other countries have filled their quotas, unclaimed spots are transferred to the host country but it is still unable to fill them—those remaining spots will be assigned by a random draw among all remaining pairs, regardless of their nationality or whether their country has already filled its quota

By submitting an application for entry to any of the FIP Beyond Tournaments, each player agrees to the following:

- The player must also pay in advance the registration fee set for the Level 1 and 2 Tournament categories (maximum €60/player) and (maximum €40/Player) for the Level 3 tournament categories. If this is not done, the Organizer will inform the Chief Referee in writing that their participation will be prevented, giving them the match lost by W.O. For sanctioning purposes, it will be considered an unjustified W.O.

- Payment of the registration fee must be made in all cases even when the player is declared W.O., without the player being able to participate in another competition until this has been paid. For this purpose, the Organizer will send a list of the players declared W.O. in arrears to the FIP, who will inform the affected players with a copy to the Association/Federation that issued a license to the player, warning them that they will not be able to enter the Draw for any competition until they have regularized their situation.

- The player agrees to comply with any and all provisions of the FIP Beyond Rules and Regulations, the FIP Bylaws, including any modifications to the FIP Beyond Rules and Regulations applicable at the time of entry and at the time of the Tournament.

- The player agrees to comply with all provisions of the FIP Anti-Corruption Program.

- The player agrees to comply with all provisions of the FIP Anti-Doping Program and agrees to submit to the anti-doping control test after notification, in accordance with the procedures established by the FIP Anti-Doping Program and the WADA. In addition, the player consents to disclose to the FIP all anti-doping test results obtained during the FIP Beyond events, including failure to appear for tests and/or failures to appear.

- The player agrees to undergo a medical examination upon request by FIP medical representatives. In addition, if an annual medical examination is required by the FIP as a condition of participation, the player agrees to submit the full medical report prior to competing in any FIP event during the calendar year.

- The player, under their own responsibility, assumes that they are in possession of an international personal medical insurance policy to cover medical treatment outside of the standard Medical Services of the Tournament and acknowledges their financial responsibility for such insurance and/or medical treatment.

- The player agrees to grant the FIP and the tournament in which they participate the right to register in tangible form and use the name, performance, image, voice, player biographical data, in any medium (including the right to produce, display, use in still or moving images, and live or recorded or filmed television and other player reproductions) solely for the purpose of promoting and/or advertising the FIP Beyond or Tournament without any compensation to the player, their heirs, executors or administrators. This agreement does not provide the FIP or the tournament with the right to use the player's name, performance, image, voice or biography in a manner that is an endorsement of any product, service or company.

- The player agrees not to promote or advertise in any way any other Tour or Padel Organization during the week of the Tournament.

2.1.1 General

a. Responsibility of the FIP

The FIP is responsible for processing all player requests to enter all FIP Beyond tournaments and for notifying tournaments of all player information in a timely manner.

b. Player Entry and Commitment to Rules:

Any player entering or participating in any FIP Beyond Tournament consents and agrees to the following:

I. Compliance with rules and regulations

Each player must comply with and is subject to all provisions of the FIP Beyond Rulebook and the FIP Bylaws, including without limitation all amendments thereto.

II. Compliance with Integrity Rules

The FIP Anti-Doping Program and the FIP Competition Manipulation Prevention Code (available on the FIP website) shall apply and be binding on all players, and shall govern the entry and

participation of players in tournaments of the FIP Beyond World Tour (together with the Rules, each of which shall apply simultaneously and without prejudice to the other), as well as other events specified in the FIP Anti-Doping Program and the FIP Competition Manipulation Prevention Code. Players must complete any padel integrity or anti-doping education program required by the FIP.

III. Written Consent

Each calendar year, all players, as a condition of entering or participating in any event organized by the FIP, together with the completion of the Annual Player Form, must consent and agree to comply with the Rules, the FIP Anti-Doping Program, and the FIP Competition Manipulation Prevention Code.

c. Entry Conditions

I. Annual Player Form

A player must complete the Annual Player Form during their registration for each tournament in the FIP competition calendar year and ensure that at all times the FIP has a copy of their valid passport or, if a player does not have a valid passport, a copy of their birth certificate or photo ID document/certificate.

Under no circumstances may a player participate in a FIP event or receive prize money until they have completed the Annual Player Form.

II. Entries

All players must submit an official entry to be accepted into the FIP tournaments. Official entries can be made through the FIP website.

Online web entry www.padelfip.com

III. No entry will be accepted unless the player's participation in the Tournament complies with the gender participation policy and the age eligibility rule, the player is eligible to participate in the tournament according to the integrity rules.

IV. Pursuant to the Integrity Rules, a player who serves a period of ineligibility or provisional suspension under the PADP or PACP, as applicable, is not eligible to enter a FIP Tournament, or to automatically enter a FIP Tournament, which will be held during the period of ineligibility or provisional suspension. If a player contests their provisional suspension under the PADP or PACP, as applicable, they may remain on the list of registrants for any tournament in which they participated prior to the effective date of the provisional suspension until the qualification registration deadline of such tournaments, at which time the player will be automatically removed from the applicable tournament(s) if they are not yet eligible.

V. All outstanding fines from previous Tour years must be paid in full to the FIP before a player can enter or compete in a FIP tournament in the current competition calendar year.

2.1.2 Enrollment Deadlines

Enrollment Period:

All references to registration deadlines refer to Central European Time (CET), unless otherwise specified.

Players wishing to participate in a FIP Beyond event will be required to submit their registration application prior to the tournament registration deadline.

Players who submit their entry after the entry deadline will not be included in any tournament acceptance list.

Players who comply with any FIP penalty for disciplinary reasons or for violations of Anti-Doping or Anti-Corruption Programs are not eligible to participate in any Tour event until the penalty period is completed.

Entry deadline will be Wednesdays at 5:00 PM CET one (1) week prior to Tournament Week.

The Entry Deadline may be modified, and always by extending the Deadline, with advance notice.

A player may be registered for only one (1) FIP Beyond tournament in the same week. In the situation that a player is entered in more than one tournament, with the same or different partners, after the Entry Deadline, all entries will be cancelled, and he/she will not be allowed to participate in any of the tournaments.

2.2 TOURNAMENT ACCEPTANCE

2.2.1 Direct Acceptance

Direct Acceptance means a pair who is accepted into a Draw under their FIP Beyond Ranking (combined Ranking of both players added together) or under their Protected Ranking, unless otherwise determined by the FIP, age eligibility rule and integrity rules.

Once a player has been accepted into a tournament, they will not be removed from the acceptance list unless they officially withdraw or unless otherwise stated in the rules.

The list of direct acceptances will be issued after the Registration Deadline.

Any pair who has not entered the tournament by the Entry Deadline will not appear on the list of registrants and may not be converted into direct acceptance into the Draw.

A player may not register with more than one (1) partner.

Players participating in FIP Beyond tournament using their Protected Rankings must submit an official FIP registration indicating that they wish to use such Ranking for tournament entry.

2.2.2 Lists of Tournament Acceptances

The Tournament acceptance lists are as follows:

Alternate List: Comprised of all those pairs that have been left out of the Qualifying phase due to their ranking. Acceptance listings will **NOT** be updated after the Entry Deadline.

Once the Qualifying Draw has been drawn, in the event of a deregistration or withdrawal, the Alternate pairs will only be admitted by signing these on-site [forms], which will be 30 minutes before the start of the first match of the day.

Acceptance List Qualifying Draw: Comprised of all those pairs that have been left out of the Final Draw due to their Ranking. Acceptance lists will **NOT** be updated after the Entry Deadline.

In the event that there is any withdrawal in the List of the Main Draw up to one (1) hour before, local time, the draw of the Qualifying Draw is carried out, the pairs of this list will have entry to the Main Draw according to the position they fill according to the order of the acceptance list.

Acceptance List Main Draw: Comprised of all those pairs that have been accepted in the Final Draw due to their Ranking. Acceptance lists will **NOT** be updated after the Entry Deadline.

2.2.3 Acceptance Procedure in the Event of a Tie

If the Rankings of two (2) or more pairs are tied at the time of tournament acceptance, then the following criteria will always apply in order:

a. the pair with the top Ranking player is placed ahead

b. If the tie persists, a draw will be held between them

If multiple pairs do not have FIP points, a draw will be held between them.

2.2.4 Distribution of Acceptance Lists

Tournament acceptance lists are distributed to Tournament Directors upon availability and will be posted on the FIP websites.

2.2.5 Tournament Status

The Tournament status is available to players on the FIP website or through the Supervisor.

2.2.6 Administrative Error in Acceptance Lists

Players have the right, within the first 24 hours after the final list of registrants is posted, to file a complaint if they are not included in the list of registrants or if they detect any errors in their registration data.

Once 24 hours have elapsed since the initial publication of the definitive list of registrants, no further changes due to administrative errors will be considered or permitted and a list of final registrants will be published, including corrections to administrative errors that may have occurred.

a. Omitted Player

If an administrative error has been made on an acceptance list that results in a player's omission from the list, the pair will be located as appropriate in the Main Draw and/or in the Qualifying.

b. Acceptance of too many players

In the event of an error, the list will be adjusted according to the Ranking in the Registration Deadline and with the characteristics of spaces according to the type of tournament.

2.3 WILD CARDS

2.3.1 Definition

Wild Cards are those pairs selected by the Tournament to fill the designated spots in the Draw. The Wild Card request must be made by the pair themselves and always within the maximum period reported on the card of the corresponding tournament.

All nominations regarding player eligibility must be approved by the FIP under the Age Eligibility Rule and the Integrity Rules, and other limitations of the rules. Wild Cards are not considered official until approved by the FIP.

a. Assignment Timelines

The Tournament Promoters have the right to submit to the FIP, for approval, all the "Wild Cards" that they have chosen for Final Draw and Qualifying Draw up to two (2) days after the Entry Deadline date. Unless otherwise approved by the FIP. The Tournament Director must inform the FIP and Supervisor in writing of Wild Card nominations.

If one of the Wild Card pairs after the assignment deadline falls into the Qualifying or Main Draw on their own merits, the Tournament Director may substitute with another previously named partner or a new one until the Qualifying Draw is held.

b. Wild Card Acceptance Confirmation

I. Responsibilities of the Tournament

Prior to communicating Wild Cards to the FIP or Supervisor, the Tournament Director must have confirmed with the pair that they will accept the Wild Card.

II. Responsibilities of the Pair

Confirm to the Tournament Director that they will accept a Wild Card, if requested, the pair must also notify the Supervisor in writing of acceptance of the Wild Card via email.

Tournaments may not receive any compensation, nor may players offer any compensation, in exchange for a Wild Card at any of the FIP Beyond tournaments.

3.3.2 Player restrictions

A player may not receive more than one (1) Wild Card in the same tournament/calendar week.

2.3.3 Exceptions

The following exceptions apply to Wild Cards where indicated:

a. Any FIP-sanctioned player will not be able to receive a Wild Card until they meet their sanction

b. Under the Anti-Doping Program, sanctioned players may not receive a Wild Card until they have satisfied the applicable anti-doping testing requirements.

2.3.4 Withdrawals

a. Main Draw

If one of the pairs or Wild Card player withdraws from the tournament after the assignment Deadline, the Tournament Director may replace them with another pair until the Qualifying Draw is held. Said pair may not be made up of players who are already registered with other partners.

If the Tournament does not name another Wild Card prior to the Qualifying Draw, the list will be updated by entering the next pair of the Qualification.

b. Qualifying Draw

If one of the Wild Card partners in the Qualifying Draw withdraws from the Tournament after the assignment Deadline, the Tournament Director may replace it with a new pair until the Qualifying Draw is conducted. Said pair may not be made up of players who are already registered with other partners.

If the Tournament does not name another Wild Card prior to the Qualifying Draw, the list will be updated by entering the next pair on the waitlist.

3 DEREGISTRATIONS AND WITHDRAWALS

3.1 DEREGISTRATIONS

Players may withdraw from any tournament without penalty, provided the withdrawal is made no later than Friday at 17:00 CET, two days after the entry deadline. After this time, any withdrawal must be done on-site or be supported by a medical certificate in order to avoid sanctions.

3.1.1 Requirements for all Deregistrations

a. Responsibility of the Player

Deregistrations will be accepted only from the player, not their coach or designated agent, the player is ultimately responsible for all of their entries and deregistrations.

b. Sending of the Withdrawal

A player's withdrawal from a tournament is effective only if:

I. The player is on-site, completes a medical examination with the Tournament Medical Personnel, and submits a withdrawal form to the FIP Supervisor and Sports Department; or

II. The player is not on-site and sends the withdrawal form in writing via email to the FIP Supervisor and Sports Department.

c. Responsibility of the FIP

Except as otherwise provided in these Rules, the FIP will not remove a player from any Acceptance List in the event of such deregistration unless it has received notice of their withdrawal in accordance with this section.

3.1.2 Additional Requirements for on-site Deregistrations

a. In addition to the above withdrawal requirements, if a player deregisters on-site, they must:

I. Meet with the Tournament Medical Services for an evaluation of injury or illness prior to leaving the tournament city.

3.1.3 Late Withdrawals from the Main Draw

a. Definition

A withdrawal from the Main Draw is considered a late withdrawal if a player withdraws after Friday at 17:00 CET, two days after the Entry Deadline, and does not provide a medical certificate or withdraw on-site.

b. Sanctions

I. Procedures

(a) Unless otherwise noted below, all players will be automatically sanctioned for late withdrawals from a tournament's Main Draw.

(b) All late withdrawal and absence sanctions will be withheld by the FIP.

II. Sanctions

The amount of the automatic sanctions for a player's late withdrawal from the Main Draw is based on the following table:

Tournament Category	Seeds	Main Draw
World Cup / Continental Cup	200 points	100 points
B 1	100 points	50 points
B 2	50 points	25 points
B 3	25 points	15 points

Sanctions are doubled with each subsequent violation.

c. No Show

A player who enters and is accepted into the Main Draw of a tournament, does not withdraw and does not attend their first match commits a no-show violation. The automatic sanction for a no-show violation is twice the applicable late withdrawal sanction.

3.1.4 Late Withdrawals from Qualification

a. Definition

A withdrawal from the Qualifying Draw is considered a late withdrawal if a player withdraws after Friday at 17:00 CET, two days after the Entry Deadline, and does not provide a medical certificate or withdraw on-site.

b. Sanctions

Tournament Category	Main Draw
World Cup / Continental Cup	50 points
B 1	25 points
B 2	15 points
B 3	10 points

c. No Show

A player who enters and is accepted into the Qualifying Draw of a tournament, does not withdraw, and does not attend their first match commits a no-show violation. The automatic sanction for a no-show violation is twice the applicable late withdrawal sanction.

3.1.5 Justified Withdrawals

a. Definition

Justified withdrawals include each of the following:

I. Justified Withdrawals

Subject to the procedures and restrictions outlined in subsection b below, a player may withdraw from a tournament without incurring a Late Withdrawal penalty ("Justified Withdrawal") provided that the FIP receives the official withdrawal notice before Friday at 17:00 CET, two days after the entry deadline

b. Procedures and Restrictions

The following procedures and restrictions apply to subsection a above:

A player must make every effort to withdraw under a Justified Withdrawal before 17:00 CET on the Friday two days after the Entry Deadline. If a Justified Withdrawal is submitted after this deadline, the FIP, at its sole discretion, may impose a Late Withdrawal sanction if the player does not withdraw on-site or provide a valid medical certificate.

c. On-site Withdrawal / Withdrawal with Medical Certificate

A player who has not withdrawn before Friday at 17:00 CET, two days after the Entry Deadline, must either attend the tournament and withdraw on-site after undergoing a medical check by the tournament's Medical Services, or submit a medical certificate to the FIP Sports Department in order to avoid being sanctioned.

3.1.6 Inability to Reach the First Match

a. A pair's withdrawal from the Qualification of a FIP Beyond tournament is not considered a late withdrawal from the Ranking if the pair is unable to reach their first scheduled match for the following reason:

I. On the day of the draw for the Qualifying Phase for that FIP Beyond tournament, they will participate in an FIP tournament from the previous week.

The pair must report the withdrawal appropriately indicating the reason for the withdrawal.

b. If a player is unable to reach the first scheduled match of the Main Draw of a FIP Beyond tournament or withdraws from the Main Draw of a FIP Beyond tournament, the player must follow

the procedures set forth in this section to withdraw from such tournament and the player is subject to the late withdrawal sanctions set forth in Section 3.1.3.Bii.

3.1.8 Prohibition of Withdraw from a Tournament to Play Another

Once a player has been accepted in the Main Draw or Qualifying of a FIP Beyond Tournament, they may not withdraw to play in another tournament in the same week.

If a player is found to have violated this prohibition, (a) they will forfeit all Ranking points received from the other tournament in which they played; and (b) they will receive the applicable late withdrawal sanction.

3.2 WITHDRAWALS

If a player withdraws from a match, they must:

a) Before leaving the match, call the tournament Medical Department and the Supervisor to report the reason for withdraw;

b) Immediately after the deregistration,

   I. meet with the tournament Medical Department on-site and Tournament Physician for an evaluation and assessment of the injury or illness prior to leaving the tournament city;

   II. submit a FIP withdrawal form to the on-site Supervisor

3.3 RESTRICTIONS, EXCEPTIONS AND PROCEDURES

3.3.1 Following Week's Tournament

A player will be automatically removed from the following week's tournament if:

a. They have withdrawn from the current tournament without cause or for unprofessional reasons.

b. They do not provide proof of medical examination through submission of a medical certificate to the FIP signed by a Physician and approved by the FIP Medical Department.

c. Their next match in the current tournament is scheduled for the same day or after their first match in the following week's tournament.

Any player found to have violated this rule will not receive points and will be subject to a sanction as permitted by these rules. This rule does not apply to a player whose partner is forced to withdraw or withdraw from their match.

3.3.2 Withdrawal of Seeded Teams

See Section 4.2.4.Ciii – Withdrawal of a Seeded Team.

3.3.3 Prize Money and Ranking Points

See Section 8.1. - Withdrawals, Byes, Walkovers and Defaults.

3.3.4 Unsportsmanlike Conduct

a) Any player who withdraws with a medical withdrawal, an on-site withdrawal, or retires during their matches in the Qualifying or Main Draw of a tournament on the FIP Beyond and competes in other tournaments during the same week without the express authorization of the FIP and FIP Medical Services will be automatically sanctioned with up to 400 points for Unsportsmanlike Conduct.

3.3.5 Unprofessional Conduct

If a player's deregistration or withdrawal is due to unprofessional reasons or damages the image of the FIP, it is subject to disciplinary review and penalties.

3.3.6 Extraordinary Circumstances

In an extreme personal emergency (e.g., a death in the family or a serious illness or life-threatening situation of the player or family) or similar extraordinary circumstances ("Extraordinary Circumstances"), a player has the right to appeal a late withdrawal sanction to the Disciplinary Committee. The player must file an appeal, which must include documentation supporting the Extraordinary Circumstances, within twenty-one (21) days after the date they receive notification of the late withdrawal sanction.

4 TOURNAMENTS, DRAWS AND ORDER OF PLAY

4.1 TOURNAMENT CATEGORIES

The FIP Beyond is comprised of events that fall into the following 5 categories:

- FIP Beyond World Cup by Pairs
- FIP Beyond Continental Cup by Pairs
- FIP Beyond B 1
- FIP Beyond B 2
- FIP Beyond B 3

The Tournament Draw size, distribution of points and prize money, tournament fees and operational requirements are determined by tournament category as detailed in the following sections.

4.2 DRAWS

4.2.1 Composition

a. Main Draw

The Main Draw will consist of some or all of the following:

I. Direct Acceptance

See Section 2.2.1 – Direct Acceptance.

II. Qualifiers

A pair who has won all matches in all rounds of the Qualification Draw and accesses the Main Draw will be known as a Qualifier.

Once the Qualification Phase is complete, the Qualifiers will be drawn from the assigned Main Draw positions to determine which Qualifier fills each of the positions.

Below is the number of Qualifiers by Event type:

Event	Main Draw	Qualifying Draw	Number of Qualifiers	Number of Wild Cards
FIP Beyond World Cup by Pairs	64*/48	0	0	4/3 MD
FIP Beyond Continental Cup by Pairs	48	0	0	3 MD
B 1	64*	64*/32	8	4 MD / 8 - 4 Q
	32	32/16	4	2 MD / 1 Q
	16	8	2	1 MD
B 2	64*	64*/32	8	4 MD / 8 - 4 Q
	32	32/16	4	2 MD / 1 Q
	16	8	2	1 MD
B 3	64*	64*/32	8	4 MD / 8 - 4 Q
	32	32/16	4	2 MD / 1 Q
	16	8	2	1 MD

*FIP approval

III. Wild Cards

See Section 2.3 – Wild Cards

.

IV. Alternates

Alternates are pairs who, by virtue of their Ranking, are placed outside of the direct acceptance positions of the Qualifying list.

A vacancy that occurs in the Qualifying Draw will be filled with the following alternate pair available on the Alternates list.

Alternates must register each day there are potential Alternate spots and the registration deadline will be thirty (30) minutes prior to the scheduled start of the first match of the day and the registration must be open at least one (1) hour prior to such deadline. These times will be announced on the game order for the day.

In the event of inclement weather or other circumstances beyond the control of the tournament, which may result in a delay in the start of the first match of the day, the tournament Supervisor has the authority to modify the Alternates registration deadline.

The registration sheet will not be open from the previous day.

V. Byes/Exempts

When the pairs in a Draw are not a power of two, the "exempt" system will be applied to achieve that power in the second round. "Exempts" are those pairs who do not need to play the initial round.

To find the number of exempts, the total number of registrants is subtracted from the power of two immediately above that of the number of registrants. The number one seed will be exempt first; the number two seed will be exempt second; the number three seed will be exempt third, and so on in descending order.

If, after all the seeded teams have been placed, there are still more free positions, they will be divided into two parts, placing half in the upper part of the Draw and the other half in the lower part, filling the higher free positions in the upper part and the lower ones in the lower part alternately.

When these are odd, one more will be placed in the upper part.

(See Section 4.2.3.D - Number of Exempts in a Draw.)

VI. Lucky Losers

Lucky Losers are pairs who, after having been eliminated (having lost or withdrawn from the match) in the Qualifying Draw, are accepted in the Main Draw following a withdrawal or an

absence in the first match of the Main Draw of a pair who had been accepted in said Draw. Provided that such withdrawal is made after the draw for the Qualifying Draw.

Lucky Losers will be selected based on the following criteria:

a. round reached in the Qualification;

b. the pair's position on the tournament acceptance list.

If there are no spots open in the Main Draw before the Main Draw entry draw has been conducted, the Lucky Loser will be on-site and will be determined by the before mentioned criteria.

If there are any spots open in the Main Draw before the Qualifying Phase is completed, then all losers in the last round of the Qualifying Phase will be randomly drawn to qualify for that place.

A list will be established ordered according to the Lucky Loser draw so that in the event that pair one (1) does not accept said spot, the following pairs can be notified according to the order of the draw.

If before the end of the Qualifying Phase the number of spots open in the Main Draw is greater than the number of pairs who will lose in the final round of the Qualifying Phase, the top-ranked Lucky Loser(s) from the previous Ranking round(s) will enter into the random draw to cover the remaining spot(s).

***If two or more pairs do not have points in the FIP Ranking, they will be randomly drawn to determine their Ranking order.**

If a spot becomes available once the spots of the Qualifiers in the Main Draw are circumvented, the Lucky Loser will be signed on-site following the criteria mentioned above.

When two or more spots are available at the same time, the spots to be filled for each Lucky Loser will be determined by a draw.

In all such cases, the Supervisor is responsible for notifying the players who are in the Draw.

Lucky Losers must register each day there are potential spots for Lucky Losers and the registration deadline will be thirty (30) minutes prior to the scheduled start of the first match of the day and the registration must be open at least one (1) hour prior to such deadline. These times will be announced on the game order for the day.

In the event of inclement weather or other circumstances beyond control, which may result in a delay in the start of the first match of the day, the Tournament Supervisor has the authority to modify the Lucky Loser registration deadline.

The registration sheet will not be open from the previous day.

(a) Eligibility

A player who is not registered and has not competed in the Qualification cannot be considered for Lucky Loser status.

A player who has been removed from the Qualification may retain their right to Lucky Loser status for the duration of the tournament provided that:

(I) They register with the Supervisor before the Lucky Loser deadline;

(II) They receive a medical exam from the Tournament Physician and PHCP if they withdraw; and

(III) The Main Draw match is not scheduled for the same day they withdrew/withdrew [sic] from their Qualifying match.

(b) Procedure

(I) Lucky Loser positions in the Main Draw will not be posted until the Ranking event is completed unless the Ranking has not been completed at the time the game order is posted. In that case, the Supervisor can release a pair's position when necessary and schedule players who have been accepted in the Main Draw.

(II) If there are withdrawals from the Main Draw after the Qualification has begun and before the qualifiers have been drawn to the Main Draw, the qualifiers and the Lucky Losers will be drawn together to determine their positions in the Main Draw, except that only the qualifiers will be drawn if any of the positions are exempt until there are no qualifiers to fill those positions.

(III) In the Tournaments where the last Qualifying round and the first round of the Main Draw are played on the same day and there is a withdrawal in the Main Draw Matches scheduled for the crossover day, the Qualifier and Lucky Loser positions must be determined as follows:

- If there is a withdrawal, the spot to be played on the crossover day will be filled by a Lucky Loser and all qualifiers will be drawn for the qualifying spots.
- If there are two or more withdrawals, the spots needed to play on the crossover day will be drawn among the Lucky Losers. All remaining qualifiers and Lucky Losers will be drawn to fill the remaining spots in the Main Draw.

(IV) When the last Qualifying round and the first round of the Main Draw are played on the same day, the Lucky Losers must register no later than thirty (30) minutes after the conclusion of the last Qualifying match.

(V) The first Lucky Loser or alternate must be ready to play a match within fifteen (15) minutes of the original absence or non-compliance. If the first on-site Lucky

Loser is not ready to play within fifteen (15) minutes, the next on-site Lucky Loser must be ready to play within five (5) minutes of the time their match is called. Any subsequent on-site Lucky Loser must be ready to play within five (5) minutes of the time their match is canceled. If a Lucky Loser decides not to register one (1) day, they can still register the following day. However, if they register, their match is canceled and they do not show up for it (for any reason), they will lose their Lucky Loser status for the duration of the tournament.

(VI) If a player withdraws from their qualifying match on the same day there is an open Lucky Loser position in the game order, thereby waiving their Lucky Loser status for that day.

I. Wild Cards

See Section 2.3 – Wild Cards

II. Alternates

(a) Registration procedures

The Alternate list will freeze upon registration deadline.

(I) The Registration Deadline for Alternates is thirty (30) minutes prior to the scheduled start of the match for the day.

(II) An Alternate is not required to register one day to be eligible as an alternate another day.

(III) An on-site Alternate is eligible to substitute in all first-round matches and second round matches when the pair has had a first-round exemption.

(b) The first on-site Alternate must be ready to play within fifteen (15) minutes of being called for a match. If the first on-site alternate is not ready to play within fifteen (15) minutes, the next on-site alternate must be ready to play within five (5) minutes of the time their match is called. Any subsequent on-site Alternates must be ready to play within five (5) minutes of the time their match is called.

(c) Priority of acceptance of on-site Alternates

(I) Players who have entered the tournament prior to the entry deadline and appear on the Waiting List will be accepted in the order of the list.

III. If there are free spots in the Draw and there are no additional Alternates or Wild Cards, exempt rounds will be granted to the Top Seeds in descending order.

4.2.2 Registration Deadlines

a. On-site Lucky Losers

A Lucky Losers sign-in sheet will be made available to the players on the day of the first round of the Main Draw matches with a cut-off time of thirty (30) minutes prior to the first scheduled match of the day and the sign-in must be open at least one (1) hour prior to such deadline. These times will be announced on the game order for the day.

b. On-site Alternates

An Alternates sign-in sheet will be made available to the players on the day of the first round of the Qualifying matches with a cut-off time of thirty (30) minutes prior to the first scheduled match and the registration must be open at least one (1) hour prior to such deadline. These times will be announced on the game order for the day.

In the event of inclement weather or other circumstances beyond control, which may result in a delay in the start of the first match of the day, the Tournament Supervisor has the authority to modify the registration deadline of the qualified Alternates. The registration sheet will not be open from the previous day.

4.2.3 Draws

a. Draw Location

The draw will be conducted by the Supervisor or the Referee (a individual so designated by the tournament and approved by the FIP) at a site selected by the Tournament Director in consultation with the Supervisor.

b. Schedule

I. Main Draw

The draw for the Main Draw will be held no later than Monday of the week the Tournament begins, except for weeks that coincide with a PP Tournament, where the draw will be based on the registered players based on the rule of two tournaments per week. The FIP reserves the right in exceptional cases to delay the holding of the draw.

II. Qualifying Draw

The draw for the Qualifying Draw will be held no later than Monday of the week the Tournament begins, except for weeks that coincide with a PP Tournament, where the draw will be based on the registered players based on the rule of two tournaments per week. The FIP reserves the right in exceptional cases to delay the holding of the draw.

c. Top Seeds

All tournaments will have a draw for Top Seeds. (See Section 4.2.4.C)

d. Byes

I. The default number of Byes in the Draws for all FIP Beyond categories is 0. In the event that the Draws will not be completed, then the awarding of the Byes would be as described below.

II. Awarding of Byes

(a) Before conducting the Draw

Byes will be automatically given to the seeded players in descending order. If after all the "Byes" have been placed in the Top Seeds there are still more exempt players, they will be divided into two parts, placing half at the top of the Draw and the other half at the bottom, filling the top with the highest free positions and at the bottom with the lowest positions alternately. When they are odd, one more will be placed in the part of the Draw where the number 1 Top Seed is placed.

e. Possibility of Combining Categories

In the event that any of the categories does not have a minimum number of 8 pairs registered, these may be included in the category below the one originally registered, in order to form a single Draw.

4.2.4 Top Seeds

a. General Principles

I. All Main and Qualifying Draws will have a draw for Top Seeds.

Top Seeds are pairs that, by virtue of their combined FIP Ranking, will earn preferred positions in the Draw.

The order of the Top Seeds will be based on the combined Ranking of players using the latest FIP Ranking at the time of the draw.

If the Rankings of two (2) or more partners are tied at the time of the draw, then the following criteria will always apply in order:

(a) the pair with the top-Ranking player is placed ahead

(b) If the tie persists, a draw will be held between them

II. Wild Cards are eligible to be Top Seeds. Qualifiers and Lucky Losers are not eligible to be Top Seeds.

b. Number of Top Seeds

The number of pairs that will be Top Seeds will be as follows:

Main Draw	Qualifying Draw	Top Seeds Main Draw	Top Seeds Qualifying Draw	Number of Qualifiers
16	16	4	4	4
32	32	8	8	4
64*	64*	16	16	8

c. Top Seed Procedures

These will be placed or removed as set forth below.

I. For all Draws

(a) Top Seed 1 will be placed on line 1 and Top Seed 2 will be placed on line 16 (16 draw), line 32 (32 draw), line 64 (64 draw).

(b) To determine the location of the remaining Top Seeds, groups of two (SH 3 and 4), groups of four (SH 5 to 8), group of eight (SH 9 to 16) will be drawn in the order drawn, on the lines indicated in the following table:

Draw Type			16 Draw 4 TS	32 Draw 8 TS	64 Draw 16 TS
Top Seeds	Lines to be filled in the draw				
3 - 4	1st Draw	Line	8	16	32
	2nd Draw	Line	9	17	33
5 to 8	1st Draw	Line		8	16
	2nd Draw	Line		9	17
	3rd Draw	Line		24	48
	4th Draw	Line		25	49
9 to 16	1st Draw	Line			8
	2nd Draw	Line			9
	3rd Draw	Line			24
	4th Draw	Line			25
	5th Draw	Line			40
	6th Draw	Line			41
	7th Draw	Line			56
	8th Draw	Line			57

II. For the Finals of the FIP Beyond

See Sections 5.

d. Main Draw – Withdrawal of a Top Seed

I. Before 3pm local time

If a Top Seed pair withdraws from the Main Draw of a Tournament after the draw has been conducted, but before 3:00 p.m. local time the day before the start of the Main Draw, the following procedure will apply.

(a) If the withdrawing Top Seed pair does not have a Bye, then:

(I) The next pair eligible to be a Top Seed fills the position of the Top Seed pair withdrawing in the Draw; and

(II) The next pair eligible to move to the Draw (i.e., in order of the acceptance list for the Qualifying Draw, qualifier or Lucky Loser, as applicable) fills the remaining open position in the Draw.

(b) If the removed Top Seed pair has a Bye, and:

(I) If all the Top Seeds in the Draw have a Bye, then:

- The next pair eligible to be a Top Seed fills the position of the withdrawn pair in the draw; and
- The next draw eligible to move to the draw (i.e., in order of the acceptance list for the Qualifying Draw, qualifier or Lucky Loser, as applicable) fills the remaining open position in the Draw; or

(II) If not all Top Seeds in the Draw have a Bye, then:

- The next Top Seed pair eligible to receive a bye fills the position in the Draw of the Top Seed being removed; and
- The following pair entitled to be a Top Seed will fill the position of the vacant Top Seed in the Draw; and
- The next pair eligible to move to the Draw (i.e., in order of the acceptance list for the Qualifying Draw, qualifier or Lucky Loser, as applicable) fills the remaining open position in the Draw.

II. After 3pm Local Time

If a Top Seed pair withdraws from the Main Draw of a tournament after 3:00 p.m. local time the day before the start of the Final Draw, then the next eligible pair to move to the Draw (i.e., in order of the acceptance list for the Qualifying Draw, Qualifier or Lucky Loser, as applicable) takes the open position in the draw.

e. Qualification – Deregistering of a Top Seed

If a Top Seed player withdraws from a tournament's Qualifying Draw after the draw has been conducted, then the next Alternate on-site pair fills the open position in the Draw.

f. Errors in Top Seeds

Errors in the Ranking can only be corrected if the error is discovered before 3:00 p.m. local time the day before the first match of the corresponding Draw.

4.3 SCHEDULE AND ORDER OF PLAY

4.3.1 Responsibility of the FIP

Preferably, the halves of the Draws will be scheduled together or, alternatively, each of the sections together to give similar conditions and break times to both partners involved.

The game order for the following day will be issued by the Supervisor or Tournament Referee and will not be issued later than 10 pm (local time) the night before, (except for special situations).

It is recommended not to start any match after midnight, therefore the Tournament Supervisor may move some matches to other courts, considering all the implications of such change and always taking as priority the best for the Tournament, the spectators and the broadcast, as well as the conditions for the players.

The game order will include all relevant registration information and will also indicate that any match on any court can be rescheduled.

Every effort will be made for players participating in the last rounds of another FIP Beyond event during the previous week to begin as late as possible.

Players are, however, responsible for arriving on time at the facilities of a FIP Beyond tournament from the venue of the previous event.

The Supervisor, in consultation with the Tournament Director, the Referee and the FIP Sports Department, is responsible for the scheduling of the matches. All schedule requests must go through the Supervisor. When a decision cannot be reached, the Tournament Supervisor will make the final decision.

The Tournament Supervisor has the authority to modify the posted game order if necessary, provided that all affected parties are notified of such modifications in an appropriate and timely manner.

The scheduling of the matches will consider relevant factors, including television contracts, the possibility and timing of the matches the following day, the actual time of the start of the matches and other relevant factors.

4.3.2 Obligations of the Player

a. Players are expected to play when planned. Players may be asked to play any day of a tournament.

b. Players are responsible for finding the time they play in the game order. Information received from anyone except the Tournament Supervisor will not be honored in the event of a dispute arising from the scheduling.

c. When weather or other unavoidable circumstances cause a disruption in the schedule, a pair may not be expected to play more than three (3) matches in a day without their consent.

4.3.3 Player Schedule Requests

Commitments from previous tournaments or illnesses/injuries are the main considerations when granting time requests. If a request is due to sickness/injury, the player must be evaluated by the FIP Medical Department. No request made guarantees that a player will start later.

4.3.4 Television

When a tournament is televised, television commitments will be factored into the scheduling.

4.3.5 Tournament First Qualifying Round not Postponed

a. No Qualifying match of the Tournament will be postponed for a player who is still participating in the previous week's tournament.

4.3.6 Rescheduling of Matches

a. Under extenuating circumstances, a match may be rescheduled at the discretion of the FIP Supervisor or Sports Department in consultation with the Tournament Director.

b. Matches may not be rescheduled due to illness, injury or lost equipment.

c. A player who notifies the Supervisor or Referee individually and directly well in advance in the opinion of the Supervisor or Referee may, at the discretion of the latter, obtain an extension of fifteen (15) minutes after the call for their match and may not be subject to violations and penalties.

4.3.7 Rescheduling Finals

a. Date Extension

If, due to extreme weather conditions or extraordinary circumstances, a tournament cannot be completed on the last day as scheduled, the Tournament will be required to be extended for one (1) day to complete the event unless the Tournament and the FIP agree to end the Tournament on the day the final was originally scheduled to be played. The event must be extended, even if only one (1) entity wants to play the final. No additional extension will be permitted without the FIP approval.

b. Sanctions for Players who do not Play the Postponed Final.

An additional sanction up to 250 points will be imposed on any player who does not play a postponed final the day following the last originally scheduled day of the tournament in question. All of these fines will be automatic and unappealable.

c. Alternate Venue

When a tournament cannot be held outdoors and there is an appropriate covered facility, the Tournament must be played until its completion. If the tournament match is interrupted or postponed, players must play the day following the last day of the originally scheduled tournament in accordance with subsection a above.

Any final decision on scheduling will be made by the Supervisor who has the authority (in consultation with the Tournament Director and the FIP) to move a match to another court, indoor or outdoor, regardless of the court.

If an alternative venue is used for the provision of additional training facilities, or as an alternative venue for matches in the event of extreme weather conditions or extraordinary circumstances, they must:

(I) The alternate venue must be located within a reasonable distance of the principal venue.

(II) If the courts at the alternate venue are to be used for matches, they must provide all necessary equipment for Referees and Staff.

(III) The manufacturer, model, and status of the alternative courts must be communicated to the FIP no later than thirty (30) days prior to the start of the tournament and must be inspected by the FIP for approval and its decision on suitability will be final.

(IV) When courts are used at an alternate venue for matches in the event of unforeseeable causes, it is not mandatory to provide live results or television broadcast coverage; however, all existing brands that are not related to the Tournament or the FIP must be removed.

If the alternate venue is planned to be used for training purposes, the courts must be free of any brands representing sponsors or brands not related to the tournament or the FIP unless otherwise approved by the FIP.

4.3.8 Change of Court

If it is deemed necessary to move a match, the Supervisor, in consultation with the Tournament Director and the FIP, has the authority to delay the start of the match or move a match to another court, indoors or out.

The Referee, in consultation with the Supervisor, may decide whether a match will be moved to another court if circumstances so require.

During the course of a match, if conditions or circumstances require, the Supervisor or Referee may require players to move to another court.

4.3.9 Climate Conditions

The Referee, in consultation with the Supervisor, will decide when the match will stop in view of weather conditions or extraordinary circumstances. (See Section 12.18 - Extreme weather conditions.)

4.3.10 Stadiums with Retractable Ceilings

See Appendix B.

4.3.11 Time Between Matches

When it is necessary to schedule more than one match on the same day to the same pair, the Supervisor or Chief Referee must grant a minimum break period to the affected players based on the length of the match they just concluded, unless both pairs agree.

- If the previous match has lasted less than one (1) hour: One (1) hour Break.

- If the previous match has lasted between one (1) hour and one and a half (1 ½) hours: One and a half (1 ½) hour Break.

- If the previous match has lasted more than one and a half (1 ½) hours: Two (2) hour Break.

4.3.12 Interruptions and Breaks

Suspension and postponement of the match.

The Chair Umpire has the authority to temporarily suspend play when they deem that conditions are not suitable or safe for the continuation of play, and must immediately notify the Tournament Supervisor.

The Tournament Supervisor will decide whether the match will be postponed for another time of the same day or for a later day.

Until such a decision is made, all parties involved in the match must remain ready to resume the match.

The Chair Umpire is responsible for collecting the match balls and storing them safely, as well as recording all aspects of the match such as score, serve, side of each pair, among others.

When the match is suspended temporarily but expected to resume shortly, players may be asked to remain on the court at the player benches pending further instructions from the Tournament Supervisor.

Once it is determined that the suspension will last longer than practically adequate to keep the players on the court, the Tournament Supervisor will inform the players that they can leave the court and will inform them later of the expected resumption and/or postponement time.

Every effort should be made to keep the public, the press, and all other parties aware of the situation and expected resumption of the match or expected subsequent announcements.

a. Interruptions

If the tournament match is interrupted or postponed, players must be prepared to play when the match resumes. If a match must be suspended for reasons beyond the players' control (rain, lack of light, accident, etc.) when the match restarts, the pairs will be entitled to a courtesy rally according to the following:

A suspension lasting less than five (5) minutes will result in resumption of play with no additional rally period.

A suspension lasting between five (5) and twenty (20) minutes will result in an allowable three (3) minute rally period. The Chair Umpire will use similarly worn balls during this rally and once time is complete, the Chair Umpire will remove the balls used for the rally and bring the balls back from the match. Before resuming the match, the Chair Umpire will announce the result at the time of suspension, announce the player who is about to serve, and then announce the time.

A suspension lasting more than twenty (20) minutes will result in an allowable five (5) minute rally period. The Chair Umpire will use similarly worn balls during this rally and once time is complete, the Chair Umpire will remove the balls used for the rally and bring the balls back from the match.
After the match resumes, a new suspension may occur one or more times thereafter, and the same procedures listed above will apply during each suspension.

b. Authorized Breaks

I. Side changes

In the side change, a maximum of ninety (90) seconds will elapse from the time the last point of the match ends to the time the first serve is made for the next match. If such first serve is a fault, the second serve must be made by the server without delay.

However, after the first match of each set and during a Tie-Break, the match will be continuous and players will switch sides without a break period.

II. End of a set

At the end of each set, regardless of the result, there will be a 120 second break from the time the last point of the match ends to the time the first serve is made for the following game. If a set ends after an even number of matches, there will be no side change until after the first game of the following set.

III. Televised matches

During televised matches, the Chair Umpire may reasonably extend the time during side changes with a break if requested by the broadcast production.

5. FIP BEYOND FINALS

Each year, at the end of the season, a Final Tournament of the Circuit may be held, with the best 16 players in the Ranking FIP Beyond. The characteristics will be determined periodically by the FIP Sports Department.

6. RESPONSIBILITY OF THE PLAYER AND ON-COURT PROCEDURE

6.1 CLOTHING AND EQUIPMENT

6.1.1 Definitions

a. Identification

For the purposes of this Section, "identification" means any type of identification associated with or intended to be associated with a commercial sponsor, an apparel or equipment manufacturer, or any other individual or entity, regardless of trademark registration, status of the identification, and shall include any and all forms of writing.

b. Commercial

For the purposes of this Section, "commercial" means any individual who is not a manufacturer of the clothing or equipment in question.

c. Manufacturer

For purposes of this Section, the "manufacturer" means a manufacturer that:

i. is the manufacturer of the clothing or equipment in question; and

ii. the FIP recognizes (at its reasonable discretion) as a company that obtains a substantial portion of its income from the manufacture and sale of clothing or equipment intended primarily for use in the sport of padel.

d. Manufacturer's standard identification

A standard manufacturer identification is a manufacturer identification of a size that is normally made on the clothing or equipment in question.

e. Player ID

For a padel-wear collection that includes a player's name, initials, or other identifier that is used only for padel-wear and accessories ("Player ID"), such Player ID may be used interchangeably with the apparel manufacturer's identification provided that manufacturer identifications are permitted under this rule.

f. Clothing sponsor

For purposes of the Section, the "clothing sponsor" means a company designated as a sponsor of a player's clothing (not a manufacturer).

g. Size determination

The size limitations of the identifications in this section are determined by the area of the actual patch or other addition to a player's clothing regardless of the color of the same. To determine the area, depending on the shape of the patch or other addition, a circle, triangle or rectangle will be

drawn around it, and the size of the patch for the purposes of this rule will be the area within the circle circumference or perimeter of the triangle or rectangle as the case may be.

6.1.2 General Appearance

Players must present themselves in a professional manner and wear appropriate padel attire, at the discretion of the Supervisor or Referee, during training, warm-up, matches, all tournament functions, including media interviews, and official or promotional functions, among others. A player may be asked to change their clothing if deemed necessary by the Supervisor or Referee. Failure to do so may result in a sanction.

For the safety of the players, it's not recommended to play with rings or other objects that may be cause for injury is strictly prohibited.

From the start of the pre-match meeting to the Prize Awarding Ceremony, a player's clothing and equipment must comply with the appearance and identification provisions contained in this Section.

It's recommended that both players in a pair compete wearing matching-colored outfits.

Players' clothing may not contain commercial advertising that may violate local government regulations.

Players have the right to display their Country/Community name and flag on the back of the shirts.

6.1.3 Equipment and Identification

a. Electronic devices

A player/coach may not use any electronic device from the start of the rally through the end of the match (including during a restroom/clothing change break, Medical Time-Out, heat rule break, or any pause in play) unless approved by the Tournament Supervisor/Referee; provided, however, that the use of an electronic device is permitted while play is officially suspended. Use of any non-FIP approved electronic device and/or non-FIP approved Player Analytics Technology is subject to the provisions and penalties of the regulation in the Code of Conduct. If there is a conflict between the Rules regarding electronic devices and related use, the decisions of the FIP Supervisor/Referee will prevail.

If any player must use an electronic device for health reasons to monitor themselves during the match, they must request permission from the Supervisor for their approval.

6.1.5 Other Events

Notwithstanding anything to the contrary, identification by use of the name, emblem, logo, brand, symbol or other description of any padel circuit, series or exhibition, special event or padel tournament other than the competitions governed by the FIP may not appear on the player, their clothing or their team in any Tournament on the FIP competition calendar unless pre-approved by the FIP.

6.1.6 Sanctioned Entities

Players are prohibited from using or otherwise publicly displaying the identification of a Sanctioned Entity on or off the court during a Tournament in which their entry has been accepted, whether on the Tournament site or not, or during any other event in which they participate.

6.1.7 General

If the use of any of the permitted identifications above would conflict with the sponsorship restrictions set forth in Section 6.1.2, the PACP, or any governmental regulation (including with respect to television), then the identification will be prohibited.

6.2 RESTROOM / CLOTHING CHANGE BREAKS

A player may request permission to leave the court to go to the restroom, change clothes or both ("Authorized Break"), but not for any other reason.

6.2.1 Number of "Authorized Breaks" Allowed

Each pair is entitled to a maximum of two (2) Authorized Breaks per match. If the teammates leave the court together, it counts as one (1) of the Authorized Breaks for each of the players, regardless of whether their opponents have also left the court for the same purpose.

6.2.2 Time of Authorized Breaks

a. A player may take an Authorized Break only at the following times:

Break Requested	Authorized	Maximum Time
Restroom Break	At the end of a set	3 minutes
Clothing change break	At the end of a set	3 minutes
Break for changing clothes with restroom breaks.	At the end of a set	5 minutes

An Authorized Break is taken from the time the player leaves the play area and returns to the play area.

The request for authorized break must be made no later than 20 seconds after the end of the set. Otherwise, the request will not be granted.

b. If a player exceeds the time allowed, they will be penalized for violations of the Code of Conduct.

c. Breaks taken beyond a player's authorized breaks taken at times other than those permitted for Authorized Breaks ("additional breaks") will be permitted but will be penalized with violations of the Code of Conduct if the player is not ready to play within the time applicable to that break.

d. Any time a player leaves the court to go to the restroom or change clothes after the rally has begun, it is considered an authorized pause or an additional pause, regardless of whether the player's opponent has left the court.

e. A player may not take a break to go to the restroom or change clothes and medical time-out consecutively unless approved by the Referee/Supervisor.

6.2.3 Denying a Player Request

The Referee and/or Supervisor shall have the authority to deny a player permission to leave the court during a match to use the restroom if the Referee and/or Supervisor interprets this as being a blatant abuse of the Rules and/or a misuse of the Rules.

6.2.4 Abuse of Rule

Players will be penalized in accordance with the Code of Conduct Penalty Program for any abuse of this Rule.

6.3 MEDICAL RULES

See Section 12.17 - Medical Procedures.

6.4 CODE OF CONDUCT

A violation of the code on the court, under the Code of Conduct, may be declared by the Chair Umpire acting on their own or when directed by the Supervisor or Referee.

For complete information, see Section 10 - Code of Conduct.

6.5 CONTINUOUS PLAY

6.5.1 Penalties at the Start of the Match

A player will receive a Warning for their first offense, and a Code of Conduct violation will be issued within the following timeframes:

Situation	Maximum Time
Coming to the net for the pre-match meeting (time begins when the last player reaches their bench/chair after entering the court)	60 seconds
Courtesy Rally (time starts at the end of the pre-match meeting)	5 minutes
Start of the match (time starts at the end of the courtesy rally)	120 seconds

6.5.2 Penalties During the Match

a. Time violation / Delay of Game

A player is subject to a Code of Conduct violation if they are not ready to play within the following time limits:

In-match pauses	Maximum Time
Between Points	20 seconds
Change of sides, except after the 1st game of the Set	90 seconds
End of a Set	120 seconds
Extreme Heat Rule - Between the 2nd and 3rd Set	10 minutes

The player who fails to comply with these times will receive a warning for their first offense.

A player may receive consecutive Code of Conduct violations for the same delay.

b. Towel Use / Hydration

Hydration is permitted during changeovers but not at the end of even-numbered games. Any violation of this rule will be penalized in accordance with the Code of Conduct. The first offense will result in a warning, followed by a Code of Conduct violation for any subsequent infractions.

6.6 INTERFERENCE

Interference may result from a corrected decision by an Umpire or when a player commits an action, whether deliberate or unintentional, that interferes with his opponent's execution of a stroke.

6.6.1 Correction of the Chair Umpire

a. If a decision is corrected from “Good” to “Bad,” then the point ends and there is no interference.

b. If a decision is corrected from "Bad" to "Good", then a let must be applied.

6.6.2 Involuntary Interference

a. A Let must be sanctioned the first time a player has created an involuntary interference (e.g., a ball falling out of pocket, a cap falling off, etc.), and the player must be warned that any such situation will thereafter be considered deliberate.

b. A Let must be sanctioned if a player is impeded by an element foreign to the match being played that invades the court space during play or when serving.

c. Noise or other similar distractions from spectators are not considered interference and the point should be kept as played.

6.6.3 Voluntary Interference

Any interference caused by a player that is deemed deliberate will result in the loss of a point.

6.7 DEFAULT

6.7.1 Procedure

a. The Supervisor/Referee may declare default for a single violation of the Code of Conduct.

b. If the Chair Umpire receives notice of a serious violation that may warrant immediate default, the Chair Umpire may call the Supervisor/Referee to discuss immediate default. The Supervisor/Referee may declare immediate default for a violation witnessed or not witnessed by the Chair Umpire.

c. In all cases of default, the decision of the Supervisor/Referee will be final and unappealable.

6.7.2 Penalties

a. See Defaults in Section 10.1.7 - Code of Conduct. (See also Section 8.1.4 - Resumption of the game and penalties for rule violations.)

b. Any player disqualified by the Code of Conduct will forfeit the entire prize money and add zero (0) as one of their top 11 results. In addition to the fines imposed with respect to the incident.

6.8 FINE APPEALS

Sanctions appeals must be filed within twenty-one (21) days from the date of notice.

INTERNATIONAL PADEL FEDERATION

7. RANKING SYSTEM

7.1 GENERAL

7.1.1 Description

The FIP Rankings reflect a player's participation and performance in the FIP Beyond and other international events that determine player acceptances and Ranking for all Tournaments. Rankings are calculated and published weekly by the FIP.

7.1.2 Ranking processing

a. All tournament Rankings are processed weekly.
b. Points will be valid for 52 weeks from the Monday following the end of the tournament.

7.1.3 Results of tournaments included in the Ranking

I. Tournaments:
With the exception of the Protected Ranking Rule, a player's Ranking is determined by adding their eleven (11) best results obtained, including any zero (0) point results in the FIP Beyond.

7.1.4 Points Table

The following table details the number of Ranking points awarded to players per round, including Ranking, and per tournament.

COMPETITION	TOURNAMENT	MAIN DRAW							BONUS	QUALIFICATION		
		W	F	SF	QF	R16	R32	R64	BONUS Q	Last Qualy	Q2	Q1
FIP	FIP BEYOND WORLD CUP BY PAIRS	2000	1200	720	360	180	90	35	-	-	-	-
FIP	FIP BEYOND CONTINENTAL CUP BY PAIRS	1000	600	360	180	90	45	22	-	-	-	-
FIP	TOUR FINALS	600	360	180	90	45	-	-	-	-	-	-
FIP	B 1	300	180	90	50	25	14	8*		-	-	-
FIP	B 2	150	90	50	25	14	8	5*		-	-	-
FIP	B 3	80	45	25	14	8	5	3*		-	-	-

Tabella formattata

7.2 STANDARDS AND PROCEDURES

7.2.1 Ranking Order

Players are ranked based on their total rank points in accordance with Section 7.1.

7.2.2 Points of the Overall Ranking

a. Players receive points for the highest round they reach.

b. Players who receive Wild Card receive the same points as any other player.

c. Qualifiers earn points based on the highest round reached in the Main Draw.

d. Lucky Losers earn Main Draw Ranking points based on the highest round reached in the Main Draw. In the event that the Lucky Loser replaces an exempt Top Seed, they must win their first match to add the points corresponding to that instance (in case of defeat, it would only add the points corresponding to the first round).

7.2.3 Withdrawals, Exempts, Walkovers and Defaults

a. Withdrawals

i. If a player withdraws or is automatically removed from a tournament before playing the first match, they will not receive points.

ii. If a player withdraws from a tournament after the start of their first match, they will receive points for reaching the round in which they withdrew

b. Exempts

If a pair receives one (1) or more consecutive Byes and fails or withdraws without disputing the match, the pair will not receive points unless it is a Lucky Loser and they will be awarded the points earned in the Qualifying.

c. Walkovers

If a pair wins by Walkover in the first round and there is no Alternate/Lucky Loser to take the spot, the team will receive Ranking points for the round reached.

d. Defaults

For any Disciplinary Default that occurs in a tournament after the match begins,

i. The advancing pair will receive Ranking points for the round reached; and

ii. The disqualified pair will forfeit all points earned for that event in that tournament.

7.2.4 Cancellation of the Tournament or Early Termination

a. Cancellation of the tournament without having played

If a tournament is canceled and not played, the players will not receive any Ranking points.

b. Cancellation of the tournament after playing has started

If playing has started and ended before the first round is completed, the players will not receive any Ranking points. However, if the first round has been completed, all players will receive the points earned until the last round completed.

c. Cancellation of the tournament without completing the finals

If a tournament officially ends before the finals are completed, each finalist will receive the finalist points.

d. Cancellation of the tournament due to lack of registrants

If a tournament category has fewer than 8 FIP registrants, the FIP reserves the right to cancel that category and/or tournament.

7.2.4 Tiebreaker Procedures

When two (2) or more players have the same number of points in the Ranking, the tie in the Ranking position will be decided according to the following priorities in order:

i. The player with the most combined points in the FIP Beyond World Cup by Pairs.

ii. The player with the most combined points in the FIP Beyond Continental Cup by Pairs.

iii. The player with the most combined points in the FIP Beyond_B1~~Silver~~ tournament category.

iv. The player with the most combined points in the FIP Beyond_B2~~Silver~~ tournament category.

v. The player with the most combined points in the FIP Beyond_B3~~Silver~~ tournament category.

vi. The player with the least number of tournaments in a 52-week period.

7.3 PROTECTED RANKING

7.3.1 Definition

Unless the context requires otherwise, the following bolded terms in this Section have the following meanings:

a. "**Medical Condition**" means a medical illness or musculoskeletal injury that warrants medical evaluation or treatment.

b. "**Out-of-Tournament**" means:

   i. not participating in any tournament or padel exhibition other than an event for which the player was granted an exemption pursuant to subsection 7.3.6 below; and

   ii. not competing in any other organized sport.

c. "**Out-of-Tournament Period**" means a period during which a player is Out-of-Tournament due to a Medical Condition, Pregnancy, or Parental Initiation for a minimum of sixteen (16) weeks, which for a particular player is calculated using the last day of the last Tournament they disputed or received a prize money, whichever is later, and the date of their Return to Tournament.

   A player may not count any suspension period or ineligibility period for violation of the Rules, Padel Anti-Doping Program or Padel Anti-Corruption Program for their Out-of-Tournament Period.

d. "**Parental Initiation**" means adoption, subrogation or becoming a legal guardian of a individual under the age of eighteen (18).

e. "**Pregnancy**" means medically diagnosed pregnancy condition.

f. "**Return to Tournament**" means the earlier of:

   i. playing or competing in any tournament other than a tour exhibition event for which a player was granted an exemption pursuant to subsection 8.3.6 below; or any other organized sport; or

   ii. acceptance in a tournament using a special Ranking and withdrawal after that tournament's withdrawal deadline or

   iii. for a Parental Initiation Protected Ranking, the date that is 52 weeks after the start of a player's original Out-of-Tournament Period; or

   iv. the date that is 104 weeks after:

      (a) for a Medical Condition Protected Ranking, the beginning of a player's original Out-of-Tournament Period; or

      (b) for a Pregnancy Special Ranking.

g. **"Protected Ranking"** The Protected Ranking will be determined by the player's average score in the FIP Ranking during the sixteen (16) weeks following their last tournament disputed or in which they received prizes money.

h. "**Protected Ranking Request**" has the meaning given to that term by Section 8.3.3a.

i. "**Padel Event**" means any Premier Padel Tournament, Cupra FIP Tournament, FIP Beyond, FIP Event, or Exhibition/Non-PP Event, regardless of whether Ranking points are awarded.

7.3.2 Eligibility

To be eligible for a Protected Ranking a player must:

i. have an Out-of-Tournament Period of no less than sixteen (16) weeks;

ii. submit documentation required by the FIP of a Medical Condition, Parental Initiation or Pregnancy in accordance with this Section 7.3.3. A.

For clarity, unless granted an exemption to participate in an event pursuant to subsection 6 below, if a player participates in a padel event or competes in any other organized sport within sixteen (16) weeks of the intended start of their Out-of-Tournament Period, they are not eligible to earn the Protected Ranking.

7.3.3 Request Procedure and Deadline

a. Request

To request Protected Ranking, a player must submit the following documentation ("Protected Ranking Request") to the FIP for approval:

i. a completed and signed Protected Ranking request form;

ii. a public disclosure statement;

iii. if applicable, medical documentation, including:

(a) the diagnosis of the Medical Condition or Pregnancy;

(b) A copy of the clinical visit documentation

(c) Physician notes/documentation; and

(d) all relevant laboratory tests and applicable surgical reports; and

iv. if applicable, evidence (e.g., legal documentation) demonstrating parental initiation.

The FIP, at its sole discretion, reserves the right to require a player to submit additional documentation to verify medical condition, parental initiation, or pregnancy. If a player requests a Protected Ranking for more than one (1) Medical Condition or for a combination of one Medical Condition and a Parental Initiation, they must submit documentation for each Medical Condition or Parental Initiation.

b. Deadlines

Each player requesting Protected Ranking must submit their Request:

i. within the first eight (8) weeks from their last tournament which will be the start of their Out-of-Tournament Period.

7.3.4 Requests for Subsequent Reports or Documentation

The FIP may request subsequent medical and legal status reports (as applicable), and if a player fails to promptly comply with such requests, the FIP may revoke their Protected Ranking. All medical and legal documentation will be kept confidential.

7.3.5 Criteria and Rules of Use

a. Number of tournaments

I. If the leave is between sixteen (16) and twenty-eight (28) weeks:

They will have six (6) tournaments or twenty-four (24) weeks, whichever comes first.

II. If the leave is between more than twenty-eight (28) weeks to fifty-four (54) weeks:

They will have 9 tournaments or thirty-six (36) weeks, whichever comes first.

III. If the leave is greater than fifty-four (54) weeks:

They will have 12 tournaments or fifty-four (54) weeks, whichever comes first.

b. Deadlines

i. The earliest return of a player to the competition may occur in a scheduled match during the same calendar week in which their out-of-competition period reaches sixteen (16) weeks.

ii. The maximum period in which the Out-of-Tournament Period will apply will be one hundred and four (104) weeks. From that date the player will not have the Protected Ranking for entry into the tournaments.

iii. The last time a player can use their Protected Ranking is in a scheduled Tournament the same calendar week that their Protected Ranking expires.

c. Procedures

i. Request for freeze of Protected Ranking

(a) Subsequent Medical Condition

If any player's Return to Tournament occurs before their Protected Ranking expires and is subsequently Out-of-Tournament for a minimum of eight (8) weeks due to a Medical Condition, they may request to "freeze" the remaining Protected Ranking time by completing and submitting another Protected Ranking Request.

(b) Subsequent Pregnancy or Parental Initiation

If before a player's Protected Ranking expires (but regardless of whether their Return to Tournament has occurred) the player is subsequently Out-of-Tournament due to Pregnancy or Parental Initiation, they may complete and submit another Protected Ranking Request to request:

(I) to "freeze" their Protected Ranking Period for their current Protected Ranking.

(II) a new Protected Ranking.

(c) Restrictions

(I) A player may not “freeze” their Protected Ranking during any period of suspension for breach of the Rules, PADP or PACP.

(II) A player may “freeze” their Protected Ranking Period a maximum of two (2) times per Protected Ranking. After a player’s second and third return to the competition, they will have the same number of tournaments and the same time remaining in their Protected Ranking Period and the same number of Tournaments remaining to use their eligibility as they had when the “freeze” became effective.

ii. Entry and Acceptance to the Tournament

A player must email the FIP Officiating Department to use their Protected Ranking to participate in the FIP Beyond tournaments before the applicable entry deadline. Requests submitted late will not be accepted.

A player may use their Protected Ranking and actual FIP Ranking interchangeably to enter but may not change the Ranking they use to enter a Tournament after the entry deadline of that Tournament. If multiple players with the same Ranking participate in the same tournament, the player using their actual FIP Ranking will be accepted before the player using their Protected Ranking.

(a) All Tournaments

If a player enters and is accepted into the Qualifying or Main Draw using their Protected Ranking and subsequently withdraws after the applicable withdrawal deadline in Section 3.1.3 below, this must count as one (1) of their Protected Ranking tournaments.

(b) FIP Finals

A player may not use Protected Ranking to qualify for the FIP Beyond Finals.

d. Wild Card

If a player is accepted into a Tournament’s Qualifying or Main Draw using their Protected Ranking, they will not be able to accept a Wild Card at the same event.

e. Top Seeds

A player’s Protected Ranking is for entry into the tournament as well as the choice of Top Seeds.

f. Lucky Loser

A player’s actual FIP Ranking, not Protected Ranking, determines their Lucky Loser position or status.

g. Responsibilities of the Player

Each player is responsible for keeping track of the Tournaments in which they use their Protected Ranking. If a player exceeds the maximums allowed, they will forfeit all points earned in all FIP Beyond tournaments where they used their Protected Ranking in excess of those maximums.

h. Protected Ranking Abuse

If at any time the FIP determines, at its sole discretion, that a player has abused or is abusing their Protected Ranking status, they have the authority to (i) revoke the player's Protected Ranking; (ii) revoke any ranking points that the player has obtained for the abuse of their Protected Ranking status; and (iii) penalize the player under Section 10.1.11.

7.3.6 Exemption from Non-FIP Exhibition/Event

Any Player subject to this Protected Ranking Rule may request from FIP an exemption to participate in one (1) Exhibition Event that will not reinitiate their Out-of-Tournament Period, a request that the FIP may grant at its sole and absolute discretion.

8. PRIZE MONEY

8.1 WITHDRAWALS, EXEMPTS, WALKOVERS AND DEFAULTS

8.1.1 Withdrawals

a. Before their first match

i. A player who withdraws from a Tournament prior to their first match will not receive any prize money.

b. After the start of the first match

A pair who withdraws from a Tournament after starting their first match will receive a prize money for reaching the round in which they withdrew.

8.1.2 Exempts

a. A pair who receives one (1) or more consecutive Byes and misses their first match played will receive a prize money for the round reached.

b. A pair who receives one (1) or more consecutive Byes and does not meet or withdraws from their next round will not receive any prize money.

8.1.3 Walkovers

A pair who wins by Walkover in any round will receive a prize money for the round reached, unless they receive the WO in their first round and do not meet or withdraw from their next round, then they will not receive any prize money.

8.1.4 Defaults

For any disciplinary offense that occurs in a Tournament after the match begins,

a. The advancing pair will receive a prize money for the round reached; and

b. The non-compliant pair will forfeit all prize money earned for that Tournament, except if one pair member did not cause the non-compliance, they will receive the prize money for the round reached.

8.2 BREAKDOWN OF PRIZES

The following table details the amounts per round and tournament category.

B 1: **mín 8.000€ máx 18.000€**

Categories	+40	+45	+50	+55	+60
Champion	1.000	1.000	1.000	1.000	600
Finals	500	500	500	500	400
Semifinals	250	250	250	250	
Total €	4.000	4.000	4.000	4.000	2.000

B 2: **mín 4.200€ máx 10.800€**

Categories	+40	+45	+50	+55	+60
Champion	600	600	600	600	400
Finals	300	300	300	300	200
Semifinals	150	150	150	150	
Total €	2.400	2.400	2.400	2.400	1.200

9. ELIGIBILITY BY AGE

9.1 ELIGIBILITY

The Age Eligibility Rule requirements apply to competition in all the FIP competition calendar Tournaments worldwide.

9.1.1 Definition

a. Competition in a FIP Beyond Tournament.

For the purposes of this Rule, competition in a FIP Beyond Tournament is defined as participation in the Main Draw or Qualifying Draw of any Tournament in which a player earns FIP Beyond Ranking points. Participation in an FIP Beyond competition calendar Tournament counts toward a player's Tournament Assignment. If a player participates in the Qualifying Draw and qualifies for the Main Draw, it will count as a single (1) Tournament.

b. Age

For the purposes of this Rule, a player's age is determined by the age they will reach during the current calendar year.

9.1.2 Participation in Tournaments

Tournament Categories:

i. Amateur Category – 18 yrs to 39 yrs

No player who will not reach the age of 18 during the current calendar year may participate in any tournament of the FIP Beyond Circuit. Likewise, no player who will reach the age of 40 during the current calendar year may participate in the Absolute – 18 to 39 category.

ii. +40 Category

No player who will not reach the age of 40 during the current calendar year may participate in any tournament in the +40 category of the FIP Beyond Circuit.

iii. +45 Category

No player who will not reach the age of 45 during the current calendar year may participate in any tournament in the +45 category of the FIP Beyond Circuit

iv. +50 Category

No player who will not reach the age of 50 during the current calendar year may participate in any tournament in the +50 category of the FIP Beyond Circuit.

v. +55 Category

No player who will not reach the age of 55 during the current calendar year may participate in any tournament in the +55 category of the FIP Beyond Circuit

vi. +60 Category

No player who will not reach the age of 60 during the current calendar year may participate in any tournament in the +60 category of the FIP Beyond Circuit.

For clarity, a player is considered to have participated in a FIP Beyond Tournament if they have been included in the Main Draw or Qualifying of a Tournament, or if the player has withdrawn from a FIP Beyond Tournament, where they were on the direct acceptance list for either the Main Draw or Qualifying, after the withdrawal deadline.

9.1.3 Wild Card

To accept a Wild Card at any FIP Beyond tournament, a player must:

(I) Sign up for the FIP Registration Platform

(II) have submitted all required documentation (i.e. proof of identity (copy of their passport or birth certificate), proof of compliance with minimum requirements, etc.)

9.2 VIOLATIONS

9.2.1 Loss of Ranking Points

If a player plays in a Tournament that exceeds the number or level allowed to play or enters a Tournament that in any way conflicts with these rules, they will automatically lose all points received from that Tournament.

9.2.2 Penalties

a. Players who fail to comply with any of the provisions are subject to:

i. a fine of up to the lesser of (a) the prize money amount earned in the Tournament in which they breached the rule or (b) €600; and

ii. suspension from competing or attending FIP Beyond Tournaments for up to six (6) months.

b. In addition, player support team members who do not meet any of the requirements will be considered violators and subject to the penalties in appendix D.

10. CODE OF CONDUCT

10.1 RULES AND PENALTIES – PLAYERS

10.1.1 Registration

All Players will comply with the Registration Rules set forth by the FIP.

10.1.2 Withdrawals

Any late Withdrawal by a player from a Tournament for reasons other than a justified Withdrawal, consecutive Withdrawal or Extraordinary Circumstances will constitute a violation of the Code automatically sanctioned with the sanctions listed in this Code.

For a complete explanation of the following, please refer to the appropriate sections listed below:

a. Sanctions for Withdrawal

   See Section 3.1.1 - Withdrawals for sanctions for Late Withdrawal [sic].

b. No Show Sanctions

   See Sections 3.1.3.Biii and 3.1.4.Biii - No-Show Violation.

c. Prohibition from withdrawing from one tournament to play another

   See Section 3.1.8 – Prohibition from withdrawing from one tournament to play another.

d. Justified withdrawals

   Refer to Section 3.1.1 - Justified withdrawals.

10.1.3 Penalty Program

Violations of the court Code of Conduct will result in the following sanctions program. in addition to monetary fines that the Tournament Supervisor/Referee may apply when reviewing each violation of the code.

The Chair Umpire must provide after the match a detailed description of each violation of the Code of Conduct, including all relevant elements that may be considered during the evaluation of each violation.

The point penalty program to be used during a match in the event of Code violations is as follows:

1st Violation	Warning
2nd Violation	Point Loss Warning
3rd Violation	Disqualified Warning

NOTE: The violations of both members of the pair and even of the coach accredited by the couple if it is for instructions, are cumulative.

However, after the violation of the Second Code, the Supervisor/Referee will determine whether each subsequent violation will constitute a penalty.

Penalties must be appealed on site to the Supervisor/Referee, whose decision will be final.

DIRECT DEFAULT

In the event of a very serious violation, the Supervisor/Referee may determine the immediate default of the player or coach who committed the offense. If the default lies with a player playing a match, they lose the match, and the disqualified player must leave the competition. If it falls on a coach or player accredited or registered in the competition being held, they are disqualified and must leave the competition.

All penalties in the table above will apply to the pair.

10.1.4 Player Conduct On and Off the Court

a. Player violations on the court

i. Visible obscenity

(a) Players will not make obscene gestures of any kind while on the tournament premises. Visible obscenity is defined as the making of signs by a player with the hands and/or padel or ball that are commonly understood to have an obscene meaning.

Violation of this section will subject the player to a sanction of up to 250 Ranking points for each violation. In addition, if such a violation occurs during a match, the player will be disciplined in accordance with the Penalty Program. (Section 17.3.2).

In flagrant circumstances and where the gesture is particularly profane, insulting or contrary to local or international customs, a single violation of this category may result in Direct Default, as established in section 17.3.2.

ii. Audible obscenity

(a) Players will not make obscene gestures of any kind while on the tournament premises. Audible obscenity is defined as the use of words that are commonly known and understood to be profane or insulting, the words are not directed at another individual (in which case the violation would fall under the category of Verbal Abuse) and are spoken clearly and loud enough to be heard.

(b) Violation of this section will subject the Player to a sanction of up to 150 ranking points for each violation. In addition, if such a violation occurs during a match, the player will be disciplined in accordance with the Penalty Program. (Section 17.3.2).

In flagrant circumstances and particularly profane language or contrary to local or international customs, a single violation of this category may result in Direct Default, as established in section 17.3.2.

iii. Padel Racket or Equipment Abuse

(a) Players will not hit, kick or throw the padel racket or other equipment in a violent, dangerous or angry manner within the Tournament premises. For the purposes of this rule, padel or equipment abuse is defined as intentionally, dangerously, and violently striking the net, court, Referee's chair, or other fixed element on the premises due to anger.

(b) Violations of this Section will subject the Player to a sanction of up to 250 Ranking points for each violation. In addition, if such violation occurs during a match, the player will be penalized in accordance with the Penalty Program (Section 17.3.2). The player will also be responsible for repairing or replacing destroyed or damaged Tournament property.

iv. Ball Abuse

(a) Players may not strike, kick or throw a padel ball in a violent, dangerous or angry manner while on the Tournament premises, except in the reasonable search for a point during a match (including rally). For purposes of this rule, ball abuse is defined as intentionally or recklessly striking a ball violently or hitting a ball without regard to consequences.

(b) Violation of this section will subject the player to a sanction of up to 250 Ranking points for each violation. In addition, if such violation occurs during a match, the player will be penalized in accordance with the Penalty Program (Section 17.3.2). If the ball is not in play and violently strikes another player, Referee, ball boy or individual on the premises, the violation may result in Direct Default, as set forth in section 17.3.2.

v. Physical abuse

(a) Players will not physically abuse any Referee, opponent, spectator or other individual at any time within the tournament premises. For purposes of this rule, physical abuse is the unauthorized contact of a Referee, opponent, spectator, or other individual.

(b) Violations of this Section will subject the Player to a sanction of up to 1.500 Ranking points for each violation. In addition, if such violation occurs during a match, the Player will be penalized in accordance with the Penalty Points Program (Section 17.3.2).

In circumstances that are flagrant and particularly detrimental to the success of the Tournament, or that are singularly egregious, a single violation of this Section will also constitute Direct Default, as set forth in Section 17.3.2.

In cases that are especially serious and may jeopardize the image of the Tournament, the image of the FIP or the image of the Sport, the Tournament Supervisor may refer the case to the Sports Discipline Committee for evaluation of whether the player has committed a serious crime of behavior or conduct contrary to the integrity of the sport, which may result in suspension and additional penalties. Provided such violation is referred to the FIP Rules and Tournaments for evaluation, all prize money won by the individual will remain with the FIP until the investigation is concluded.

vi. Verbal Abuse

(a) Players will not verbally abuse, at any time, directly or indirectly, any Referee, opponent, sponsor, spectator or any other individual within the tournament premises. Verbal abuse is defined as any statement about a Referee, opponent, spectator, or any other individual that involves dishonesty or is derogatory, insulting, or otherwise abusive.

(b) Violations of this Section will subject the player to a sanction of up to 250 Ranking points for each violation. In addition, if such violation occurs during a match, the player will be penalized in accordance with the Penalty Program (Section 17.3.2).

In circumstances that are flagrant and particularly detrimental to the success of the Tournament, or that are singularly egregious, a single violation of this Section will also constitute Direct Default, as set forth in Section 17.3.2.

In cases that are especially serious and may jeopardize the image of the Tournament, the image of the FIP or the image of the Sport, the Tournament Supervisor may refer the case to the Sports Discipline Committee for evaluation of whether the player has committed a serious crime of behavior or conduct contrary to the integrity of the sport, which may result in suspension and additional penalties. Provided such violation is referred to the FIP Rules and Tournament for evaluation, all prize money won by the individual will remain with the FIP until the investigation is concluded.

vii. Continuous Play / Delay of Game

(a) Once the match has begun, the match must be continuous, and no player may delay it without reasonable cause beyond the times allowed in the Game Rules.

(b) Violations of this Section will subject the player to a sanction of up to 50 Sanking points for each violation. In addition, such violation will be punished in accordance with the Penalty Program (Section 17.3.2).

viii. Coaching and coaches

(a) Each pair may receive advice and instructions during a match from a duly accredited coach provided that they occur during the authorized break times.

Players are responsible for the conduct of their coaches and registered companions at all times during the Tournament, including the on-court coach and other player support team members accredited under the player's name. Coaches are prohibited from: using an audible obscenity or making obscene gestures of any kind, abusing any Referee, opponent, spectator or other individual, verbally or physically, and/or engaging in conduct contrary to the integrity of the Sport. Conduct contrary to the integrity of the Sport will include, but not be limited to, public comments, whether or not to the media, that attack or disparage a Tournament, a sponsor, a player, a Referee or the FIP.

The use of any electronic device (excluding an FIP-approved electronic device under Section 6.1.4.D constitutes a coaching violation.

(b) Violation of this section will subject the pair to a sanction of up to 250 Ranking points per violation. For clarity, the fines derived from the coaches' conduct on the court will apply to both players, while the fines derived from the conduct of other members of the player support team will apply to the player who has requested the accreditation of that member of the player support team for the Tournament.

In circumstances that are flagrant and particularly detrimental to the success of a Tournament, or that are singularly egregious, the Tournament Supervisor will have the authority to remove the coach or player support team from their position on the court or from the Venue, and in the event of non-compliance with such order, may declare the direct Default of the pair.

ix. Unsportsmanlike Conduct

(a) Players will at all times behave in a sportsmanlike manner and duly take into account the authority of the Referees and the rights of the opponents, spectators and others. Unsportsmanlike conduct is defined as any misconduct by a player that is clearly abusive or detrimental to the success of a Tournament, FIP or the sport. In addition, unsportsmanlike conduct will include, but is not limited to, giving, making, issuing, authorizing or endorsing any public statement that has, or is designed to have, an effect detrimental to the best interest of the Tournament and/or the FIP.

(b) Violations of this Section will subject the player to a sanction of up to 500 Ranking points for each violation. In addition, if such violation occurs during a match, the player will be penalized in accordance with the Penalty Program (Section 17.3.2).

In circumstances that are flagrant and particularly detrimental to the success of the Tournament, or that are singularly egregious, a single violation of this Section will also constitute direct Default, as set forth in Section 17.3.2.

x. Better Efforts

(a) A player will make their best efforts during a match when competing in a Tournament.

(b) Violation of this Section will subject the player to a sanction of up to 250 Ranking points for each violation. For purposes of this rule, the Supervisor/Referee and/or Chair Umpire will have the authority to penalize a player in accordance with the Penalties Program (Section 17.3.2).

In circumstances that are flagrant and particularly detrimental to the success of the Tournament, or that are singularly egregious, a single violation of this Section will also constitute direct Default, as set forth in Section 17.3.2.

xi. Leaving the Court

(a) A player will not leave the court area during a match (including the rally) without the permission of the Chair Umpire or Supervisor/Referee.

(b) Violation of this Section will subject the player to a sanction of up to 150 Ranking points for each violation. In addition, the player may be suspended and will be subject to additional penalties for not completing the match.

xii. Not Completing the Match

(a) A player must complete an ongoing match unless due to health reasons or force majeure approved by the Supervisor.

(b) Violation of this Section will subject the player to a sanction of up to 250 Ranking points for each violation. Violation of this section will subject the player to immediate breach and will also constitute a serious breach of aggravated conduct.

xiii. Punctuality

Players should be prepared when called to their matches.

(a) Any player who is not ready to play within 15 minutes after their match is called may be disqualified unless the Supervisor, after considering all relevant circumstances, decides not to declare a breach. In this case, they will be sanctioned up to 100 Ranking points.

b. Other Violations on the Court

a) A player may also be reported to the FIP for inappropriate off-court conduct if a player's conduct or obscene language during a match is not observed or heard by Referees on the court but causes a negative impact on the image of the match because it is viewed on television or on the premises.

b) Violation of this Section will subject the player to a sanction of up to 150 Ranking points for each violation. Violation of this section will subject the player to immediate breach and will also constitute a serious breach of aggravated conduct.

c. Sexual Abuse

a) Players will not sexually abuse any player or any other individual. Sexual abuse is defined as the forcing of sexual activity by one individual to another individual (a) with reduced mental capacity or (b) by physical force, threats, duress, intimidation or undue influence.

b) A violation of this Section will constitute a violation of the player's Aggravated Conduct and may result in the player's default.

d. Sexual Harassment

a) Players will not engage in sexual harassment (e.g., making unwelcome advances, requests for sexual favors, or other verbal or physical conduct of a sexual nature where such conduct could create an intimidating, hostile, or offensive environment).

b) A violation of this Section will constitute a violation of the Player's Aggravated Conduct and may result in the Player's default.

e. Additional Sanctions and Appeals Procedures

i. Sanctions do not apply for Code violations received due to loss of fitness or as a result of medical treatment not being completed within the allotted time, unless interpreted by the Referee/Supervisor as being misleading.

ii. If another player, Referee or Tournament Official informs the FIP of a player's conduct on the court, that player will be subject to the applicable sanction, even if no warning was issued during the match.

iii. Sanctions will be enforced as stipulated in the FIP in each case.

10.1.5 Interference Rule

See Section 6.6 for the interference rule.

10.1.6 Restroom / Clothing Change Break

See Section 6.2 for restroom/clothing change break rules.

10.1.7 Default

The Supervisor may declare a Default for a single violation of this Code (Immediate Default) or in accordance with the Penalty Program set forth in Section 10.1.3.

Similarly, the Tournament Supervisor has the authority to remove a pair from the tournament for a Code of Conduct violation that takes place on-site, but not during a match.

For clarity, on-site means any of the following: tournament venue, training venue (if different), tournament hotel(s), transportation or during any official or promotional Tournament activity.

In all cases of Default, the decision of the Supervisor/Referee will be final and unappealable.

10.1.8 Tour Medical Rules

See Section 12.17 for Tour medical rules and penalties.

10.1.9 Clothing and Equipment

See Section 6.1 for clothing and equipment rules and penalties.

10.1.10 Delay of Game

See Section 6.5.2.A for delay of game rules.

10.1.11 Dishonorable or unprofessional conduct

a. Responsibilities of the Player

i. Player Conduct

A player will at all times, but particularly during a Tournament or event in which their entry has been accepted, whether on the Tournament site or not, refrain from engaging in conduct detrimental to the FIP or contrary to the integrity of the sport. Conduct detrimental to the FIP or contrary to the integrity of the sport will include, but not be limited to, public comments, whether or not to the media, that unreasonably attack or disparage any individual, group of people, Tournament, sponsor, player, Referee, FIP individual or the entity itself. Responsible expressions of legitimate disagreement with the FIP policies are not prohibited. However, this Section expressly prohibits public comments that a player knows, or should reasonably know, will harm the reputation or financial best interests of a Tournament, player, sponsor, Referee, or the FIP.
Without limiting the generality of the foregoing, players must also comply with the following:

(a) Proper Clothing

Players will dress and present themselves in a professional manner at all times at the Tournament site or any official training site.

(b) Payment of Individual Expenses

Players will pay all fair debts incurred in connection with their round trip, accommodation and participation in the Tournaments, including telephone, food and medical care.

(c) Avoid Criticism in Public or in the Media

Players will not direct criticism to a Tournament, Sponsor, player, Referee, the FIP to the media or the public. All such complaints must be submitted to the Supervisor and to the FIP Officiating Department.

ii. Penalties

Failure to comply with any of the foregoing will constitute a violation of the Code and subject the offending player to (a) a sanction of up to 250 Ranking points, (b) failure to comply in accordance with the procedures provided for in Section 10.1.4 - Player Conduct on and off

the court, and (c) suspension from participating in the Tour for a specific period of time as determined by the Sports Discipline Committee.

b. Aggravated Conduct

No player will engage in Aggravated Conduct, as defined below:

i. Definition

(a) One (1) or more incidents of conduct designated in this Code as constituting Aggravated Conduct.

(b) An incident of conduct that is flagrant and particularly detrimental to the success of a Tournament, the FIP, or that is singularly atrocious, including the sale of a credential or unauthorized disclosure of Confidential Information.

(c) A series of two (2) or more violations of the Code within a 12-month period that do not uniquely constitute Aggravated Conduct, but when taken together establish a pattern of conduct that is collectively egregious and is detrimental or harmful to the Tournaments or the FIP.

ii. Penalties

Violation of this Section will subject the player to a sanction of up to 500 Ranking points and the amount of the prize money won in the Tournament, and/or to the suspension of the match in a Tournament or event for a minimum period of twenty-one (21) days and a maximum period of one (1) year. The suspension will commence on Monday, following the expiration of the period within which an appeal may be brought or, in the case of an appeal, from the Monday following the final decision on the appeal.

c. Decision Making Authority

The FIP will have the sole authority to declare a player's violation under this Section by acting on a formal and substantiated complaint. The FIP's decision may be appealed to the Appeals Committee.

10.2 PROCEDURES FOR PLAYER SUPPORT TEAM MEMBERS AND ACCREDITED INDIVIDUALS

10.2.1 Player Support Team

Player support team members are expected to behave professionally at all times. In this regard, a Code of Conduct has been put in place to establish the rules that all members of the player support team must comply with at all times.

a. Competence

i. Player support team members will provide services only within the limits of their competence, based on their education, training, supervised experience, or appropriate professional experience.

ii. Members of the player support team who provide services for a player will strive to increase their level of competence and skill by staying up to date and seeking ongoing education and certification in safety, health and training and other developments relevant to Padel.

iii. Members of the player support team who provide services for a player will seek advice and counsel from colleagues and experts, provided such consultation is in the best interest of the player.

iv. Members of the player support team will endeavor to protect the health, safety, and physical and psychological well-being of a player under their direction, ensuring that all activities under their control are performed for the physical and psychological well-being of the player.

b. Unfair and/or Discriminatory Conduct

i. Player support team members will not engage in unfair or unethical conduct, including any attempt to intentionally injure, incapacitate, or interfere with the preparation or competence of any player.

ii. Player support team members will not discriminate in the provision of services on the basis of race, ethnicity, gender, national origin, religion, age, or sexual orientation.

c. Abuse of Authority; Abusive Conduct

i. Player support team members will not abuse their position of authority or control and will not compromise or attempt to compromise the psychological, physical or emotional well-being of any player.

ii. Player support team members will not engage in abusive conduct, whether physical or verbal, or in threatening conduct or language directed at any player, tournament Referee, FIP personnel member, Court Official, coach, parent, viewer, or member of the press/media.

iii. Player support team members will not exploit any relationship with the player to promote personal, political or commercial interests at the expense of the player's best interest.

d. Sexual Conduct

To prevent sexual abuse and the negative consequences resulting from the imbalance of a dual relationship, sexual conduct of any kind between a player and members of their player support team is expressly discouraged. In addition, the following conduct is expressly prohibited:

i. Player support team members will not have any sexual contact with any player who is a legal minor in the jurisdiction where the conduct takes place or where the player resides.

ii. Player support team members will not sexually abuse a player of any age. Sexual abuse is defined as forcing sexual activity by one (1) individual to another individual with reduced mental capacity or through the use of physical force, threats, coercion, intimidation, or undue influence.

iii. Player support team members will not engage in sexual harassment (e.g., making unwelcome advances, requests for sexual favors, or other verbal or physical conduct of a sexual nature where such conduct may create an intimidating, hostile, or offensive environment).

e. Criminal Conduct

Player support team members must comply with all applicable criminal laws. For greater certainty and without limiting the foregoing, this obligation is violated if members of the player support team have been convicted of or pleaded guilty to or do not oppose a criminal charge or indictment for a crime involving:

i. Use, possession, distribution, or intent to distribute illegal drugs or substances;

ii. Sexual misconduct, harassment or abuse; or

iii. Child abuse.

f. Anti-Doping Activity

Player support team members will comply with the Anti-Doping Program and will not assist or in any way encourage a player to violate the Anti-Doping Program.

g. Anti-Corruption Program

Player support team members will comply with the Anti-Corruption Program and will not assist or in any way encourage a player to violate the Anti-Corruption Program.

h. Conduct and General Requirements

i. Player support team members will be familiar with and agree to abide by the Rules and encourage players to comply with them.

ii. Player support team members must comply with all requirements of any FIP player support team member registration program.

iii. Player support team members will refrain at all times, whether at the site of the Tournament or not, from engaging in conduct detrimental to the FIP or contrary to the integrity of the sport. Conduct detrimental to the FIP or contrary to the integrity of the game of padel will include, but is not limited to, public comments, whether or not to media, that unreasonably attack or disparage any individual, group of people, Tournament, Sponsor, player, Referee, of the FIP. Responsible expressions of legitimate disagreement with the FIP policies are not prohibited. However, this Section expressly prohibits public comments that a member of the player support team knows, or should reasonably know, will harm the reputation or financial best interests of a Tournament, player, sponsor, Referee or the FIP.

iv. Player support team members will not disclose Confidential Information unless authorized in writing by the FIP or until such time as the information is publicly available through the means authorized by the FIP.

10.2.2 Accredited Individuals

No individual who has been granted a credential for a Tournament, including members of the media, may at any time during the Tournament engage in abusive conduct directed toward any player, Referee, spectator or individual of the Tournament or the FIP.

11 STANDARDS

11.1.1 Anti-Doping Testing Facilities and On-Site Personnel Assistance

a. Doping Control Station

Each Tournament, when selected to test players, is required to provide, at its own cost, the facilities in Appendix N.

b. Tournament-Provided Companions

Each Tournament, when selected to test players, is obligated to provide, at its own cost, adult personnel members and/or volunteers who may assist the Official Anti-Doping Personnel and Supervisor with the notification and observation of players selected for testing.

11.1.2 Balls

a. Ball Type and Specifications

i. Bullpadel balls will be used in all tournaments. The FIP reserves the right to authorize exceptions with respect to the official ball at FIP Beyond tournaments. The FIP will report the Bullpadel ball model a minimum of (3) weeks prior to the start of its Main Draw.

High altitude balls should not be used unless conditions require it, and such use must be approved by the FIP and must be indicated in the Factsheet / Overview.

It is the responsibility of the FIP and the Tournament Promoter to ensure that sufficient balls are obtained to meet all needs, including matches and training. The Tournament Promoter is responsible for ensuring that they arrive at the Venue well in advance of the Tournament. The FIP will be responsible for the cost of the balls.

b. Rotation Number and Procedure during Matches

In FIP Beyond Level 1 and Level 2 tournaments, starting from the semifinals, three (3) balls will be used and replaced after the first eleven (11) games when the scoring system is best of three Tie-Break sets. When the scoring system is two sets plus a Super Tie-break or short sets to four games, there will be no ball change. The FIP reserves the right to modify these conditions.

In the event that a ball is lost or damaged during play, it must be replaced with a ball of similar wear. If the ball is lost or damaged during warm-up or when fewer than two matches have been played after a ball change, then the ball must be replaced with a new one.

Following a suspension or interruption of a match requiring a new warm-up, the new warm-up shall not be carried out with the match balls, but rather balls of similar wear shall be used. Once

the warm-up is complete, the balls used for the warm-up will be removed and the match balls that were in use at the time of the interruption will be used.

It is the responsibility of the Chair Umpire to ensure that the match balls are picked up at the time of interruption and to ensure that the match balls are properly marked and safely stored for use once the match resumes.

If a ball is lost or damaged during the match, then another ball must be put in play to replace the lost or damaged ball as soon as possible; the match will not continue with only one (1) ball available to the players and the Chair Umpire will give players replacement balls of the same use. If a ball is lost within the first two (2) matches after a ball change, then a new ball must be used as a replacement. If a ball is lost after completing two (2) matches after the ball change, then a used ball of similar wear will be put into play to replace the lost ball. The Chair Umpire is responsible for carrying replacement balls of different wear before entering the court for the match.

c. Availability

The make and model balls to be used in the Tournament must be available at the tournament location at least the day before the start of the Qualifying.

11.1.4 Chairs/Umbrellas

Chairs must be provided on the court for use by players and coaches during the side change. In Outdoor Tournaments, it's recommended to provide umbrellas to shade player chairs whenever required by the Supervisor/Main Referee.

11.1.5 Cleaning

a. Tournaments must have dedicated cleaning personnel who are trained and provide the equipment necessary to clean and disinfect the tournament facilities in accordance with local sanitary regulations.

b. Procedures for cleaning and disinfecting equipment, training facilities, uniforms, and high traffic and contact areas must be in place, particularly after use.

c. Procedures should be tailored to the specific cleaning, disinfection, sanitization and ventilation needs and challenges of each unique area of the Tournament.

d. The locker rooms, dining rooms and health care areas of the Tournament facilities must be cleaned and disinfected regularly during each day of the Tournament. Locker rooms and all healthcare-related areas must be cleaned at least every night after treatments are completed and before they are open for use the following day.

11.1.6 Court

a. Court Specifications

i. Court Surface

(a) Tournaments must be played on an FIP certified and/or approved surface, including but not limited to the color of the court surface and the outside play area. Tournaments must submit

a written request for approval to the FIP prior to making any changes to the existing surface area and pay for the cost of any testing deemed necessary by the FIP.

Manufacturers and models of the playing courts and lawns to be used at any FIP Beyond event must be certified and/or approved by the FIP no later than six (6) weeks prior to the event.

(b) If a new surface is being considered, approval must be granted by the FIP.

(c) The surface must be maintained to the satisfaction of the Supervisor/Referee.

(d) It is recommended that tournaments use the same surface area for both the Main Draw and the Qualifying

(e) The Tournament Promoter will be responsible, at its sole cost, for the supply of the courts and all related infrastructure, services and facilities/equipment, including, but not limited to, all necessary surface preparation and protection for the temporary courts, electrical and net infrastructure, carpet surrounding the court, permanent or temporary seating stands, among others.

(f) Unless otherwise approved by the FIP, outdoor courts will be distributed with the north and south longitudinal axis; Geographic considerations may modify this direction to minimize the adverse effect of serving in the sun.

ii. Court measurements

(a) The dimensions of the court must comply with those established in the FIP Game Rules. It is the responsibility of the Tournament Director to ensure, during the final preparation of the padel courts prior to the start of the Tournament, that all court specifications including the court's outside play measures meet the standards set forth in the Rules of the Game – Court and lighting measurements.

(b) Any steps resulting from the metal plates used on temporary courts to weld the posts and frame structure together must be levelled out in a slight slope to prevent players from tripping during off-court play. Similarly, any other small steps around the court will be levelled in the same way.

(c) All match courts must be equipped with a chair for the Referee as long as there is a Chair Umpire, a table for the Referee to place the scoring tablet, communication devices or any other equipment necessary for officiating, as well as benches for players and the coach, all of which must be located outside the safety area for off-court play and free of sharp or dangerous edges, that may pose a danger to the players during the match.

(d) The Tournament must have at a minimum, an individual responsible for the court controlling what is necessary in each match (drinks, towels, etc.) and at least one individual responsible for the Players Desk.

(e) In the FIP Beyond World Cup by Pairs and the FIP Beyond Continental Cup by Pairs, there must be at least one (1) court suitable for outdoor play, with a safety area that is completely free of obstacles, measuring at least 3 meters in width, 8 meters in length, and 3 meters in height. The FIP may approve other measures provided that the provisions of the FIP Game

Rules are complied with. All access to the court must be protected by its three sides and the net post must also be covered with a padded material, which must be securely and firmly attached to the metal structures or post, in accordance with the applicable padel regulations.

It is recommended that the courts used during the Main Draw of the FIP Beyond tournaments allow for outdoor play.

(f) The safety zone must be covered with a non-slip material, which has gripping properties similar to the court grass.

(g) It is important to make sure that no microphone cables, cameras or any other use is routed through the security zone.

(h) All wiring in the area around the court will be covered by the carpet to minimize visibility of such connections and enhance the professional image of the court.

b. Court Signage

i. On the court surface

(a) There may be no commercial identification on the track surface unless the court manufacturer's name and the Tournament host location (as described below) are allowed to be placed on the court surface with the FIP's prior approval. A tournament must request the FIP approval for host location logo and signage placement and/or court manufacturer identification and provide full details of all signage (text and location) to the FIP at least six (6) weeks prior to the event.

(b) Tournaments may place on the court the name of their host location, which may include one (1) of the following: city, region (i.e., state or county) or country subject to the location and size restrictions set forth below. Signage should be consistent with the texture and feel of the court surface so as not to affect play or pose a safety hazard.

ii. Banners/LEDs

There may be no banners with predominantly white, gray, yellow or any other light color backgrounds behind the ends of the court. The background and letters of the rotating signs/LEDs should be consistent with the color of the back walls.

Posters must comply with the Tour's Betting, Fantasy and Gaming Sponsorship Rules.

c. Preparation of the Court

Courts should be swept, brushed, and cleaned before the start of all matches, if deemed necessary by the Supervisor or Referee.

All glass and the structure of the court should be cleaned prior to the start of all matches, if deemed necessary by the Supervisor or Referee.

d. Seats

i. Color of the boxes and seats at the ends of the track

It is recommended that spectator seats be free of white, gray, yellow, or other light colors that may interfere with player vision and that such light-colored seats be covered.

ii. Spectator movement during play

Spectators above the lowest level of seats will be able to move freely to and from their seats at any time during the match. This lower level of seating will be determined by the Tournament Director and the Supervisor of each Tournament. When there is no clear guideline, the Tournament Director and Supervisor will determine the most logical designation for spectator movement during the match.

e. Smoking

Except where permitted by law, smoking will not be permitted around the courts and in all restricted areas for players, as well as in the office areas of the Tour and Referees.

11.1.7 Lighting

a. Specifications and Measurements

Lighting should be evenly distributed on the court, with minimum and recommended standards as indicated in the chart below.

A vertical lighting level of at least 1000 lux is required for TV broadcasts, however this value may increase with the distance from the camera to the object.

It is the responsibility of the Tournament Director to ensure, during the final preparation of the padel courts before the Tournament begins, that all court specifications, including lighting measurements, meet the standards set forth in the Rules of the Game. – Lighting measurements.

The Supervisor has the power to suspend the match on any court if the intensity of the lighting, in their judgment, is insufficient for optimal padel play.

11.1.8 Officials and Officiating

All Tournaments must appoint, in consultation with the FIP, an internationally certified Referee and, if necessary, a Chief Referee to work together with the Supervisor.

All Chair Umpires appointed for tournaments are certified Chair Umpires. All designated Officials must be fully familiar with the FIP Rules and Procedures, FIP Padel Rules and the Code for Officials, and in conjunction with the Supervisor, ensure that they are followed.

a. Officials Team

The FIP will appoint the following Officials:

- Tournament Supervisor(s)

- Main Referee of the Tournament
- Chief of Umpires
- Minimum Number of Chair Umpires
- Minimum Number of Review Officials
- Minimum Number of Court Umpires

In the event of a review system, two (2) additional Referees will be appointed when the review system is in use on one court and three (3) additional Referees when the review system is in use on two courts. These Referees will be called Review Officials.

The FIP will approve the method of selection (application system, etc.) and the list of Officials designated for the tournament.

The Tournament Promoter will be responsible for travel, lodging, local transportation, food, laundry and fees for all Officials listed above.

Meals for Officials (lunch and dinner) are expected to be taken on-site and breakfast provided at the hotel. Where meals (lunch and dinner) are not possible on-site, it will be agreed to be provided at the hotel or the Tournament Promoter may provide a meal allowance, which must be approved by the FIP. All conditions must be notified to workers at the time of appointment.

All Officials will stay at the official Tournament hotel unless otherwise approved by the FIP.

b. Role of the Officials Team

The Referee Team is responsible for enforcing all sports regulations, managing competition in accordance with the FIP rules and procedures, acting as an agency interpreting rules and regulations on-site, enforcing applicable codes of conduct, and managing results.

i. Question of Fact

A Question of Fact refers to an issue related to what actually happened on the court during a particular match.

Only the Chair Umpire has the right to determine a Question of Fact and the Tournament Supervisor or Tournament Referee has no right to change the Chair Umpire's determination on a Question of Fact.

The Chair Umpire cannot change their decision on a Question of Fact based on the players' appeal.

However, as long as the review system is in place, the player may request a review, provided it is done in accordance with all applicable procedures.

ii. Question of Law

A Question of Law refers to the application or interpretation of any padel rule during a particular match.

The Chair Umpire will make the first determination on a Question of Law.

If the Chair Umpire is unsure or if the player appeals the interpretation of the rule, the Question of Law will be addressed by the Tournament Supervisor (or the Tournament Referee in their absence) and such decision will be final and unappealable.

A player may appeal the initial interpretation of the rule by the Chair Umpire (Question of Law) according to the following procedure:

- If the player believes that the Chair Umpire's interpretation of the rule is not correct, they should immediately appeal the Chair Umpire in a professional and respectful manner.

- Whenever the appeal relates to a Question of Law rather than a Question of Fact, the Chair Umpire shall immediately stop play and call the Tournament Supervisor (or the Main Referee in their absence). When the Tournament Supervisor arrives, the Chair Umpire must clearly state all the facts and their decision to the Tournament Supervisor, who will review the applicable rules with the Chair Umpire and the player and confirm the initial decision of the Chair Umpire or revoke their initial decision. The Tournament Supervisor's decision is final and cannot be appealed by the player.

- The game will resume immediately after the decision of the Tournament Supervisor and no more than ten (10) seconds will elapse until the start of the next point.

c. Tournament Supervisor

The FIP will appoint one or more Tournament Supervisors.

When the Supervisor is unavailable, he will appoint a Main Referee to perform their duties during his absence.

The Tournament Promoter will be responsible for the Tournament Supervisor(s) fees, single room accommodation at the official hotel, provision of meals including breakfast, lunch and dinner, and any other relevant expenses.

(a) Responsibilities and Duties

The Supervisor/Main Referee of the Tournament must:

i. Be the final on-site authority for the application and implementation of the FIP Beyond Regulations and Standards, the FIP Padel Regulations, and in the absence of the FIP Players Relation, in the supervision, application and implementation of the Promoters Manual.

ii. They will be the final authority in the resolution of any issue of Padel Law.

iii. Be the final decision in the event of a non-compliance situation for violations of the players Code of Conduct.

iv. Inspect, upon initial arrival at the venue, all competing facilities to ensure that the courts are appropriate for the match and that there are no items that pose a danger to players.

In addition, the Tournament Supervisor has the authority to request the Tournament Promoter to make necessary changes to the facilities to safeguard the safety of the players and has the authority to not allow play on one or more courts if, in their opinion, the conditions of play would endanger the safety and well-being of the players.

v. Request the Tournament Promoter to modify or implement any facility or condition so that the Tournament Promoter complies with all applicable regulations and guidelines in the Promoters Manual.

vi. Inspect the site to ensure it complies with all provisions of the FIP guidelines.

vii. Ensure that all cameras, microphones and other streaming equipment are positioned in such a way and in places that do not affect the match and do not pose a danger during off-court play.

viii. Evaluate the performance of other members of the Referee team and write performance evaluation reports for them and submit such reports to the FIP after discussing them with the Referees in question.

ix. Assign, together with the Main Referee of the Tournament, the Chair Umpires for each match of the day.

x. Conduct regular meetings during the week with the Chair Umpires to discuss the tournament procedures, unusual cases occurring during the week or any topic that the Tournament Supervisor deems pertinent and relevant.

xi. Enforce any sanction against players in accordance with the Code of Conduct, as necessary and appropriate.

xii. Evaluate the conditions, including weather, and determine if conditions are safe to play; The Tournament Supervisor has the authority to suspend or postpone play until he considers the conditions safe to play.

xiii. Check the lighting conditions on all courts and determine if they are suitable for night play.

xiv. Decide if a court is playable and whether a match will move to another court. The Tournament Supervisor has the right to move a match to another court, indoors or outdoors, to prevent a player from having to play two matches in one day or to ensure the tournament can be completed as scheduled.

xv. Manage all the Tournament Draws.

xvi. Maintain and communicate the results of all matches.

xvii. Apply all regulations regarding No-Shows, Lucky Losers selection, Draw updates, withdrawal of Seeded pairs if applicable, registration sheets, among others.

xviii. Designate the location from which the matches will be convened and inform the players of the conditions for convening the matches.

xix. The Tournament Supervisor must issue the Order of Play for the following day at a reasonable time but no later than 10 pm; If the matches are still being played at that time, then the Tournament Supervisor must issue Order of Play pending the winners of the unfinished matches and update the Order of Play after the completion of those pending matches.

xx. Stay in constant communication with the Tournament Director during the week of the Tournament and discuss any issues that arise during the week.

xxi. In coordination with the Tournament Doctor/ Physiotherapist(s), be responsible for the implementation of the Heat Rule.

xxii. Request security to remove an individual from the stands or playing field when their behaviour jeopardizes the safety of players or others, the integrity and image of the Tournament, or the integrity and image of the FIP or of the Sport.

xxiii. Write the final tournament report.

xxiv. Be on-site at all times during the game.

d. Main Referee

The FIP will assign one or more Main Referees.

Whenever the Tournament Supervisor is unavailable, the Main Referee will perform all the functions of the Tournament Supervisor during their absence.

The Tournament Promoter will be responsible for the fees of the Main Referee, single room accommodation at the official hotel, the provision of meals including breakfast, lunch and dinner, and any other relevant expenses.

(a) Responsibilities and Duties
The Main Referee(s) must:

i. Organize the venue facilities and verify team equipment and personnel to support the development of the tournament from the start of the Qualifying event.

ii. Confirm all playing conditions, such as ball (brand and ball change), match schedule, court service conditions between matches, among others.

iii. Decide, in consultation with the Supervisor, that each court is equipped in accordance with the provisions of the Rules and Regulations and the Tournament Standards and Guidelines. The Main Referee must also verify that the court is safe to play on and that

there are no issues that could jeopardize the safety and well-being of the players during the play.

iv. Be available to promptly resolve any conflict on the court, monitor Medical Time-Out, and enforce the Code of Conduct.

v. Assign and replace, when necessary, Chair Umpires or Review Officials. The Supervisor has the final decision in all the assignments

vi. Be in contact with the Supervisor and decide on the competence of the Officials.

vii. Make all necessary arrangements to ensure that players can be safely escorted to and from the courts before and after matches and when attending any official, promotional or press functions of the tournament.

viii. Be on-site at all times during the game.

ix. Perform any of the Tournament Supervisor´s duties, as requested by the Tournament Supervisor.

x. If necessary, organize group sessions for local Chair Umpires.

xi. Measure the courts, net posts, poles and lights and check net quality and availability of spare nets prior to the start of the Tournament.

xii. The Main Referee will be responsible for conducting the evaluations of the Chair Umpires.

xiii. Arrive every day at least one (1) hour prior to the first scheduled match, remain on-site at all times during the matches, and leave no sooner than thirty (30) minutes after the end of the game.

xiv. Confirm that all updated Draws and Order of Play have been distributed at the end of each day´s competition.

xv. Designate a specific are from which the matches will be called, determine a meeting point for the players once the match has been called and coordinate the security escorts to/from the playing courts.

xvi. Not act as Chair Umpire unless necessary.

e. Chief of Umpires

If necessary, the FIP will propose a Chief Umpire, who will be approved.

The Tournament Promoter will be responsible for the Chief of Umpire´s fees, accommodation, food expenses and any other relevant expenses.

If accommodation is required, the Chief of Umpires will receive single room accommodation at the official hotel, including breakfast.

(a) Responsibilities and Duties

The Chief of Umpires must:

i. Be familiar with the local language.

ii. Be able to assist the Main Referee and Supervisor when necessary and be present on-site at all times during the game.

iii. Conduct meetings with Chair Umpires to specify specific assignments and specific procedures.

iv. Schedule court assignments for all Chair Umpires in consultation with the Main Referee and with the approval of the Supervisor.

v. Coordinate the evaluations of all Officials (Chair Umpires and Court Umpires) with the Supervisor and the Main Referee.

vi. Do not act as Chair Umpire for the Tournament.

vii. Be able to assist the Main Referee and Supervisor whenever necessary and always be present on-site during the game.

viii. Arrive at least one (1) hour prior to the first scheduled match, remain on-site at all times during the matches, and leave the site once the competition is over.

ix. Coordinate the uniforms of the Chair Umpires and collect all sizes in advance. Inform Officials at least two (2) weeks prior to the event of the dress code and/or uniform provided by the Tournament, if any.

x. Submit all arrival and departure details of designated officials to the FIP at least twenty-one (21) days prior to the Tournament.

xi. Send designated Officials information on venue conditions, such as transportation, hotel and meals, at least seven (7) days prior to the Tournament.

f. Chair Umpire

The FIP will assign Chair Umpires in the number established in (section b) of this same section

The Tournament will cover the fees of the Chair Umpires, accommodation in a single room at the official hotel, provision of meals including breakfast, lunch and dinner, and any other relevant expenses.

Chair Umpires will properly dress according to weather conditions, preferably khaki or blue pants and shirt/sweatshirt provided in white or blue.

(a) Responsibilities and Duties

Chair Umpires must:

i. Enforce the Tour Regulations, and the FIP Game Rules during the match that they are assigned to referee.

ii. Be on the court prior to the players arrival and ensure the court is equipped in accordance with the provisions of the Rules and Regulations and the Tournament Standards and Guidelines.

iii. Control the match in all aspects. They may only be overruled by the Main Referee/Supervisor in matters of interpretation of the law, not in Questions of Fact.

iv. Score matches promptly and accurately using the manual scoring system or other method provided by the FIP. Be competent in the use of the scoring system. Control and record when balls should be changed.

v. Take charge of all ball boys when on the court.

vi. Have a timer to monitor game times such as rally time, time between points, time during game interruptions, time during side changes, time during medical time-out, and other timing needs.

vii. Have a meter to measure nets, court elements, rackets, etc.

viii. Conduct a pre-match meeting with the players to inform them of all applicable match rules and regulations.

ix. Make sure they know the correct pronunciation of all players' names and that they can easily identify each player.

x. Ensure that all players use rackets that comply with the FIP Padel Rules.

xi. Conduct the pre-match coin toss in the presence of all players to determine service choice and sides. In the event that the match is suspended prior to the start of the match, the pair who won the toss may change their choice of service or side prior to the start of the match.

xii. Make sure that players and coaches are dressed in accordance with the dress code. If both pairs arrive in the same color, the higher-ranked pair will choose the color, and the other pair must change to a different color within a reasonable time.

xiii. Make a decision on all Questions of Fact that arise during the match. The Chair Umpire's determination on the Questions of Fact will be final unless there is a challenge using the review system in accordance with the relevant procedures.

xiv. Make an initial determination of the Questions of Law arising during the match. Players have the right to appeal decisions on Questions of Law and the Chair Umpire will abide by the final decision made on such appeal by the Tournament Supervisor or the Tournament Referee in the absence of the Tournament Supervisor.

xv. Make all announcements during the match in accordance with all applicable officiating procedures. If more than one language is used during announcements, the local language will be used first.

xvi. Turn off the microphone when talking to players and also turn off the microphone during changes and at the end of the Set.

xvii. Communicate as needed with players during the match and whenever the communication is in a language not spoken by the other pair, be prepared to explain to the other pair the nature of the communication.

xviii. Announce decisions communicated by the Review Official following use of the review system. The Chair Umpire must announce the number of challenges remaining for the pair issuing the challenge.

xix. Make their best efforts to control the crowd and, in doing so, they can address the crowd in a clear, respectful and professional manner.

xx. Monitor ball boys and make sure they perform their functions in accordance with applicable procedures.

xxi. Be responsible for handling the ball at play, ball changes, and ball replacement as needed. Whenever a match is suspended, the Chair Umpire must pick up the match balls and store them separately for use once the match resumes.

xxii. Become familiar with the use of the scoring tablet and have a scorecard as a backup in case the tablet malfunctions.

xxiii. Fairly enforce the Code of Conduct and report any issued code violations to the Tournament Supervisor. In addition to this, the Chair Umpire must provide a detailed report of any code violations or any unusual circumstances at the end of the match.

xxiv. Update the Tournament Supervisor with the match score at the end of each Set or at the end of the match.

xxv. Call physical therapists or Physicians whenever necessary in the event of any injury or medical condition and enforce all medical waiting time procedures.

xxvi. Immediately notify the Tournament Supervisor if any player arrives late on the court.

xxvii. Ensure that the time between points does not exceed the twenty (20) seconds allowed and that the match resumes after each side change within the ninety (90) seconds allowed.

xxviii. Ensure that after any appeal and final determination, the match resumes within ten (10) seconds of the announcement of such determination.

xxix. Act as a Review Officer if appointed to that position by the Tournament Supervisor/Main Referee.

xxx. Determine if the court is still suitable for play. If there is a change in conditions during a match that the Chair Umpire deems sufficient to make the court unsuitable for play or if weather conditions require match interruption, the Chair Umpire must stop the match and notify the Supervisor immediately.

xxxi. Provide a detailed report on any penalties imposed under the Code of Conduct in relation to the relevant match(es).

xxxii. Wear and use the Umpire´s clothing, tablet, tablet stand and microphone provided by the FIP. Except for the FIP logo, no other trademarks may be applied to the Chair Umpire's clothing, score tablet, score tablet holder, or microphone without prior approval from the FIP and the applicable tournament.

(b) Chair Umpire interventions during the match

The Chair Umpire must actively officiate at all times during the match and shall intervene and make the appropriate warning in situations such as:

- **OUT:** when the ball in play, except when serving, and before first bouncing within the playable limits of the court, hits the metal fence, side walls, bounces directly off the court, or any other situation in which the ball will be considered to have been out of limits in accordance with the FIP Game Rules.

- **FAULT:** when the ball being served bounces out of the receiver's service area (Rule 7.c), or if after bouncing in the correct receiver's zone it hits the fence around the court before the second bounce (Rule 7.e) or bounces directly off the court directly through the doors of a court with no safety zone (Rule 7.f), or if the server misses the ball when attempting to hit it when serving (Rule 7.b), or if the ball hits the server, their partner, or anything used or carried by either of them (Rule 7.d), or if the server hits the ball before bouncing it on the floor within the service area in which they are standing to make the serve (Rule 6.2) or if the height of the ball is above the waist level of the server (Rule 6.5), or if the server does not have at least one foot in contact with the ground at the time they make contact with the ball when serving (Rule 6.5), or if the player walks, runs or jumps when serving (Rule 6.7). The Chair Umpire will announce the fault. The server will then proceed to serve a second time, unless the fault occurred during the second serve, in which case the point will be awarded to the receiving team and the Chair Umpire will follow the fault announcement with the announcement of the new score in the match.

- **FOOT FAULT:** when the player touches the service line or imaginary extension of the service center line when serving (Rule 6.4). The Chair Umpire will announce the foot fault. The server will then proceed to serve a second time, unless the foot fault occurred during the second serve, in which case the point will be awarded to the receiving team and the Chair Umpire will follow the foot fault decision with the announcement of the new score.

- **NET:** When the ball being served touches the net or net posts and then bounces back into the receiver area (as long as it does not hit the metal fence or sidewalls before the second bounce) or if after touching the net or net post it hits the receiver or anything they may be carrying, it is a "NET" serve and the serve in question will be repeated. If it was

a first serve, the Chair Umpire will announce Net, first serve. If it was a second serve, then the Chair Umpire will announce Net, second serve.

- **LET:** When the serve is made before the receiver is ready, or when an object outside the game enters or flies onto the court, or if a ball breaks during play, or when an unintentional interference or obstacle occurs during play, such as a player accidentally dropping something they are wearing or carrying (provided the object does not touch the net before the let is requested and unless it falls after the point has been decided), or in other exceptional circumstances where the Chair Umpire decides that a let is necessary, the point shall be replayed. The Chair Umpire will announce Let, repeat the point, followed by announcing the score as it was at the beginning of the point before the incident.

  Note: See the clarification in the Interference section below for repeated cases of involuntary interference.

- **TOUCH / NET:** When a player, or anything they use or carry, touches the net before the point has been decided, the player who touches the net will lose the point. The Chair Umpire will announce Touch (or Net) and announce the new score after awarding the point to the other pair.
  In case the player jumps over the net.

- **TOUCH:** When a ball in play touches a player or anything they are carrying with them (except the paddle), the player loses the point. The Chair Umpire will announce the touch, followed by the new score.

- **FOUL SHOT:** When a player hits the ball before it crosses the net to their side of the court, or if the player hits the ball with any part of the body, or if the player hits the ball twice with the paddle, or if the ball is hit by a paddle thrown by the player (not held by the player's hand at the time of contact), or if both players hit the ball simultaneously or continuously before it crosses the other side of the net, according to padel rules (Rule 13 f, i, m, o) the player will lose the point. The Chair Umpire will announce the anti-regulatory blow, followed by the new score.

- **THROUGH**: When the ball passes through a hole in the net rather than over the net, the player who took the shot will lose the point, unless it is during a serve in which case it will be a fault. The Chair Umpire will announce the pass, followed by the new score or second serve (if it is during a first serve).

- **NOT UP / DOUBLE BOUNCE:** When the ball bounces twice on the court surface before the player can make a successful return, the player will lose the point. When the second bounce and the attempt to hit the ball are very close in time, the Chair Umpire will announce whether or not there is double bounce or not up, followed by the announcement of the new score.

- **HINDRANCE / INTERFERENCE:** when deliberate or involuntary action by a player prevents or may prevent an opponent from hitting.

  i. If the interference is involuntary, it will be called Let as described above. The Chair Umpire will also inform the player that subsequent cases of involuntary hindrance will result in the loss of the point. From the second case of involuntary interference

onward, the player causing the hindrance will lose the point. The Chair Umpire will announce the hindrance or obstacle, followed by the announcement of the new score. The Chair Umpire should be prepared to quickly explain to the player that the point loss is due to the second or subsequent occurrence of an involuntary obstruction.

ii. If the interference is voluntary, the player causing it will lose the point and, if the Chair Umpire considers that there is unsportsmanlike conduct involved, it may also result in a violation of the code. The Chair Umpire will indicate Obstruction or Interference, followed by the new score. If the Chair Umpire decides to also issue a code violation, they will also announce the code violation in accordance with the procedures described below for Code of Conduct violations.
The Chair Umpire will decide whether an object falling during the match was voluntary or involuntary and, consequently, will decide whether the hindrance was deliberate or involuntary.

iii. The breakage of the padel lanyard will not be considered an involuntary action and the player will automatically lose the point.

- **CORRECTIONS:** In the event that the Chair Umpire immediately realizes, but not as a result of a player's appeal, that their decision on whether the decision is good or bad was wrong, they must make the following announcements:

  i. When correcting from Out or fault to good, the Chair Umpire will announce *"Correction, the ball was good"*.

  ii. When correcting from good to fault or Out, the Chair Umpire will announce *"Fault or Out"* followed by the updated score or second serve if it was after a first serve.

- When a player is not ready or when any unusual circumstance occurs that may hinder a player, the Chair Umpire will delay the start of the point by announcing *"Wait Please*". The Chair Umpire must be prepared to inform any player of the reason for the delay.

- Chair Umpires will also enforce Medical Time-Out procedures, Code of Conduct implementation and code violation schedule implementation and make appropriate announcements.

(c) Scoring announcements

Points in a match corresponding to the number of points earned by a pair will be referred to as:

- There are no points earned by a pair in a match yet: **Zero**
- First point earned by a pair still in a game: **Fifteen**
- Second point of a pair still in a match: **Thirty**
- Third point earned by a pair still in a match: **Forty**
- Both pairs earned three points each: **Deuce 1**
- Point won by a pair after Deuce 1: **Advantage 1**
- The pair with an advantage won the next point: **Game**
- The pair with an advantage loses the next point: **Deuce 2**
- Point won by a pair after Deuce 2: **Advantage 2**

- The pair with Advantage wins the next point: **Game**
- The pair with Advantage loses the next point: **Deuce 3 / Star Point**
- The pair that wins the Star Point: **Game**

The score of a game will be announced by first mentioning the points earned by the pair serving, followed by the points earned by the pair receiving.

At the end of a game, the Chair Umpire will announce the game as follows:

- If it's any pair's first game*: "Player X, Player Y; first game, (first, second or final) set"*

- If it is not the first set match, the Chair Umpire will announce the game winners followed by the set score:

  Example: *"Game Player X, Player Y. Player X, Player Y win by three games to two*".

- If a pair has not won any matches, no game won will be called Zero: *"Game Player X, Player Y. Player X, Player Y win by three games to Zero".*

- If both pairs have won the same number of games: "*Game Player X, Player Y. Three equal games".*

- When both partners have won six games: "*Game Player X, Player Y. six equal games, (first, second or final) Tie-Break".*

During a Tie-Break, the Chair Umpire will first announce the score followed by the last names of the winning pair.

- If the pair composed of players X and Y wins 3 – 2, the Chair Umpire will announce *"Three – Two, Player X, Player Y".*
- If both pairs have earned the same number of points (e.g. 3 – 3), the Chair Umpire will announce "T*hree equals".*

- At Tie-Break, if a pair has not earned any points it will be called "Zero".

At the end of a set, the Chair Umpire will announce the game and (first or second) set to player X, player Y, followed by the score in number of games in the set, followed by the score in number of sets. For example:

- *"Game and first set Player X, Player Y six games to three. Player X, Player Y win by a set at Zero"*

- *"Game and second set Player X, Player Y six games to three. One set all".*

When a pair wins their second set, and therefore the match, the Chair Umpire will announce Game, Set and Match Player X, Player Y, followed by the number of sets won by each pair, followed by the score on each set. (first, he will announce for each set the number of games won by the pair that won the match). For example:

- *"Game, set and match player X, player Y by two sets to zero, seven – six, six – four".*
- *"Game, set and match player X, player Y by two sets to one, seven – six, four – six, six – four".*

(d) Code of Conduct violation announcements

The Chair Umpire will announce any violation of the code by following the structure below:

Violation of the code, section of the Code of Conduct violated by the player and names of the players. For example:

- *"Violation of the code, Player X, and first Warning for the pair Player X, Player Y".*

After a one-point penalty, the Chair Umpire will announce the new result. For example:

- *"Violation of the code, Player X, and second Warning for the pair Player X, Player Y which leads to a missed point, then announce the new score".*

Violations of the Code of Conduct will be sanctioned in accordance with section 17.4.3

In the event of the third violation of the code or a serious violation of the code that may result in the pair being expelled from the match, the Chair Umpire will call theTournament Supervisor to discuss possible default.

In this case, the Chair Umpire will announce:

"Code Violation, Player X", "Supervisor has been called to the court" and notify the Tournament Supervisor to come to the court to discuss possible default.

(e) Time between points and breaks

There will be a maximum of 20 seconds between the end of one point until the start of the next.

In the side change after the first set of each set, a maximum of 30 seconds will elapse between the end of the first set and the start of the first point of the next set.

At the end of a game that results in a side change (except at the 1 – 0 of the set or at the end of the set), a maximum of 90 seconds will elapse between the end of the point and the start of the first point after the authorized break change.

The Chair Umpire will announce the time after 60 seconds have elapsed and the game must be restarted before 30 seconds have elapsed since that announcement.

At the end of a set, a maximum of 120 seconds will elapse between the end of the set and the start of the first point of the next set.
The Chair Umpire will announce the time after 90 seconds have elapsed and the game must be restarted within 30 seconds of that announcement.

(f) On-court Procedures

The Tournament Director will coordinate with the Tournament Supervisor the procedures for walking onto the court.

Although this may vary slightly from tournament to tournament, the recommended standard procedure is as follows:

- The Main Referee will check the players uniform before entering the court to avoid having to leave the court to change clothes.
- The lowest Ranking team will first enter the court.
- The Tournament Promoter may choose to introduce both players of the first pair together and have them walk along the court together or make them one player at a time. In the latter case, the second player will be announced once the first player has reached the bench.
- Players will enter the court by carrying all necessary items and equipment for the match. Once they have entered the court they must not leave the court to bring any equipment.
- During the players' presentation, the Chair Umpire will wait next to the Referee's chair.
- Once all players from both pairs have reached their benches and have had the opportunity to prepare for the match, all four players will enter the court for the pre-match meeting with the Chair Umpire.

(g) Pre-Match and Warm-Up Procedures

Once the players enter the court, they will remain with the Chair Umpire to take the pre-match photos.

The Chair Umpire will conduct the pre-match meeting with the players, and will provide match information such as the ball change and current scoring system, as well as any additional relevant information.

The Chair Umpire will then perform the coin toss, which can be physical or virtual if performed by a provider. The pair winning the toss will have the option to select:

- Serve (the pair losing the toss will choose sides)
- Receive (the pair losing the toss will choose sides)
- Choose sides (the pair losing the toss will choose to serve or receive)
- Ask the opponents to choose first.
- The winning pair may not select more than one (1) of the above options. For example, they cannot select to serve from the right side.

If a player's clothing is not appropriate, the Chair Umpire will ask them to change.

After the coin is tossed, players will begin the 3-minute courtesy rally and the Chair Umpire will announce *"three minutes."*

After announcing *"two minutes*", the Referee will proceed to present the match as appropriate.

After two minutes, the Chair Umpire will announce *"one minute*."

At the end of the three (3) minutes, the Chair Umpire will announce *"End of the rally, one minute to start the match."*

Players will finish the warm-up and head to the benches, where they will have one (1) minute to prepare for the game and receive instructions from their coach.

During the first twenty (20) seconds of this period, a player may request a restroom break, which will count as one of the authorized breaks for the team.

At the end of the minute, the Chair Umpire will announce *"Time"* and the match must begin within twenty (20) seconds.

When the first player is ready to serve the first point of the match, the Chair Umpire will announce "*They are about to start the match, player X to serve, play*." Similarly, when players begin the second game of the set, the Chair Umpire will announce *"Z Player to serve*" and so on until the full four player serving sequence is completed.

The same procedure will be followed during each set of the match, the final set being referred to as the final set.

g. Review Officials

The FIP will appoint Review Officials in number in accordance with the provisions of section 18.1.23.a

The Tournament Promoter will be responsible for the fees of the Review Officials, single room accommodation at the official hotel, provision of meals including breakfast, lunch and dinner, and any other relevant expenses.

Review Referees must comply with the same uniform regulations as Chair Umpires.

(a) Responsibilities and Duties

Review Officials must:

i. Be fully familiar with all aspects of the Game Rules, and with the electronic review procedures, the corresponding rules and regulations of the Tournament and the Duties and Responsibilities of the Umpires. They will perform their duties in accordance with the FIP procedures.

ii. Be in the electronic review booth at least twenty (20) minutes prior to the start of the game of the first match or session of the day on the court assigned to them, and ten (10) minutes prior to the start of subsequent matches.

iii. Check the means available to communicate with the Chair Umpire, Main Referee, screen operator, and television.

iv. Confirm with the operator that the system is configured for the appropriate event.

v. During the rally, they will examine at least one (1) trial from a review that will not be shown on TV or on screen.

vi. Confirm with system operators that all systems are fully operational prior to the start of the match.

vii. They will be responsible for identifying each play that may be requested for review.

viii. Determine if the requested play to review is available

ix. They will be responsible for monitoring the operation of the system.

x. In the event of system malfunction, they will immediately notify the Chair Umpire and the Chief Referee. When the system is back up and running again and has been tested, they will immediately inform them.

xi. Notify the Chair Umpire that the original decision will stand when the reviewing umpire is unable to retrieve the image to review the play.

xii. In the event that the play shown on the screen does not correspond to the text or graphic disclosed, it will inform the Chair Umpire of the correct result of the challenge and, if possible, will display the corrected textual graphic on the screen.

xiii. They will immediately inform the Chair Umpire when their review monitor is working properly, but the rest of the screens available in the stadium are not working properly.

xiv. Keep a record of the number of successful and failed challenges for each pair and be able to confirm the number of failed challenges pending to the Chair Umpire.

xv. Act as final authority regarding the number of pending failed challenges for each pair. They will verify with the Chair Umpire that the pair has one (1) or no (0) pending challenge.

xvi. Do not leave their position until the match is over.

xvii. They must not use any electronic devices in the booth unless approved by the FIP during ongoing matches. This includes smartphones, smart watches, and tablets/laptops.

xviii. They will be viewing the match on the LIVE screen and anticipating "potential" review plays.

xix. Alert system operators of a potential review, confirm that a review has been requested, or anticipate that there will be no review.

xx. They will be responsible for submitting the correct shot for review. They must listen to the request of the Chair Umpire and understand what the requested review is.

xxi. Once the best image has been determined, the Chair Umpire will be informed of the decision on the play and will give the order to send it to the scoreboard video.

h. Officiating Standards

All Officials' equipment must be certified and approved by the FIP. The FIP will appoint internationally certified Chair Umpires and Review Officials for all Tournaments. It is recommended that each Tournament provide additional Chair Umpires (FIP approved) for the Qualifying and for some Main Draw matches that are not covered by the Chair Umpires designated by the FIP.

i. Chairs – Chair Umpire

The chair for the Chair Umpire is recommended to have a minimum height of 1.75 meters and a maximum height of 2.25 meters. It must be placed outside the safety area for off-court play and must be free of any sharp or dangerous edges that may pose a safety hazard to the players or others.

For outdoor courts, the Umpire's chair should be placed on the west side of the court to minimize the impact of the sun on the Chair Umpire; Whenever the sun is a factor, the chair must be shaded to prevent the sun from entering the Chair Umpire's direct line of sight.

There must be a microphone on each umpire's chair for the Chair Umpire announcements, and the microphone must have an on/off switch, which is easy to locate and operate. During disputes or direct communication with the players, the Chair Umpire must turn off the public microphone.

All necessary power and network connections for scoring tablets, as well as various types of power adapters must be provided to ensure that the tablets can be used depending on the region where the event is played.

All connections will be made in a manner that provides protection from inclement weather.

All power, network and audio cables must be hidden from view. In addition, the wiring around the court must be placed before installing the surrounding carpets to further hide them from view.

All Umpire chairs will include a writing platform, with recommended dimensions of 30X30 cm, so that the Chair Umpire can comfortably place the scoring tablet or any other equipment required for the performance of their duties during a match.

j. Conditions for Officials

Each FIP-designated Official will receive the following, from the day before the first day of matches (at the earliest) until the morning after their last match (at the latest), free of charge:

i. Airport pick-up (or taxi reimbursement);

ii. Single room at the official hotel or other hotel approved by the Supervisor and Officiating Department;

iii. Breakfast, lunch and dinner (at the hotel, on-site or via stipulated diets) from the night before the start of their duties until the morning following the last day of their duties;

iv. Complimentary laundry service for their uniforms;

v. Transportation between the hotel and the Tournament site;

vi. Return to the airport (or taxi reimbursement); and

vii. High Speed Internet Access on-site.

The Officials undertake not to disseminate, transmit, publish or disclose any data or information relating to the match with any third party, and will not authorize or assist any third party to do so, without the express written consent of the FIP.

11.1.9 Scoring system

All matches, both in the Qualifying Draw and in the Main Draw, of the FIP Beyond Continental Tour and the FIP Beyond World Tour shall be played as best of three sets. The first two sets shall be played with a Tie-Break to decide the winner in the event of a 6–6 game score; and the final set shall be a Match Tie-Break played to 10 points. To win a Match Tie-Break, a pair must reach 10 points and lead their opponents by at least two points. The pair that wins the Match Tie-Break shall be declared the winner of the match.

The first two sets will be played using the Star Point system. 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” 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

The FIP
reserves the right to authorize the use of alternative scoring systems in tournaments of the FIP Beyond Contin ental Tour and the FIP Beyond World Tour.

The FIP Rules of Padel shall apply in their entirety except where otherwise specified in these Rules.

Main Draw	Scoring Format
16	Best of 3 Tie-Break sets
32	2 set + Super Tie-Break (10)
64* (FIP Approval)	Best of 3 sets to 4 games

11.1.10 Tournament Director

Each Tournament will designate, at its own expense, an appropriate, knowledgeable, and fully trained Tournament Director to lead the local organization of the FIP Beyond tournament.

The approval of the Tournament Director must be ratified by the FIP, which also reserves the right to request a Tournament to replace its Tournament Director in the event of non-compliance or refusal to comply with or implement any provision of the FIP Regulations and Standards.

The Tournament Director must:

i. Be responsible for the implementation of the FIP Rules and Regulations, the Promoters Manual and other guidelines and be responsible for the tournament's compliance with such provisions.

ii. Be responsible for providing all basic conditions to the players.

iii. Be responsible for efficient procedures to facilitate the entry of players and other tournament participants into the country, such as the provision of visas or other entry documents, as well as the provision of any relevant information to facilitate the entry of players into the country.

iv. Be responsible for the efficient implementation of transportation, lodging and catering arrangements during the event.

v. Be responsible for the venue being prepared in time for the Tournament, in accordance with all scheduled times defined in these Rules and, Promoters Manual, Broadcasting Manual, FIP Branding Book, among others.

vi. Provide the FIP with all the required documentation prior to or after the tournament, in accordance with the Rules and Standards of the FIP, Promoters Manual, Broadcasting Manual, FIP Branding Book, among others.

vii. Act in coordination and cooperation with the FIP and FIP-designated personnel on-site.

viii. Not enter the court during a match (including rally) or otherwise interfere with any matter related to the Code of Conduct or sporting aspects.

ix. Be responsible for engaging all relevant emergency organizations to handle any emergencies during the event, whether medical, security or otherwise.

11.1.11 Awards and Trophies

The Tournament Promoter will be responsible for providing the following Tournament trophies:

i. two winner trophies per category (one for each player in the pair)

ii. two finalist trophies per category (one for each player in the pair)

iii. Optionally two trophies for the Chair Umpires of the finals

The Tournament Promoter will ensure, if present, that at least one FIP member (or their sponsors) is part of the presentation at the Tournament awards ceremony.

Both the players of the winning pair of the Tournament and the two players of the finalist pair must be present at the award-delivery event to collect their award and follow the ceremony protocols, as instructed by the Tournament Promoter and the FIP.

12. MEDICAL SECTION

12.1 Medical Services and Personnel

The FIP requires the Tournament Promoter to provide professionally trained Medical Personnel and medical areas and facilities, in accordance with the FIP Promoters Manual, to ensure the well-being of the players during the Tournament, including both the Qualifying and the Main Draw.

The Tournament Promoter will be responsible for obtaining and covering the expenses of all Medical Personnel.

The Tournament's Medical Services will be exclusively responsible for on-court assistance during Medical Time-Outs (MTOs).

12.2 Medical Plan

The Tournament Promoter will provide a complete and detailed Medical Services Plan (the Medical Plan), developed in accordance with the FIP requirements and best practices for approval no later than two (2) weeks prior to the start of the Tournament.

The Medical Plan will include the planned Medical Personnel, infrastructure, equipment and procedures (including emergency procedures), for both players and non-players (spectators, individuals, volunteers, etc.).

The first phase will consist of an evaluation of medical needs. All activities around and during the Tournament must have a medical needs evaluation. The first goal is to ensure that there are no delays in providing quick access to emergency care in situations where time is critical for athletes, workers and the public, but it is also necessary to plan for athletes to have access to all other Medical Services at the right time.

Once the medical needs evaluation has been completed, a Medical Plan must be established. Within a detailed programming of Medical Services, any contracts with health care providers will be mentioned (i.e. ambulances), identification and hiring of qualified local organization Medical Personnel, and enablement of fully equipped medical rooms, identification of all external medical facilities with relative contracts (hospitals, clinics, medical centers, etc.), as well as any other relevant area planning or Medical Services.

Once the approval of the Plan has been obtained from the FIP Sports Management, the hiring of personnel must begin as soon as possible. All such activities must be monitored and supervised by the FIP through a local presence or a close exchange of information with the FIP Sports Department. The FIP Sports Department and the Physician and/or Physical Therapist of the local organization will be in constant communication to know the progress of all the objectives set and to resolve the challenges that may arise.

Plans for the provision of the Medical Service will be delivered according to the following schedule:

a) 2 weeks before the Tournament

i. End of preparation of the medical facilities of the premises.

ii. Possible site visit or submission of all information required by the FIP for inspection of designated medical facilities and hospitals and external health centers.

12.3 Player Treatment Area

Each Tournament will provide at least one secure and private medical treatment area.

These areas should be easily accessible from locker rooms and courts, and have good ventilation and temperature control.

a. Communication Needs

The Tournament will provide:

(a) A Walkie-Talkie with proper reception for the Tournament Physician and the Physical Therapist. A separate channel is required for the collective use of the Supervisor, Referees and Tournament Physician to ensure direct and private communication for matters on the court between them.

(b) The Tournament will cover the installation costs of the Internet connection.

12.4 Tournament Physician(s)

The Tournament Promoter will designate a Tournament Physician, if possible with experience in Sports Medicine. They have final operational and clinical responsibility for the overall organization of the local organization's Medical Services including emergency medical equipment and services.

a. Medical skills and qualifications of the Physician

The Tournament Physician must:

i. Specialize in orthopedics, internal medicine or primary care sports medicine or emergency medicine;

ii. Be licensed and insured in the country and jurisdiction of the Tournament by an insurance company acceptable to the FIP;

iii. Have admission privileges at the local hospital;

iv. Be fluent in both English and the local language; and

v. Have current certification in CPR and emergency response (or international equivalent).

vi. Must be available on call after hours, including the day before Qualifying matches begin.

vii. The Tournament Physician must have a list of local referrals from other medical specialists available during the Tournament.

b. Treatment Procedures

i. Medical procedures performed by the Tournament Physician must comply with the Anti-Doping Program.

ii. Treatment provided by the Tournament Physician to players on-site must be free of charge.

iii. The players, however, are responsible for payment for off-site treatments, medical tests or prescriptions, if needed.

The Tournament Promoter must submit the name, CV (including experience) and medical malpractice insurance policy of each proposed Tournament Physician to the FIP for approval no later than two (2) weeks prior to the start of the event.

The Tournament Physician must be appointed at least two (2) weeks prior to the start of the Tournament.

The Tournament Physician must be a medical professional, preferably specializing in sports medicine or emergency medicine, must have experience in leading the provision of Medical Services at large sports or mass gathering events, and must possess extensive knowledge of local

and international health systems and a comprehensive multidisciplinary medical network in addition to connections with health authorities.

The Tournament Physician requires a service- and solution-oriented character with good communication skills, strong leadership skills and English proficiency at a minimum, Spanish proficiency and proficiency in any local language are strongly recommended as needed.

The Tournament Physician will manage the relationship, in medical matters, with the direction of the Tournament Venue and with the medical authorities of the organizing city/country, including medical service providers and hospitals.

In addition, the local organization is expected to assist in obtaining the necessary authorization to import the necessary medications or medical equipment, devices or supplies.

The Tournament Physician will be responsible for addressing any medical conditions suffered by the players.

The Tournament Promoter is responsible for all costs related to the provision of Tournament Physicians.

The Tournament Physician must be available during all game days, from at least one hour before the start of the game until after the end of the day. For the remainder of the schedule and for two days prior to the start of the Qualifying Draw, the tournament-designated Physician will remain available on call, and a reliable telephone number must be made available to the Organization.

If local medical regulations require the presence of a Physician during the medical evaluation, then for that Tournament it can be implemented that the Physical Therapist will conduct the medical evaluation with the presence of the Tournament Physician as well.

12.12 Physical Therapists

The Tournament Promoter must appoint a minimum of four (4) Physiotherapists with experience in sporting events and sports massage for high-level athletes for the FIP Beyond World Cup by Pairs and FIP Beyond Continental Cup by Pairs, and two (2) Physiotherapists for tournaments on the FIP Beyond.

The Tournament Promoter will bear all expenses related to the Physical Therapists, including fees, lodging and transportation if required, provision of meals, equipment and materials required, among others.

The Physiotherapy Service will be exclusively for attending Medical Time-Outs (MTOs) during matches. There will be no pre-match or post-match massage service.

Physio Therapists must be on-site during match days and available to treat players no later than one hour before the start of the game until the last match of the day has finished.

12.15 Medical Equipment and Supplies

The Tournament is responsible for the supply, at its own cost, of all medical equipment, materials and supplies necessary for the conduct of the event, including all equipment and supplies necessary for the provision of the Medical Services of the players specified in the Promoters Manual.

The Tournament must ensure that medical supplies are sufficient in quantity and quality to meet the needs of the Tournament.

It is also recommended that defibrillator equipment be available in good working order near player areas, near courts and near spectator areas.

A vehicle dedicated exclusively to any emergency transfer must be available to the Medical Department.

12.17 Medical Procedures

a. Medical Conditions

Medical condition will be defined as a medical illness or physical injury (musculoskeletal) requiring medical evaluation and/or medical treatment by the Physical Therapist (or by the Tournament Physician if determined by the Physique) during the match, including the rally.

i. Treatable Medical Conditions

The following conditions will be considered treatable and will result in medical treatment being allowed according to medical treatment procedures:

(a) Acute medical condition – A medical illness or musculoskeletal injury that occurs suddenly during the match, including the rally, and requires immediate medical treatment.

(b) Non-acute medical condition: a medical illness or musculoskeletal injury that develops or worsens during the match, including the rally, and requires medical attention during the side change or at the end of the set.

ii. Untreatable Medical Conditions

Players may not be treated at any time during the match (or rally) for the following conditions:

(a) Any medical condition that cannot be adequately treated within the time available for medical treatment during the match.

(b) Any medical condition that has not occurred or worsened during the match.

(c) General player fatigue

(d) Medical conditions requiring intravenous injections or infusions, or supplemental oxygen supply, with the exception of diabetes (when prior medical certification has been obtained and submitted) and for which an insulin injection can be

administered. Physical Therapists and Tournament Physicians must be aware of any case in which a player with a known and reported diabetes condition is on the court playing a match, and whenever they are called to enter that court, they must carry with them any necessary insulin injections and be ready to treat the player in question.

b. Medical Evaluation

i. Objective

The purpose of the medical evaluation is to determine whether a player has suffered or aggravated a treatable medical condition and, if so, to determine when medical treatment is justified and whether Medical Time-Out is required (as further described in subsection c below, "MTO") is necessary. The development of the condition does not need to be witnessed by the Chair Umpire.

ii. Player Request and Process

If at any time during the rally or match, the player believes that medical evaluation and treatment is required, they may request, through the Chair Umpire only, to see the Tournament Doctor/ Physiotherapist.

The Chair Umpire may ask the player if they can continue playing; however, the Chair Umpire is not required to do so.

The player has the option to:

(a) Stop the match and wait until the Doctor/ Physiotherapist arrives, only in the event that a player believes that they have developed an acute and treatable medical condition that requires an immediate interruption of the match; or

(b) Wait until the next side change or set rest to see the Doctor/ Physiotherapist, if the injury is a non-acute and treatable medical condition.

The player is expected to be forthright about whether they believe they have an acute medical condition that warrants stopping the match; otherwise, they will be subject to a penalty in accordance with the Unsportsmanlike Conduct section of the Code of Conduct.

iii. Time and Place of the Evaluation

Accompanied on the court by the Supervisor (or Referee), the Doctor/ Physiotherapist will begin, and the Chair Umpire will begin timing the evaluation when the Doctor/ Physiotherapist begins communicating with the player.

The evaluations by the Doctor/ Physiotherapist will be carried out within a reasonable period of time, balancing the safety of the player on the one hand and the continuous play

on the other (it is recommended not to exceed two (2) minutes), and may be carried out off the court, if the Doctor/ Physiotherapist so requests.

After the evaluation is completed, the Doctor/ Physiotherapist will inform the Chair Umpire if and when treatment is needed.

iv. Potential Evaluation Results

(a) Untreatable medical condition

If after the evaluation, the Doctor/ Physiotherapist determines that the player has an untreatable medical condition, the player will be informed that no medical treatment will be allowed. Medical treatment, including medications, is allowed only for treatable medical conditions.

(b) Treatable medical condition requiring MTO

The Doctor/ Physiotherapist may authorize for that condition a one (1) time, three (3) minute MTO, which would be carried out during a side change with break, unless the Doctor/ Physiotherapist determines that it is an acute medical condition that requires immediate medical treatment.

(c) Treatable medical condition not requiring MTO

If the Doctor/ Physiotherapist determines that the player has a treatable medical condition, but that an MTO is not necessary in cases such as muscle disease or cramps, then the Doctor/ Physiotherapist may, after evaluation, begin treatment if there is time left for the side or set change. If necessary, the Doctor/ Physiotherapist may treat the player for this medical condition for two (2) additional side changes with break, not necessarily consecutive.

v. Medical Treatment

A player may only receive medical evaluation, treatment, and/or supplies on the court from the Doctor/ Physiotherapist during any side change with authorized 90-second break or completion of the 120-second set **(necessarily consecutive)** for each treatable medical condition.
Players may not receive medical treatment for untreatable medical conditions.

(a) Definition

Medical evaluation, treatment, or supplies on court by the Doctor/ Physiotherapist will include:

(I) Adjustment of medical support and/or bandages;

(II) Supply of medications; or

(III) Contact lens supplies.

(b) Process and Times

All such requests for treatment must be made through the Chair Referee, who will notify the Doctor/ Physiotherapist and Supervisor (or Referee) of a player's request to see the Doctor/ Physiotherapist and will time the side change (or set pause) as the usual 90 (or 120) seconds. Medical treatment is limited once (1) for three minutes for each treatable medical condition and may be treated again in the following two (2) side changes with authorized break (or set pause) for each treatable condition and these need to be consecutive.

It will be the player's responsibility to ask the Chair Referee in advance that they will need the attention of the Doctor/ Physiotherapist for the next change.

If it is necessary to adjust the medical equipment during or immediately after the rally, the player must request an adjustment immediately after the rally, limited to 90 seconds.

(c) Non-medical Equipment

Any non-medical equipment (e.g., isotonic drinks, energy bars, gels, towels, etc.) requested by a player while on the court will not be the responsibility of the medical team.

vi. Additional procedures applicable to side changes or end of a set

If the evaluation is done during a side change with break, before *"Time"* is called, the Chair Umpire will ask the Doctor/ Physiotherapist if they will continue with the evaluation. The Doctor/ Physiotherapist will indicate:

(a) If yes, the Doctor/ Physiotherapist will clearly indicate whether the evaluation continues or whether they are initiating an MTO. If the evaluation is completed before "*Time"* has been called, the remaining time of the side change may be added to the three (3) minutes for the MTO.

(b) If not, the Chair Umpire will ask for *"Time"* at sixty (60) seconds (side change) or ninety (90) seconds (set break). Once *"Time*" is requested, the player has twenty (20) seconds to resume the game.

c. Medical Time-Out

A MTO is granted by the Supervisor or Chair Umpire when the Doctor/ Physiotherapist has evaluated the player and determined that they need additional time to receive medical treatment. The MTO occurs during a side change with break or end of the set, unless the Doctor/ Physiotherapist determines that the player has developed an acute medical condition that requires immediate medical treatment.

i. Assignment per Player

One player is allowed one (1) MTO per match for each distinct treatable medical condition. The following will be considered one (1) treatable medical condition:

(a) All treatable musculoskeletal injuries that manifest and evaluate as part of a continuous kinetic chain.

(b) Any and all clinical manifestations of heat disease and cramps, subject to the following:

(I) A player may be treated for muscle cramps only during the time allotted for the side change and/or break between sets. Players may not receive an MTO for muscle cramps. If in doubt as to whether it is (x) an acute medical condition, (y) a non-acute medical condition, including muscle cramps, or (z) an untreatable medical condition, the decision of the Doctor/ Physiotherapist, if applicable, will be final. If a player develops symptoms of heat illness or condition (i.e. heat stroke or heat exhaustion) and cramps are one of the manifested symptoms, an MTO may be taken, which will be determined by the Doctor/ Physiotherapist at the time of evaluation.

(II) The Supervisor/Referee or Chair Umpire will order a player who has stopped playing alleging a serious medical condition, but who has been determined by the Doctor/ Physiotherapist, if applicable, to have muscle cramps, to resume playing immediately. If the player is unable to continue playing due to severe muscle cramping, the player may lose the point or game(s) needed to reach a side change with break or end of the set to receive treatment. * There may be a total of two (2) side change treatments for muscle cramps in a match, not necessarily consecutive.

***The Chair Umpire will announce to the players and spectators:** *"First/last name seeks immediate medical treatment. They can receive this treatment only on a side change/set break and therefore is awarding all points and games until the next side change/set end."*

ii. Time and Duration of Treatment

In the event that the MTO occurs, it will not exceed three (3) minutes. It will begin upon completion and diagnosis of the medical condition by the Doctor/ Physiotherapist, if necessary, and will be timed from the time the Doctor/ Physiotherapist is ready to begin treatment.

iii. Off-Court Treatment

At the discretion of the Doctor/ Physiotherapist, and for reasons of privacy and modesty, treatment during an MTO may be carried out off the court, in the most private and closest location to the court.

In such a case, the Chair Umpire and/or Supervisor will be responsible for notifying the Doctor/ Physiotherapist of the remaining time. At the end of the three (3) minute off-court treatment, the player will immediately return to the court.

iv. Provisions for Players with Diabetes

Players with diabetes who have a prior written medical certification obtained from a primary care physician or endocrinologist and provided to the Anti-Doping Program Administrator and the FIP Sports Department may use devices to monitor blood sugar during the reasonable time evaluation period and administer insulin (if necessary) during the MTO. Players who have not submitted a previous diabetes medical certificate should be evaluated by the Tournament Physician before checking blood sugar or taking insulin, and retroactively submit documentation to the Anti-Doping Program administrator if insulin is injected.

v. Additional MTO Procedures

(a) At the beginning of the MTO the Chair Referee will publicly announce, *"First/Last Name is receiving a Medical Time-Out"* and begin timing.

(b) The Chair Referee will announce to the players and the Doctor/ Physiotherapist the following:

(I) "Two (2) minutes remaining."
(II) "One (1) minute remaining."
(III) "Thirty (30) seconds remaining."
(IV) *"Time"* (publicly).

(c) If the MTO lasts less than the three (3) minutes allowed, the Doctor/ Physiotherapist will inform the Chair Referee when treatment is complete, and the Chair Referee will announce to the players*: "Treatment completed*" and then publicly: *"Time".*

(d) When the treatment lasts the full three (3) minutes, the Chair Referee will announce *"Full Treatment*" and then publicly "*Time."* After *"Full Treatment*" is announced, if necessary, the player will be given the time to put on socks and shoes before "*Time*" is announced.

(e) If a player is unable to play after twenty (20) seconds, they will be penalized with a violation of the Code of Conduct (according to the penalty program).

(f) At the end of the MTO, the Doctor/ Physiotherapist will leave the court. The player may be treated on two (2) additional upcoming side changes with break for each MTO performed.

(g) After the match, the player should meet with the Tournament Doctor for an evaluation and assessment of the injury or illness.

vi. Consecutive Treatments

A total of two (2) [sic] The Supervisor or Chair Referee may allow two consecutive MTOs under special circumstances where the Doctor/ Physiotherapist determines that the player has simultaneously developed at least two (2) distinct treatable medical conditions.

(a) Circumstances that allow two consecutive MTOs

Such circumstances may include:

(I) An illness along with a musculoskeletal injury or;

(II) Two (2) or more distinct musculoskeletal injuries.

(b) Processes and timelines

In such cases, the Doctor/ Physiotherapist will perform a medical evaluation of the two (2) or more treatable conditions during a single evaluation, and may then determine that two (2) consecutive MTOs are required, informing the Chair Referee.

The Chair Referee will count the MTOs separately, making appropriate announcements for the beginning of each MTO (e.g., *"First/Last Name is taking a second Medical Time-Out").*

d. Resumption of Play and Rule Violation Penalties

Upon completion of an MTO or medical treatment, any delay in resuming play will be punished as a violation of the Code of Conduct for Game Delay.

Any abuse by a player of this Medical Rule will be sanctioned in accordance with the Unsportsmanlike Conduct Section of the Code of Conduct.

When a player informs the Chair Umpire that they need medical treatment at the next side change, the Chair Umpire must immediately contact the Doctor/ Physiotherapist using the internal communication device to ensure that they are on the court at the time the side change begins.

During a Medical Time-Out, the remaining players may rest on the benches, drink or eat on their benches, and/or receive advice from the on-court coach.

e. Other Procedures

i. Biological hazards Hazardous materials

The Chair Umpire will suspend the match and request the Doctor/ Physiotherapist when biohazardous materials (blood and vomiting) are on the court. The game is suspended until appropriate Tournament Personnel clean the court and properly dispose of biohazardous materials using spill kits provided by the Tournament.

(a) Bleeding

If a player bleeds, the Chair Umpire must stop the match as soon as possible and call the Doctor/ Physiotherapist to the court for evaluation and treatment. The Doctor/ Physiotherapist, if applicable, will assess the source of the bleeding and request an MTO for treatment, if necessary.

If requested by the Doctor/ Physiotherapist, the Supervisor or Chair Umpire may extend the MTO and allow up to a total of fifteen (15) minutes to ensure control of the bleeding.

If within fifteen (15) minutes, the bleeding is not controlled, the Doctor/ Physiotherapist may warn that continuing to play is harmful to the player's health. In such case, the Supervisor/Referee may remove the player from the match.

If blood has spilled on or near the court, play must not resume until the spilled blood has been properly cleaned up.

(b) Vomiting

If a player vomits, the Chair Umpire must stop the game if the vomit spilled on the court or if the player requests a medical evaluation.

If the player requests a medical evaluation, then the Doctor/ Physiotherapist will determine if the player has a treatable medical condition.

If the vomiting is continuous, the Doctor/ Physiotherapist may warn that continuing to play is harmful to the player's health. In such case, the Supervisor/Referee may remove the player from the match.

If vomiting has spilled on the court, the game must not resume until the vomiting has been properly cleaned up.

ii. Blisters

Blisters will not be considered an acute condition and each player will be entitled to one treatment per match for the blisters during a side change with break or at the end of a set.

The Doctor/ Physiotherapist may, after evaluating the blister, consider that the treatment should be performed at the next side change to ensure that they will have sufficient time to treat the blisters properly.

iii. Physical Disability

During the match, if a medical emergency occurs and the player involved is unable to request a Doctor/ Physiotherapist, the Chair Referee will immediately call the Doctor/ Physiotherapist to assist the player.

Before or during a match, if a player is deemed physically incapable of competing, or poses a serious health risk to the Players, Officials or Tournament Personnel, the Doctor/ Physiotherapist will inform the Supervisor and recommend that the player be declared incapable of competing in the match to be contested, or that they withdraw from the ongoing match.

The Supervisor/Referee will act with great discretion before taking this action and will base their decision on the best interest of the Player's health, as well as taking into account all medical advice and any other information.

If a player needs to withdraw from a tournament after winning a previous match, the player must be examined by the Doctor/ Physiotherapist who is responsible for determining that the player cannot compete.

iv. Medically Justified Clothing Change

If during an evaluation on the court or MTO the Doctor/ Physiotherapist considers it medically justified that the player change clothes, the Doctor/ Physiotherapist could include this during the MTO (performed off the court at the nearest/private location); otherwise, only one change of clothes may be taken at the end of a set.

v. Simultaneous Court Calls

In the event that there are simultaneous courts calls, when a second Doctor/ Physiotherapist is not covering the Tournament, the Doctor/ Physiotherapist will attend the first request, unless otherwise instructed due to a medical emergency.

If there are two (2) simultaneous requests on the same court, the following will be done:

(a) The Doctor/ Physiotherapist will attend the first medical request or emergency, administer a complete evaluation and MTO, if so indicated;

(b) Move to the second request and administer a full evaluation and MTO, if indicated; and

(c) The Doctor/ Physiotherapist will rotate the treatments on the side changes, if necessary, starting with the player who had the first request, until the process is completed.

In the event that the PHCP determines that both calls to the court were muscle cramps, the PHCP will treat the player who had the first request for forty-five (45) seconds (as timed by the Chair Umpire) and then treat the second player for the remaining forty-five (45) seconds of the 90-second side change, or treat each player for sixty (60) seconds during a break at the end of a set.

vi. Rally Period

With respect to the Medical Rule, the match includes both the rally and the match; therefore, any medical condition that occurs during the rally will be considered a medical condition during the match.

If a player suffers an acute treatable medical condition during the rally that prevents them from starting the match as scheduled, the player may receive an MTO or a ninety (90) second treatment period at the end of the rally prior to the start of the match.

If the MTO is performed during the rally, the five (5) minute rally will be suspended until the conclusion of the MTO. If it is clear that the player is not physically able to compete after receiving treatment, then the match should not begin.

vii. Unusual Circumstances

If during the match any unusual circumstance occurs, such as an involuntary fall of a player, ball hitting a player during the match, among others, that affects the player's ability to immediately continue the match, the Chair Umpire has the authority to allow the player to recover from the incident within a reasonable time, not to exceed five (5) minutes.

If the player requires the presence of the Doctor/ Physiotherapist:

(I) Immediately and before the first minute of this recovery period elapses, the Doctor/ Physiotherapist will have five (5) minutes to attend to the player.

(II) After the first minute is over, but before the second minute is over, the Chair Umpire will stop the timer, call the Doctor/ Physiotherapist, and reset the timer once the Physical Therapist arrives and is ready. The Doctor/ Physiotherapist will have five (5) minutes on the Chair Umpire's timer, unless the Physical Therapist finishes earlier and the player can resume play.

(III) After the second minute of the reasonable recovery [time] has elapsed, the Doctor/ Physiotherapist will be called to the court, however the timer will not stop and the reasonable recovery time will end once the timer reaches the 5 minute mark, or if not, the Player has recovered and is ready to play before the five (5) minutes have elapsed.

12.18 Extreme Weather Conditions

a. Definitions

i. Measurement Methods

Extreme Weather Conditions will be defined when the Thermal Stress Index (Wet Bulb Globe Temperature (WBGT) reaches or exceeds the levels indicated below for Extreme Weather Conditions - Game Modification and Extreme Weather Conditions - Game Suspension. If a WBGT meter is not available to measure the Thermal Stress Index (WBGT), the Heat Index (Apparent Temperature) will be calculated based on the following table.

A WBGT device is a measurement tool that uses ambient temperature, relative humidity, wind, and solar radiation to obtain a measurement that can be used to monitor environmental conditions.

Temperature (°C)	Humidity %															
	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
28	28	29	30	31	32	33	34	35	36	37	38	39	42	41	42	43
29	29	30	31	32	33	35	36	37	38	39	40	41	42	43	45	46
30	30	32	33	34	35	36	37	39	40	41	42	43	45	46	47	48
31	32	33	34	35	37	38	39	40	42	43	44	45	47	48	49	50
32	33	34	36	37	38	40	41	42	44	45	46	48	49	50	52	53
33	34	36	37	39	40	41	43	44	46	47	48	50	51	53	54	55
34	36	37	39	40	42	43	45	46	48	49	51	52	54	55	57	
35	37	39	40	42	44	45	47	48	50	51	53	54	56	58		
36	39	40	42	44	45	47	49	50	52	54	56	57	59			
37	40	42	44	45	47	49	51	52	54	56	58	59				
38	42	44	45	47	49	51	53	55	56	58	60					
39	43	45	47	49	51	53	55	57	59	61						
40	45	47	49	51	53	55	57	59	61							
41	46	48	51	53	55	57	59	61								
42	48	50	52	55	57	59	62									
Extreme heat conditions - Increase hydration																
Extreme heat conditions - Game modification																
Extreme heat conditions - Game suspension																

ii. Increased Hydration

Extreme weather conditions - Increase hydration will be understood as when the Thermal Stress Index (WBGT) reaches or exceeds the values between 44 – 47 indicated in the table above.

iii. Game Modification

Extreme weather conditions - Game modification will be understood when the Thermal Stress Index (WBGT) reaches or exceeds the values between 48 – 53 indicated in the table above.

iv. Game Suspension

Extreme weather conditions - Game suspension will be understood as when the Thermal Stress Index (WBGT) reaches or exceeds the value of 54 indicated in the table above.

b. Extreme Weather Conditions Measurement/Control Procedures

The Doctor/ Physiotherapist will measure the WBGT Index or the Apparent Temperature a minimum of three (3) times, and a maximum of five (5) times, per day. Readings will be determined by the Doctor/ Physiotherapist and Supervisor prior to the start of the game and will be posted in the Supervisor's office. Measurements will be taken every two (2) hours, but at least three (3) readings will be taken at the following times:

i. Half an hour before the start of the match;

ii. In the middle of the scheduled day; and

iii. Just before the start of the last match of the day, or before the start of the first match of the afternoon.

WBGT Index or Apparent Temperature must also be measured under the following circumstances:

iv. After any suspension of the game; and

v. At the discretion of the Supervisor, in consultation with the Doctor/ Physiotherapist.

c. Modification of the Game Schedule and Change of Weather Conditions

When the Extreme Weather Conditions Rule becomes effective prior to the start of a match, the procedures set forth in the following subsections will be followed.

In the event of a change in the weather conditions determined by this periodic control during the day, the Extreme Weather Conditions Rule may come into effect at any time on all courts, including matches already in progress. Once notified that the Extreme Weather Conditions Rule is in effect, the Chair Referee must inform the players as soon as possible, but no later than the next side change.

If there is a sudden change in weather conditions and the rule is lifted, ongoing matches will continue under the Extreme Weather Conditions rule. In the event of rain or interruption of the game, the Supervisor and the Doctor/ Physiotherapist may re-evaluate the Extreme Weather Conditions Rule.

d. Hydration Increase Procedure

Fluid intake is authorized at the completion of each of the games, including the sum of even games, within the allowed times. The chair Referee may increase the time allowed, at their discretion, within reasonable limits.

e. Game Modification Procedure

A 10-minute break will be allowed between the second and third sets if requested by either player. If none of the players make such request, the game will continue.

The Supervisor, in consultation with the Doctor/ Physiotherapist, may also decide to delay the start time of the matches until such time as the Modification of the Game due to Extreme Weather Conditions is no longer in effect.

i. During the 10-Minute Break the following applies:

(a) Players may leave the court to change clothes or go to the restroom and will not count as one of the allowed clothing changes or restroom breaks.

(b) No medical evaluations, MTOs, or medical treatments will be permitted unless approved by the Referee/Supervisor prior to leaving the court or prior to the end of the second set, in which case treatment may be performed off the court.

However, a player may be allowed to receive an adjustment of medical care (including the new bandage), medical equipment and/or medical advice from the Doctor/ Physiotherapist.

ii. Immediately after the ten (10) Minute Pause

(a) Any delay in resuming the game will subject a player to a late-match violation of the Code of Conduct.

(b) Warming up again will not be allowed. (This rule also applies to any restroom breaks or clothing changes allowed during the match.)

(c) A player may not receive medical evaluations, MTOs, or medical treatments unless approved by the Referee/Supervisor prior to leaving the court.

iii. Consecutive Pauses

A ten (10) minute break due to extreme weather conditions and restroom or clothing change break cannot be taken consecutively.

f. Game Suspension Procedures

For Suspension of the game due to extreme weather conditions, the Supervisor, in consultation with the Tournament Doctor/ Physiotherapist and the Tournament Director, may suspend the game in accordance with the suspension policy in force at that time, until the temperature drops below the suspension criterion of the game.

13 VAR SYSTEM – REVIEW

13.1 Description

The use of an FIP-approved electronic system for the review of plays ("VAR System") in the FIP Beyond Tournaments is authorized. Each Tournament Promoter will decide whether or not to use it.

13.1 Points Amenable to Review

A request for review by a player (or pair) will be allowed only after a final strike or when a player (or pair) stops the game when a point is played (returns are allowed, but then the player must stop the match immediately).

13.2 Request to the Chair Umpire

The player must do so in such a way that the game stops or the Chair Umpire stops the game. If an appeal is filed with the Chair Umpire, the Chair Umpire must first determine that the correct appeal procedure has been followed. If it was not correct, or if it was late, then the Chair Umpire may determine that the opposing pair was deliberately hindered, in which case the appealing pair loses the point.

The Chair Umpire should decide to use the review when there is doubt about the accuracy of the call. However, the Chair Umpire may refuse electronic review if they believe that the player's request is unreasonable or was made too late.

Players may not leave the court or receive instructions during the review process.

13.3 Number of Requests Allowed

i. Each pair will have two (2) incorrect requests per set in each match.

ii. If the requesting pair fails in the request, one of the request will be deducted.

iii. If the requesting pair is correct in their request, it will not be deducted

iv. If a play is not available for review, it will not count as a request to either pair.

13.4 Clear Communication to the Chair Referee of Intent of Request

To make the request, the player must show the Chair Referee an immediate interest in making a challenge and must do so in a timely manner. The player must disclose their intent to the Chair Referee verbally or visually (e.g., using their paddle, arm, or hand). The Chair Referee must:

a. Reconfirm with the player their intention to challenge;

b. Confirm that the player has remaining requests; and

c. Proceed with the review.

13.5 Review Decision Not Available

The original call of the Chair Umpire will always be maintained if the review is unable, for any reason, to make a decision on the play. In this case, the number of available challenges of the pair will not be reduced. If the Chair Umpire is unable, for any reason, to make a decision on the play, they will decree a "Let".

13.6 Request for Review Chair Umpire

The Chair Umpire has the right, if necessary, to request the review of the last point played, when an unusual or exceptional circumstance has occurred during the same. The point will be reviewed from start to finish. No pair's request count will be affected by the outcome of this review, initiated by the Chair Umpire.

The Review Officer (if applicable) may use the video review system to monitor in real time that during the serve the player who made the serve did not violate any regulation (such as foot fault); however, the review of the height of the ball when performing the service will only be verified if the player requests a review in accordance with all applicable rules.

13.7 Final Decision

Once the play has been reviewed, the Chair Referee will confirm or rectify their initial call, the review decision is final and unappealable.

In the event that the written decision (IN/OUT) on the video board differs from the graph shown (digital images of the ball mark), then the images of the ball mark will determine whether the ball is IN or OUT, not the written decision, however, the Chair Referee must contact the review officer to obtain final confirmation of the decision.

The Chair Umpire will then announce the score and if play is not resumed within 10 seconds, the Code of Conduct may be applied to the player or players who are not prepared for this purpose.

13.8 Review Official

A certified, FIP-approved Referee will act as the reviewer, whose duties will include, but are not limited to:

i. Determining which play will be reviewed by the system.

ii. Monitoring the system to ensure proper operation.

iii. Notifying the Chair Referee immediately in the event of a system failure or any other condition that prohibits or calls into question the ability of the system to review a contested decision. In this case, the Chair Referee will immediately notify both players that the review is not available until further notice.

iv. Acting as the final authority on the number of requests remaining for each pair. Contacting the Chair Referee, as soon as possible, when one (1) request remains, and confirming the remaining requests.

The Review Official and supporting technology personnel should preferably be located within the stadium or arena, in a secure area and with a clear view of the court. If this is not feasible, the Tournament Promoter will contact the FIP for approval of an alternative location.

Regardless of location, the Tournament Promoter must provide a secure and separate channel between the Chair Umpire and the Review Official or between the Chair Umpire and the broadcast production offices and the review system booth.

13.9 Video Board

For the court using a review system, there will be a minimum of one (1) video board, of sufficient size, located in a position where the Chair Umpire, players and spectators can view the results of the request.

13.10 Review Booth

The following specifications are recommended for the video system review booth:

i. The booth must be located in direct line of sight with the court to provide an unobstructed view of the court. It should preferably be at the back (north or south end) of the court where possible.

ii. The Review Official must have a complete view of the entire court.

iii. The booth must have direct audio from the Chair Umpire's microphone (not the TV signal).

iv. The Review Official should be able to listen to the line Referee's requests from the court.

v. The booth must accommodate three (3) people plus equipment (minimum 20 square meters.

vi. The booth will be fully air-conditioned for equipment and personnel unless technically impossible to do so, and approved by the FIP.

vii. Access to the booth should be reasonably easy and secure.

viii. Appropriate communication with the Supervisor, Chair Umpire, and video operator (if not in the same room) must be available.

ix. Tables, chairs, and high stools must be provided as requested by the Supervisor.

14 COACHES

Provided the following rules and procedures are followed, the coach will be allowed on the court during the match. The coach must be approved by the FIP.

14.1 Registration of Coaches

I. Players are required to register their coaches through the Registration Platform This registration will be carried out in conjunction with the registration of the Tournament and will have the same deadline (Entry Deadline).

II. Each pair may include a maximum of four (4) coaches per tournament.

III. Once the entry deadline is closed, no changes to the pair's main coach will be allowed under any circumstances.

IV. The couple will be able to request on-site during the Tournament to the Supervisor which coach will assist them in each of the matches. They must be one of the coaches registered by the pair in that Tournament.

V. A registered coach may also be an active player, if they are properly registered and approved by the FIP.

14.2 During the Match

I. During authorized breaks in matches, the players may receive technical, match-related instructions or advice from their coach. Coaches must present themselves to the Chair Umpire or, failing that, to the Supervisor/Referee before the start of the match. They will maintain a fixed position on the outside of the court, next to the players' chairs.

II. They will only be able to maintain verbal contact with players during breaks, not during side changes without break.

III. At matches, only one coach will be able to sit with the accredited pair. Under no circumstances may they change coaches in the middle of a match.

IV. In the event that a coach has two pairs playing simultaneously, they may start a meeting with a pair and end another pair's meeting. Provided that the Supervisor/Chief Referee of the Tournament is notified at least one hour before the start of both matches. In this case, the coach will not be able to return to a match from which they have left. To do so, they must inform the Referee during a break or side change of their intention to abandon the match and it will be at the next break or side change that they must leave the court.

V. The coach who will be able to access the court to coach the players must be previously registered with the pair as coach for the Tournament, and must be appointed for this function before the Tournament Supervisor.

VI. If during the course of the match, the Referee sees signs of external communication via messenger, the pair will be sanctioned according to the Code of Conduct.

14.3 Regulations and Restrictions of Coaches on Court

I. The Tournament Supervisor will provide the Chair Umpire with the names of the coaches appointed during the match. No one else may enter the court to perform the roles of an on-court coach except these designated coaches.

II. Coaches will enter the court through the entry officially announced by the Tournament Promoter for this purpose, and only once all four players have completed the court tour and entered the court for the pre-match meeting with the Chair Umpire.

III. Should they need to leave the court at any time during the match, they will be allowed to leave the court and return only through the same entry used above for coach entry, and only during player break times, unless otherwise authorized by the Chair Umpire in exceptional circumstances.

IV. Coaches may not transport any sports equipment to the court when performing their coach roles (paddle/bag, etc.). Coaches may only bring a notepad and pen with them to the coach's seat.

V. On-court coaches (as well as players) may not use their cell phones or any other electronic device that can be used to send or receive information/data on the court.

VI. Coaches must exhibit professional conduct during their presence on the court.

VII. Coaches can only speak to the players once they arrive at the bench during side changes (except at the end of the first match of each set and during side changes during any Tie-Break) and during the end of each set, and during MedicalTime-Outs.

VIII. During the game, coaches cannot leave their seat, talk, or shout at their players.

IX. When the game is interrupted due to an injury and an MTO is authorized, they must wait for the Chair Umpire to authorize the start of the attention time to begin speaking with their players.

X. Coaches may not speak to the Chair Umpire or make complaints on behalf of the players, discuss a decision, or for any other purpose during the match, except to inform them that they must leave the court to go to the restroom or similar.

XI. The on-court coach is subject to the same provisions as the players in terms of the Code of Conduct.

14.4 Code of Conduct for Coaches

I. Violations of the court Code of Conduct will result in the following penalties program, in addition to monetary fines that the Tournament Supervisor/Referee may apply when reviewing each violation of the code.

II. The Chair Umpire must provide after the match a detailed description of each violation of the Code of Conduct, including all relevant elements that may be considered during the evaluation of each violation.

III. The penalty program for coaches to be used during a match for Code violations is as follows:

1st Violation	Warning
2nd Violation	Expulsion from the match

IV. In the event of a very serious offense (very serious physical or verbal assault) the Supervisor/Referee may determine the immediate default of the coach who committed the offense.

V. When a coach commits a violation that is particularly serious or flagrant, the coach may be suspended for a period of one (1) to twelve (12) months.

VI. If a coach is sanctioned with a suspension period, they must be informed in writing of the suspension start time.

VII. Once the suspension period has passed, the coach will be informed in writing by the FIP that they may resume their roles as coach in the FIP tournaments.

14.5 Coach Attire

I. Coaches must be dressed in appropriate sports clothing, similar to that required for a player, or professional-looking non-sports clothing.

II. In case of non-compliance with the above, the coach will be asked to change their clothing. Failure to do so will result in the coach's unavailability on the court for the pair during the match in question, until such time as the coach can present themselves in appropriate professional attire according to the regulations in this section.

III. Number and dimensions of commercial identifications. See Appendix D

15 CODE OF CONDUCT FOR OFFICIALS

The FIP, as a member of the Certification Program, requires a high level of professionalism from all Certified Officials and all other personnel members working at the FIP tournaments and events.

All members of the Team of Officials are automatically bound by and must comply with this Code of Conduct ("Code").

15.1 Required Standards

Unless otherwise specified, the following rules will apply (a) while a Referee is acting, or is reasonably deemed to be acting, in their capacity as Referee, and (b) at any other time where their conduct may harm any of the governing bodies or otherwise undermine the integrity or reputation of the sport, including but not limited to the following:

i. when on official tournament premises, including the venue and facilities, hotel, transportation and other locations related to the event;

ii. when relating with players, player support personnel, other Officials, event personnel, spectators and governing body personnel either at or during the event;

iii. when performing any duties set forth in the Padel Rules, the FIP Rules, the FIP Beyond Rules, or the Duties and Procedures for Referees.

1. The Referees will be in satisfactory physical condition to allow them to perform their duties.

2. Referees must have a natural or corrected vision of 20-20 and normal hearing. In addition, International Chair Referees will submit a completed eye test form to the FIP Officiating Department each year and all other Referees will be required to submit a completed eye test form to the FIP Officiating Department every three years.

3. Referees must be punctual in all matches assigned to them.

4. Referees shall be aware of, understand, comply with and, as applicable, enforce the Padel Rules, the Duties and Procedures for Referees, the FIP Beyond Rules relevant to the tournaments in which they are officiating, the Padel Anti-Corruption Program, the Padel Anti-Doping Program and all other policies applicable to Referees that may be introduced by the Governing Bodies from time to time (including, but not limited to, the Mobile Phone/Smart Watch Prohibition Policy).

5. Referees will behave respectfully towards others when acting in their capacity as Referees.

6. Referees will maintain a high level of personal hygiene and professional appearance when acting in such a capacity.

7. The Referees will not drink alcohol or consume any other substance that may alter their judgment within 12 hours prior to any match they officiate, and at all times while acting as Referees.

8. The Referees will maintain complete fairness with respect to all players and player support personnel, and will avoid any actual or apparent conflict of interest. Specifically, Referees will not a) officiate in any match in which they have an actual or perceived conflict of interest; or b) socialize or

become intimate with players, or enter into any relationship (commercial, personal or otherwise) or take any action on or off the court that may call into question their impartiality as a Referee. For the avoidance of doubt and notwithstanding the foregoing, Referees may attend social events where players are present and may stay at the same hotels as these, but will not share a hotel room with any player of any age. The Referees will declare all potential, perceived or actual conflicts of interest to their respective Referee Representative.

Note: Examples of conflicts of interest include, but are not limited to: a player currently competing at FIP Beyond events or a friend, relative, or support personnel of a player currently competing at FIP Beyond; a FIP Beyond Director or Tournament Promoter; or an employee, consultant, contractor, or partner/business partner of a company that has business interests in the FIP Beyond events.

9. The Referees will not at any time discuss decisions made by themselves or other officials with anyone except those Referees directly, the Supervisor/Referee, or the FIP Officiating Department.

10. Referees must comply at all times with applicable criminal laws. For the avoidance of doubt, and without limiting the foregoing, this obligation is breached if a Referee is convicted of or pleads guilty to or does not contest a criminal indictment or an indictment for any criminal offense in any jurisdiction.

11. Referees will complete any integrity program required by the FIP or a Governing Body. The Referees will not be backed, employed, sponsored or otherwise contracted by any entity that directly offers and/or accepts bets in connection with the outcome or any other aspect of any Padel event or any other Padel competition, including, without limitation, gambling houses and any individual or entity that operates websites, applications, retail, credit telephone, online and/or mobile Padel betting services; casinos operating sportsbooks with Padel bets; and lotteries operating sportsbooks with Padel bets.

12. Referees will not discuss or hold discussions with spectators while conducting a match, unless necessary during the ordinary course of the match.

13. Referees will not, at any time, participate in interviews or meetings with the media from which their statements relating to Padel Refereeing may be printed, broadcast, published on social media or otherwise publicly disseminated, without the approval of the relevant Supervisor/Referee if it is during a Padel event and, at any other time, of the FIP Officiating Department.

14. Referees will not, at any time, make, authorize or endorse any public comments, including the posting of anything on any social media channel, which unjustifiably attacks or disparages a Padel event, a player, player support personnel, another Referee, Padel event personal or governing body personnel, and which the Referee knows, or reasonably should know, will harm the reputation or financial interests of the Padel event, the player, another Referee, event personnel or governing body personnel, as applicable. Notwithstanding other provisions of this Code, the responsible and measured expression of a legitimate opinion will not amount to a breach of this provision.

15. The Referees will not at any time engage in any conduct that is unfair, unprofessional, discriminatory or unethical, including, but not limited to, attempts to intentionally injure or interfere with other Referees, players, Tournament personnel, player support personnel, governing body personnel and spectators, as well as reckless or negligent conduct that may cause such injury or interference. In addition, all Officials will set a good example of conduct for the other Referees.

16. Referees will not at any time engage in abusive conduct, whether physical or verbal, or threatening conduct or language toward other Referees, players, player support personnel, Tournament personnel, governing body personnel, spectators, or members of the media.

17. Referees will not at any time abuse their position of authority or control and will not damage or endanger, or attempt to damage or endanger, the psychological, physical or emotional well-being of other Referees, players, Tournament personnel, player support personnel or governing body personnel.

18. Sexual advances or sexual harassment or abuse of any kind towards other Referees, players, player support personnel, Tournament personnel, spectators, governing body personnel, or members of the press or media will not be tolerated.

19. Referees will make all requests related to the event to the Supervisor/Referee or the chief Referee.

20. Referees will commit to work on a test until the Supervisor/Referee gives them permission to do so. If a Referee has accepted an assignment to officiate at an event, they may not withdraw from such assignment before the Supervisor/Referee authorizes it.

21. All Referees have a continuing obligation to report to the Program any actual, suspected or suspected violation of the Code of which they become aware, whether their own or by another Referee. Failure to comply with this obligation is a violation of the Code.

22. Referees will act honestly at all times.

23. Referees will cooperate fully with any investigation and/or proceeding (a) under this Code (whether in connection with their conduct or that of another official), and (b) under the rules of Padel's governing body in which they act as Referees, Padel's Anti-Doping Program, and/or Padel's Anti-Corruption Program. In addition, Officials will not (i) provide any inaccurate information, (ii) omit any relevant information requested from them, or (iii) deliberately deceive or attempt to deceive such agencies, their personnel or other Referees.

APPENDIX A

FIP CONTACT INFORMATION

INTERNATIONAL PADEL FEDERATION

Switzerland Headquarters
MAISON DU SPORT INTERNATIONAL
Av. De Rhodanie 54
1007 Lausanne
Switzerland

Spain Headquarters
Madrid Arena
Avda de Felipe II, s/n
Planta 1
28009 Madrid

Italy Headquarters
Via Barberini, 95
00187 Rome

INTERNATIONAL PADEL FEDERATION

APPENDIX B

ROOF POLICY

General conditions:

- The FIP Beyond Tournaments played outdoors may have one (1) or more courts with retractable roof, allowing the game to continue or resume even when inclement weather affects the proper development of the matches.
- Tournaments with retractable roofs will remain primarily outdoor events. Whenever possible, conditions on courts with retractable roofs will be the same as on all other courts.

Rain:

- Should it rain before the intended start of the game, the roof will remain closed throughout the match.
- If it stops raining or the weather forecast is good, the roof can be opened after the current match is over. Decisions on roof reopening will be made by match depending on current conditions and the weather forecast.
- If the game begins with the roof closed, the roof will remain closed for the remainder of the match. A decision may be made to open the roof for the next scheduled matches.
- If the game starts with the roof open, the decision will normally be made to close the roof after the match has stopped due to rain, although if other factors justify the roof closing before stopping the game, the Supervisor will make that decision.
- In general, the roof will not be closed due to a threat of rain.
- In the event that strong winds with sufficient capacity to damage the retractable roof are reasonably predicted, the roof may be closed prior to the start of the match. The opposite applies when the roof is closed and high winds or other conditions require the roof to be reopened for safety reasons.
- Changes in game order, including the completion of an unfinished match on a court other than the one in which it began, may be authorized under exceptional circumstances in order to complete a Tournament on time.

Darkness:

- If the roof must be partially closed for the lights to work properly, then the roof must be partially closed before the start of the match. The Supervisor will determine the exact time of day from which the roof will be closed for this purpose.

Cold weather:

- In the event that the temperature is below 50°F/10°C prior to the start of a match, to enhance the fan experience, the roof may be closed as directed by the Supervisor. Decisions on whether to close the roof in cold weather will be made by match.

INTERNATIONAL PADEL FEDERATION

APPENDIX C

PLAYER SANCTIONS

Category	Sanctions			
Late Withdrawal	**Tournament Category**	**Top Seeds**	**Main Draw**	**Qualifying Draw**
	World Cup / Continental Cup	200 puntos	100 puntos	-
	Level 1	100 puntos	50 puntos	25 puntos
	Level 2	50 puntos	25 puntos	15 puntos
	Level 3	25 puntos	15 puntos	10 puntos
Main Draw No Show	Fine 50% higher than the applicable fine for Late Withdrawal.			

PLAYER, COACH AND SUPPORT TEAM SANCTIONS

Category	Sanctions
On-Court Violations	
Visible obscenity	up to 250 points
Audible obscenity	up to 150 points
Verbal abuse	up to 250 points
Physical abuse	up to 1.500 points
Ball Abuse	up to 250 points
Paddle Abuse	up to 250 points
Continuous play	up to 50 points
Coaching	up to 250 points
Unsportsmanlike conduct	up to 500 points
Better efforts	up to 250 points
Leaving the court	up to 150 points
Not completing a match	up to 250 points
Punctuality	Up to 100 points

INTERNATIONAL PADEL FEDERATION

APPENDIX D

PLAYER, COACH AND SUPPORT TEAM SANCTIONS

Fines will be paid as stipulated in the FIP in each case.

Dishonorable or unprofessional conduct	up to 250 points
Aggravated conduct	up to 500 points

If there is a discrepancy between this chart and the Rule language, the Rule language will prevail.

The sanction will be doubled with each subsequent violation.

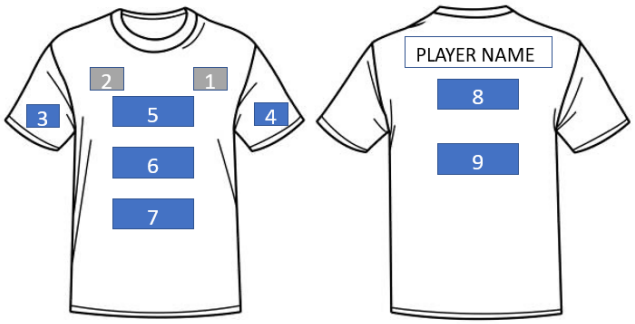
INTERNATIONAL PADEL FEDERATION

APPENDIX E

INDICATIVE POSITIONS FOR PLAYER SPONSOR LOGOS: 2025

LOGOS	SIZES
Positions 1 to 4 / 10 to 12	5 cm vertical x 6,5 cm horizontal
Positions 5 to 9 with 3 (front) / 2 (back)	5 cm vertical x 20 cm horizontal
Positions 5 to 9 with 2 (front) / 1 (back)	5 cm vertical x 20 cm horizontal 1 Logo / 13 cm vertical x 20 cm horizontal 1 Logo

APPENDIX E



1– Clothing manufacturer (or Premier Padel logo)
2– Right chest (option for Premier Padel logo)
3– Right sleeve
4 – Left sleeve
5 – Front chest high
6– Front chest middle
7 – Front chest low
8 – Back high
9 – Back low

10 – Cap front
11– Skirt front right
12 – Skirt front left
13 – Skirt back right
14 – Skirt back left

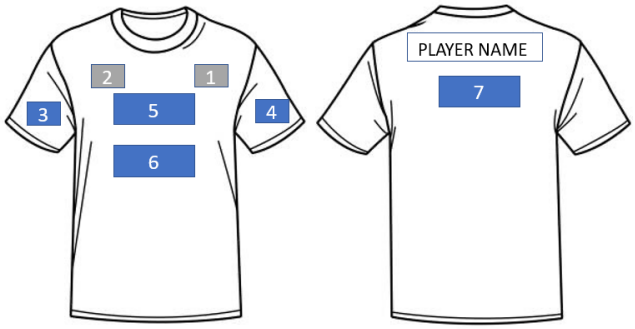
LOGOS	SIZES
Positions 1 to 4 / 10 to 14	5 cm vertical x 6,5 cm horizontal
Positions 5 to 9 with 3 (front) / 2 (back)	5 cm vertical x 20 cm horizontal
Positions 5 to 9 with 2 (front) / 1 (back)	5 cm vertical x 20 cm horizontal 1 Logo / 13 cm vertical x 20 cm horizontal 1 Logo

APPENDIX E

INDICATIVE POSITIONS FOR PLAYER SPONSOR LOGOS: 2026-27

LOGOS	SIZES
Positions 1 to 4 / 8 to 10	5 cm vertical x 6,5 cm horizontal
Positions 5 to 7 with 2 (front) / 1 (back)	5 cm vertical x 20 cm horizontal
Positions 5 to 7 with 1 (front) / 1 (back)	5 cm vertical x 20 cm horizontal 1 Logo / 13 cm vertical x 20 cm horizontal 1 Logo

APPENDIX E



1 – Clothing manufacturer or Premier Padel tour logo
2 – Right chest (option for Premier Padel tour logo)
3 – Right sleeve
4 – Left sleeve
5 – Front chest high
6 – Front chest middle
7 – Back high

8 – Cap front
9– Shorts front right
10 – Shorts front left

LOGOS	SIZES
Positions 1 to 4 / 8 to 10	5 cm vertical x 6,5 cm horizontal
Positions 5 to 7 with 2 (front) / 1 (back)	5 cm vertical x 20 cm horizontal
Positions 5 to 7 with 1 (front) / 1 (back)	5 cm vertical x 20 cm horizontal 1 Logo / 13 cm vertical x 20 cm horizontal 1 Logo

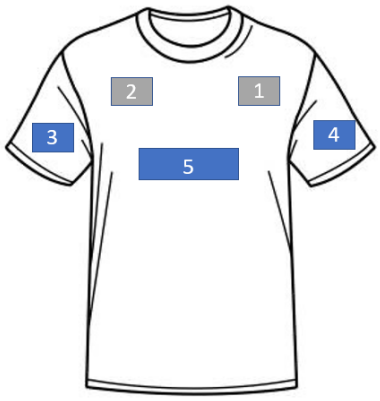
APPENDIX E

INDICATIVE POSITIONS FOR PLAYER SPONSOR LOGOS: 2028+

1– Clothing manufacturer (or Premier Padel logo)
2– Right chest (option for Premier Padel logo)
3– Front Right skirt
4 – Front Left skirt
5 – Front chest
6 – Back middle
7 – Back skirt

LOGOS	SIZES
Positions 1 to 4 / 7 to 8	5 cm vertical x 6,5 cm horizontal
Positions 5 to 6 with 1 (front) / 1 (back)	5 cm vertical x 20 cm horizontal

APPENDIX E



1 – Clothing manufacturer or Premier Padel tour logo
2 – Right chest (option for Premier Padel tour logo)
3 – Right sleeve
4 – Left sleeve
5 – Front chest
6 – Back high

7 – Shorts front left
8 - Cap front

LOGOS	SIZES
Positions 1 to 4 / 7 to 8	5 cm vertical x 6,5 cm horizontal
Positions 5 to 6 with 1 (front) / 1 (back)	5 cm vertical x 20 cm horizontal

APPENDIX E

INDICATIVE POSITIONS FOR COACHES SPONSOR LOGOS:

1 – Clothing manufacturer or Premier Padel tour logo
2 – Right chest (option for Premier Padel tour logo)
3 – Right sleeve
4 – Left sleeve
5 – Front chest high
6 – Front chest middle
7 – Cap front
8 – Shorts front left

LOGOS 2025	SIZES
Positions 1 to 4 / 7 to 8	5 cm vertical x 6,5 cm horizontal
Positions 5 to 6 with 1 (front) / 1 (back)	5 cm vertical x 20 cm horizontal
LOGOS 2026	
Logo 6 will be removed	