



PADEL LEAGUE RULES

GENERAL RULES

- By playing in our Padel League, players agree to [Will To Win General Terms and Conditions](#) and the Padel Leagues Rules below.
- We aim for our leagues to be fun, friendly and competitive. We expect players to be sporting and courteous in dealings with opponents, the Centres and their officials and we reserve the right to remove players who are not. The players are asked to:
 - Be on time and ready to play with appropriate clothing, shoes and balls
 - You call the balls on your side of the court
 - If you are uncertain, your opponent gets the benefit of the doubt and the ball is in
 - Replay a point if both parties cannot agree
 - The server keeps score
 - Don't lose your cool
 - Don't be aggressive
 - Play fair
- Our leagues are available for all standards of players.
- Playing where and when you want means you can use the padel court closest to you (Regent's Park or Hyde Park) and fit matches into a busy schedule.
- Play your matches as soon as you can arrange them and make the league work by committing to play as many matches as you can. Your commitment to playing will make the league a success.
- Players are solely responsible for court hire, balls provision, etc.
- By playing in the league, players confirm that they are not aware of any medical condition that would prevent them from taking part in an active sport.
- The padel league is open to all players of 15 years old or over. However, we may turn down a player without further explanation if we do not have a suitable group for the player to join.

BALLS AND COURTS

- Balls must be of a good quality, if not new. Either team has the right to object to poor balls (prior to the match). If the balls are objected to, either team can buy balls at reception. If one player has provided new balls, we suggest that the other team makes a contribution to the cost of the can.
- Courts: the cost of the court must be shared equally among the players, and, if possible, allow for two hours of play. We expect most matches to be played on your league's home court (Hyde Park or Regent's Park), but if both teams agree matches can be played at the other park.
- Setting up matches: Players have a joint responsibility to set up matches. To avoid confusion later, players should decide before the agreed time-frame for the match. See the section on Setting up Matches.
- Booking the court for a league's match can be done up to 2 weeks in advance. Simply call reception and let them know that you are booking the padel court for a league's match.
- The more proactive you are, the more likely you are to get your matches more points! Email your opponents straight away, reply to their emails (even if it is to say you can't play) and don't be afraid to phone.

DATES AND EXTENSIONS

- As organisers we reserve the right to alter or amend the published round dates. Sometimes it is necessary to extend and/or postpone a round. In general, round extensions for individual matches will not be granted. Exceptions may sometimes be made within a few days of the end of the round, primarily to allow a head to head to be played between two teams tied at the top of their group or for a match which would not affect who won the group.
- Very occasionally e.g. poor weather, we may decide to extend the whole round by a week or even two weeks. In these circumstances, no refund can be given even if a team can no longer participate.



LEVELS, GROUPS and TEAMS

- The groups will be arranged into different levels:
 - ⇒ 1-3
 - ⇒ 3-4
 - ⇒ 4-5
 - ⇒ 5+
- Teams will be allocated to their chosen level; however, we reserve the right to allocate a player to a different level if we consider it appropriate. If a team has players with different playing ability, the team will be placed in the level of the highest player (for example, if one player is level 4.5 and the partner is level 2.5, then the team will compete in level 4-5). Players will not be moved from one group to another once a round had begun except in exceptional circumstances.
- The size of a group may vary but will not consist of more than five teams within the same level. We reserve the right to rebalance the groups in any way that we believe will provide players with the best possible matches. Injury and other factors may be taken into consideration.
- We are unable to confirm which group players will be in before the round starts as we do not begin to organise the groups until after the registration deadline when we have the full list of players who want to play. We cannot accept any entry which is conditional on being in a certain group.
- We may, at our discretion, allow latecomers to enter a group. A £2 fee will be charged in addition to the entrance fee to cover the administration involved.
- You may, subject to the approval of the opposing team, change your partner before a match has been played. Where asked, we will do our best to find you a partner to play with.
- If you do not play any matches at all, you may be relegated to a lower league on the next league, or omitted from the next league altogether (unless if this was due to an injury or work-related situation). Please let us know if you or your partner are/ is injured or unable to play.
- We aim to create teams for friendly, competitive matchplay. Teams may be made up of any combination of gender and while we strive for compatible pairings your individual playing ability and experience may vary. No refund can be made if players don't accept the pairing offered.

SCORING

- Matches are self-umpired and should be conducted in the spirit of fair play.
- Matches will be to the best of three sets, with a tie-break at 6 games all for each set (see tie-break below). In shortage of time, the players can choose to play a fast format match (see below).
 - ⇒ You get 3 points if your team wins 2-0 or gets a walkover
 - ⇒ You get 2 points if your team wins 2-1
 - ⇒ You get 1 point if your team loses 1-2
 - ⇒ You get 0 points if your team loses 0-2 or does not show up to a scheduled match
- Players play their opponents once only in each round.
- Bonus points: An additional two points will be awarded to teams who have completed 4 matches by the end of the first round. The bonus point is unaffected by the number of teams in the group.
- The team with the most points at the end of the round is the winner of the group.
- If two or more teams tie with the most points, the team who beat the other during that round wins. If the two teams did not meet in the round, a winner will be decided according to the following method: first, by the team who conceded the fewest sets on average per match played; second [if still a tie] by the team who conceded the fewest games on average per match played, third [if still a tie] after the deduction of points for walkover wins; second [if still a tie] by the deduction of bonus points; fourth [if still a tie] by the deduction of points won for winning a match played in a unofficial format (e.g. a match completed with a match tiebreak instead of a third set), fifth [if still a tie] If still no winner can be found, the round is tied and the winner will be decided by the toss of a coin.



- If a player wins a match through a walkover (see below), they receive 3 points for a win (walkovers do not count to bonus points. For bonus points to be awarded, matches must be played and completed.)
- Bonus points are awarded when 4 matches are played and completed by the end of the round. (Unfinished matches do not count as completed matches).
- If a team withdraws from a round, even though it can seem unfair that one team receives points because they have played a particular team but another doesn't because that team becomes unavailable, we don't offer compensatory points for matches not played (even though it is no fault of the challenger). It is in the team's best interest to arrange matches as early as possible so that they have the possibility of obtaining the maximum number of points possible before teams withdraw from the league.
- Please note, even though it can seem unfair that a one team receives points because they have played a particular player but another doesn't because that team become unavailable, we don't offer compensatory points for matches not played (even though it is no fault of the challenger). The idea is always to put the emphasis on matches played, which always count toward points even if one or other of the teams later withdraws from the round. This is because we want to reward players who play matches and if we subsequently removed points (or gave free points to other players) it would undermine that effort. Over the period of a round there can be many reasons why certain matches don't happen and this is hazard of this sort of tournament.
- We will normally accept a match where players have played a ten-point match tiebreak in lieu of a third set, but in certain circumstances, these matches will be considered to carry less weight at the end of the round if players are tied on points at the top of the table. To be fair to other players, shortened matches do not count towards bonus points.
- Sometimes the interpretation of the rules requires fine judgements to be made and the organisers' decision is final.

WALKOVER

- You must try to organise all your matches as soon as the league commences. Your team must give your opponents a minimum of 3 different dates and times to play the match. Unless they suggest a minimum of three alternative dates/times, and one is acceptable, your team will get 3 points for a walkover. Proof must be supplied.
- A team can offer to play one or more matches with a replacing partner, as long as the opposing team does not object (for example if the replacing partner is of a much higher level than the original player).
- Please let us know asap if there is a walkover situation.

TIEBREAKS AND MATCHES

- Tie breaks, when both teams reach 6-6 in a set, are played to 7 points. The first serve in the tie break is served from the right-hand side of the court by the team and player that should have served the next game. From the second point, each player serves for the next two points, starting from the left-hand side of the court. The tiebreak is over when one team reaches seven points, provided there are two clear points ahead of their opponents. If the score gets to 6-6 in a tiebreak, a team must have a two-point advantage to win the tiebreak. The team that serves first in the following set is the team that did not serve first in the tie break.
- SHORTER MATCH (CHAMPIONS' TIE BREAK) - if you find that the match cannot be completed within 2 hours, it is acceptable to play a champions' tie break (first to 11 points) instead of the 3rd set, if both teams agree.
- FAST MATCH - if both teams agree, in situations when there is not much time (for example only 1 hour has been booked), the teams can play sets to 4 games and tie breaks to 7 points (with difference of 2 points). This means, that if both teams reach 4-4 in games, then they play a tie break. In the tie break:
 - ⇒ if both teams reach 7 points, or
 - ⇒ one team reaches 8 and the other team reaches 7 points, then the first team to reach 11 points is the winner of the set (even if there is only 1 point difference).



REPORTING MATCHES

- Winners (or losers) should report matches promptly. Please use padel@willtowin.co.uk to send the report via email. (the correct format in which to report matches is, for example: “Belasteguin/Lima vs Navarro/Lebron (August 23) 6-1, 7-5”. If it's a tie break, you write it like this: “7-6 (9-7)” with the score in the tie break in brackets.).
- All players should check if the results published from time to time are correct and should contact us if necessary with corrections and omissions, particularly at the end of the round. After one week the round report is issued, the scoring is locked and results stand as is. No further corrections or additions will be accepted except in special circumstances and at the discretion of the organisers.
- We rely on players entering accurate scores and match details. Falsifying a result in any way, including submitting a result for a match that was not played, or suggesting to an opponent that a match result could be entered when it had not been played may result in the disqualification of any of the players concerned. This provision also applies to falsely claiming a match is complete in order to gain bonus points. Players are obliged report any attempts to manipulate results.

PRIZES

- Prizes are offered to level winners. Prizes will be presented to the winners at dates to be set by Will to Win after the league has finished. If a prize is uncollected by the recipient for 1 month after the prize giving ceremony has taken place, the prize is deemed unwanted and the player loses the right to that prize. No cash alternatives can be offered.
- Winners are promoted (if possible). All other players remain in the same position, except those that have not performed well within their chosen level (who will be demoted). New players and players returning from earlier rounds are accommodated at the appropriate level.

CONTACTS DETAILS AND PAYMENTS

- League payments are per person and are not transferable. To participate in the league you will need to pay £10. This fee is separate from any court charge.
- You will not be allocated in a team if you haven't paid the league's fee.
- You may cancel your participation in the league for a refund (minus a £2.50 admin charge) any time up until the day before a round starts. After this, fees are not refundable or transferable to another round or league, for any reason. If we are unable to find you a group to play in or if for any reason, we cannot run the round at all, the fee will be refunded in full, or you can transfer it to another round. Players who join after the deadline may be included at the discretion of the organisers (normal refund rules apply).
- We do not store or have access to customers' credit card details.
- If you need to amend or cancel your booking, please give us 24hs notice, otherwise you will be liable for the court fee.
- If a team fails to show up, that team will be liable for 100% of the court booking. If a team fails to show up twice, that team will be removed from the league.
- As this is a public league, your name will appear on generally accessible tables of results and in end of round reports. Current and past rounds are publicly viewable.
- **By playing in the League you are authorising us to share your contact details with other members of the League who are placed in the same group.** It is indispensable to share your contact details with the other players in order to arrange matches since the matches are arranged by the players, not by Will to Win. If you change your phone number or email please let your opponents and Will to Win know.

CANCELLATIONS AND RESCHEDULING

- If it rains before the match starts, the whole match must be re-scheduled. (if cancelling because of the weather, always contact 1st) the centre and 2nd) the other team and get a reply).
- If it rains during the match or court's conditions deteriorate either player may decide to call a halt to the match, but the match must still be completed. Matches should be re-started with whatever the score



was when play stopped. Players must share any additional court fee. If re-scheduling becomes impossible, the score must be reported as it stands (please note the score stands even if one of the players is subsequently injured/withdraws from the round).

- If before the match (or after a first few points have been played) one player feels the court condition too slippery, or otherwise unsafe, they have the absolute right to ask for a postponement.
- If a player retires injured, unwell or for any other reason that constitutes a retirement, he or she loses the match - it cannot be re-played. The player who could have continued (the winner) will receive 3 points. If the retired player's team has won a set it receives 1 point and the opposing team 2 points. Retirements primarily refer to unavoidable circumstances that force a player to quit a match. Injury is the usual reason. Very occasionally another event forces a retirement. For instance, a doctor on call who has to leave a match. Matches abandoned because of a dispute can be referred to us for a ruling. Ideally matches should be continued to a conclusion then or at another date.
- If a player does not turn up at the agreed time, or is more than half an hour late, the other player can claim a walkover and receive 3 points or the match can be re-scheduled. Either way, the cost of the court should be shared in the normal way. If the match is unfinished, even if it is because court time ran out, points will be awarded on the score reached. (Ideally the match would be completed at a later date.) If the players realise that the time is running out, please refer to the way to play shorter matches below.
- If you are cancelling a scheduled match make sure you get an acknowledgement from your opponent. If the message does not get through, the match may be deemed a walkover.
- If a team wants to reschedule a match, they must give their opponents a minimum of 24 hours-notice. If a court cost is incurred the player who postponed the match is solely responsible for the cost of the unused court (subsequent court costs are split in the normal way). If less than 24 hours-notice is given, the match may be recorded as a walkover in favour of the opponent and points awarded, although it is still preferable to play the match if possible. (If you are claiming a walkover, report the result with an explanation confirming that it qualifies as a walkover as the match had been firmly set up but cancelled with less than 24 hours-notice, or cancelled though a no-show.) If the players do subsequently play the match then the final points awarded will be according to which team wins the match. We will not necessarily retrospectively award walkovers.
- If the agreed time simply runs out for a match - say you have played two hours, but the match is not concluded - neither player should concede the match. If the match can't be played to a conclusion at a later date, points are simply awarded for the completed sets (as an alternative, please refer to the shorter way to play a match below)
- Players may not normally agree to play their match after the round has ended. To be fair to all players, the cut off point for play (and for the result to count) has to be observed. However, we will sometimes grant an extension of time for the rounds.

POLICIES AND CONTACTS

- These and other policies and procedures are available on request from the Head Office. Will to Win makes every effort to ensure that the details on the website and in flyers are correct. We reserve the right to make amendments at any time and will inform you of any changes.
- By agreeing to our Terms and Conditions, you agree and consent to our [Privacy Policy](#) that informs how Will to Win processes your data as a customer and/or Card/Pass Holder at our Sports Centres and Cafes.
- Enquires and feedback can be send to: padel@willtowin.co.uk.