



**PROTOCOLS AND  
PROCEDURES  
2018**

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### **COACHES**

The coaches of every pairing must access the court when the Sporting Manager or Event Director authorises it. They can't access the court with rackets, racket bags or any advertising material without previously agreeing to it.

They must:

- Present themselves to the chair umpire before the pre-match warm up begins. They can't enter the court, even if they have presented themselves, once the first point of the first game has been played. If they should be absent at any time during the match, both the start and the return to the court must be made during the times of rest of the players, never during the course of the game. In cases of extreme urgency and with the permission of the chair umpire, they may leave the court.
- Present a correct appearance (flip flops are not allowed in any case) and wear a uniform if they organization decides so.
- Maintain a correct position in his/her chair or the players' bench, necessarily being in a posture that doesn't imply inconsiderateness.
- Behave accordingly, looking after his/her gestures and shouts of support during the match. He/she can be sanctioned by the chair umpire if he/she exceeds the permitted levels.
  
- Advertisements not regulated by these protocols may not be worn on clothing. For this purpose:
  - o If the clothes you wear are not sporty, you will be without any advertising.
  - o If it is sportswear, advertising will be regulated as follows:
    - Unique brand logo on the front no larger than 10 cm x 5 cm (no advertising of any beer other than Estrella Damm can be carried). Advertising may not be worn on the sleeves or back.
    - WPT logo on chest (6 cm x 3,5 cm) to be delivered WPT or silkscreen printed by the trainer.
  
- They must not be carried on the court a racket bag or racket or any other advertising element.

In pre-previous and previous phases, only one coach per couple and tournament can be accredited.

In the main draw, two coaches, one principal and one assistant, may be accredited

- The head coach can sit either in the club or in the pavilion (centre court).
- The assistant coach may also sit in the club and pavilion, but may only sit in the pavilion with the obligation to be present throughout all the tournament.
- No changes of coach are allowed in the pavilion (centre court)..

The coach can't be replaced by another during the match.

Coaches can't direct themselves, at all, towards the chair umpire to complain or ask for



explanations regarding a play. They can't comment the application of the Disciplinary Regulations with the chair umpire either.

The coach can't be a player that is participating or has participated in the tournament.

Coaches can give instructions during regulation time outs. In changeovers during a tiebreak and at 1/0 at the start of each set they can't give their players any indications nor during the match unless if play is interrupted because of an injury timeout. They must wait for the chair umpire to authorise the start of the medical timeout for them to be able to talk to their players.

Coaches will have their own system of warnings that won't affect the pairing, except for "orders and instructions" to players outside of the specified times, which will have an effect according to the general rules regarding sanctions.

The system of warnings for a coach in other situations, except for verbal or physical abuse (that will lead to their direct expulsion) is:

- 1.- Code of conduct, Mr ... Warning.
- 2.- Code of conduct, Mr ... Disqualified from the match.

The chair umpire, if he/she feels it appropriate, can hand out a pre-warning that doesn't imply the code of conduct, but he/she must let the team know (coach and players) in that moment with the word "pre-warning".

Coaches can use the organization's transport when they are accompanied by their players.

## UMPIRES

The umpires of a competition must take responsibility for:

- Having a stopwatch, a tape measure, a calliper and a results sheet. The WPT will provide umpires with a tape measure, a results sheet and the Rules and Regulations.
- Prepare the daily Order of Play with the schedule of every match on each court. To this end, the previous day will be used to plan the arbitrations for the following day. The players are obliged to be on court at the time established by the Order of Play.
- Apply W.Os., warnings and incidents as established in the F.I.P.'s rules of play, the WPT's Technical Rules and this procedure. They must reflect all of it precisely in the umpire's report, including pre-warnings.
  - W.O.: they must indicate the pairings names and two surnames, indicating whether the pairing warned on time (24 hours before the established time).
  - Warnings: They must indicate:
    - Name and surnames of the sanctioned players.
    - Round, set and game where it took place.
    - Most complete description possible of the sanctioned incident.

- Let the sanctioned player know clearly that he/she's sanctioned. The partner of the sanctioned player must be aware of said sanction.
- Incidents: The same procedure than for those breaches committed before or after the match, despite them not affecting the match, for their later evaluation by the WPT's Sporting Discipline Committee.

## **INSPECTION OF FACILITIES, MATERIAL AND COURTS**

The main umpire or, given the case, the chair umpire, must assure themselves that:

- There are no odd or non-regulation objects on court. If it occurs, he/she must regulate these situations and let the players know before the start of their match.
- The net, its height before the start of each match, the poles that maintain the net, etc. are all in compliance with the F.I.P regulations.
- If there is a high chair for the umpire, it must be centred above the imaginary extension of the net.
- If there's a microphone with a switch that can be connected to the umpire's chair, it is advisable to switch it off during turnovers and those situations that the chair umpire considers necessary.
- There are no microphones from media channels installed near the umpire's chair, except for those that belong to the WPT.
- The chairs for each pairing of players are located to both sides of the chair umpire. If the coach is authorised, there will be three chairs.
- The balls are in good condition and there are enough of them. Check that the ball model is the one corresponding to the match to be refereed.
- The main umpire or chair umpire are authorised to check racket measurements constantly.

## **PERSONAL CIRCUMSTANCES**

Umpires must comply with the following demands:

- Study, understand and have a good command of the WPT's Rules and Regulations in everything related to Refereeing.
- Be in good physical shape.
- Have normal vision and hearing, even if it has been corrected.
- Be on time at every match they have been assigned, turning up on court before the players. They must arrive at least 45 minutes before the first match.



- Present a correct appearance and in uniform if the organization decides so.
- Discover the correct pronunciation of the players' names.
- Not consume alcoholic drinks.
- Not criticise decisions or make judgements regarding the acts of other umpires during a match or publicly, including quotes to the media.
- Not talk with the public during a match, except when necessary to try and control them. If a spectator or a group of spectators insult, rebuke or don't show respect for the competition or towards players, coaches or umpires, the chair umpire or main umpire will call the tournament director to locate said group or spectator and take the corresponding measures. When the public does not maintain the required silence, interrupting the normal development of the game, the chair umpire will notify the sports department for a ruling.
- Permanently maintain absolute impartiality towards players and not initiate any relationships with them or perform any act that could put them in doubt. He may not referee a match when any of the players involved in the match are family members in the first or second degree. The act of greeting players before the match must be correct and not affectionate. It is expressly prohibited to give players kisses.
- Behave in a professional manner at all times and respect the authority of the main umpire, other umpires, the players and the public.

## **THE CHAIR UMPIRE**

1. He/she is responsible for controlling and directing his/her corresponding matches and to do so he/she must make two kinds of decisions:

- Based on the correct application and interpretation of the rules with regards to the specific plays in which it may have occurred. If the player doesn't agree with the decisions made by the chair umpire, he/she can appeal to the tournament's main umpire with his/her decision being final and not subject to appeal.
- Based on the reality of the incidents that have taken place. (For example if a player steps on the service line when serving). These decisions must be respected by both the players and the umpire.

2. Comment with the players, if required, the application of the Rules in a play or specific situation, as long as it has been requested politely, that it doesn't take longer than it should and that it isn't reiterative.

3. Just before the match gets underway, he/she must get together with the players on court to:

- Notify them of any information that they consider could be of their interest.
- Check that the players are dressed accordingly to what is established in the Code of



Conduct. A player that has to correct his kit has 2 minutes to do so without losing his right to take in the pre-match warm up.

4. Possess the right amount of ball cans on court, including used balls in case they're needed to replace any balls. The ball cans with which a match is started must be opened during the draw and in front of the players, provided that no four balls are played (see 5.) In this case there will be some open cans with one or two balls that will be used in the first change. Cans of new balls during a match must be opened just before the ball change. Only one can per game will be used in the Pre-Previous Phase.

5. Control all ball changes and determine when a ball isn't in the right condition to be used. Balls that are lost must be replaced as soon as possible. If a ball must be replaced during a pre-match warm up or in the first two games, it will be changed by a new ball; in any other case it will be changed by a similar ball. The game can be started or continued with only two balls, with three being the norm.

Male category:

These are mandatory in the matches corresponding to the Previous Phase and the Main Draw. The organization will have two types of balls:

The HEAD Padel Pro ball:

- in those tournaments held in locations above 500 metres altitude
- in tournaments held at sea level in the Pre-Previous, Previous phases and rounds in the Main Draw at the clubs.

The HEAD Padel Pro "S" ball:

- in tournaments held in locations below 500 metres in altitude and only in matches played in the Pavilion or Central Stadium (\*).

(\*) Where the club has a centre court with 'curly grass', the same criteria shall be used as for the centre court of the Pavilion or Central Stadium.

Female Category: The HEAD Padel Pro "S" ball will be used in all tournaments, rounds and installations.

Changes shall be made as follows: the first change to the 7 games and then every 9 games, without affecting the umpire's capacity to modify the moment when balls are changed as a result of adverse weather conditions or other factors. If players omit the corresponding change, it will take place in the first service game of the pairing that should have served with new balls.

6. If play is interrupted for any reason and a warm up is needed, if it lasts five minutes, two games would be added to the wear of those balls.

When an interruption occurs for a medical timeout that lasts 3, 5 or 15 minutes, and the opponents and partner want to warm up, they will be handed used balls. When a rally is held but all four players agree not to use it, the match will continue.

## **PROTOCOL FOR ENTERING AND LEAVING CENTRE COURT – MATCH PRESENTATION**

In the opening match of the day, all four players will have to appear at least 10 minutes before the established time at the facilities. The umpire, staff, hostesses and ball boys will all be on court, which will be prepared for the start of the competition, 10 minutes before. They will check the good state of the court, the height of the net and if they detect any faults they will advise the Tournament Director or Sporting Director to correct it. The chair umpire for the following match



can't access the court until the sporting manager or tournament director authorises it. Both chair umpires can't coincide on court.

The chair umpire will wait by his chair for the players to arrive. The speaker will announce the entrance of all four players to centre court. The first pairing to be announced will be the one with the lower ranking, followed by the other. The first player to be presented will go to his bench, leave his bag, and wait for his partner. The second player to be presented will go to his bench, leave his bag, and enter the court with his partner. The third player to be presented will go to his bench, leave his bag, and wait for his partner. The fourth player to be presented will go to his bench, leave his bag and enter the court with his partner. With all four players on court, the chair umpire will enter the court and greet the players.

On the court and at the established time, the chair umpire will place himself for one photo alongside the players. He/she will then give the instructions he/she feels necessary and will toss a coin in the air. The chair umpire will then give the pairing that will serve first the balls to their hands. Then the warm up will begin, which lasts five minutes + two, as established in the FIP's rules of play and the WPT's procedure.

The chair umpire will climb up to his chair and say "five minutes". After two minutes he will say "three minutes". He/she will then proceed to give the match's technical information through his microphone: "The match will be the best of three sets with a tie break in all of them and a change of balls will take place in the sequence of 9 and 11 or 7 and 9 games according to the technical rules. The pairing "Surname, Surname" has won the coin toss and has elected to (serve, return or an end)". "Please switch off your phones or put them in silent mode and if you're going to take a photo, switch off the flash". "Make the most of the change of ends to enter and leave the court and remember that at the end of the first game of each set there is no break". He/she will then say that there is one minute left and at the end of this minute, he/she will say "time".

The chair umpire will not make comments through his microphone such as: "enjoy the match", etc.

When the players hear the word "time", they will end their warm up and will have two minutes to go to their bench or continue with their warm up. Within those two minutes, the player can request to go to the toilet in the first minute, and it will be recorded as an authorised break. (See Toilet Breaks).

After those two minutes and hearing the word "time" they will enter the court and the match will start when the chair umpire says "play".

Once the match has finished, all four players will go to their benches and have three minutes to collect their belongings and abandon the court. If the match is broadcast on TV, players must leave the court immediately. Once all four players have left, the chair umpire will go to the area designated for umpires or video referrals.

Once these three minutes have ended, the aforementioned protocol will be repeated.

## **VOICES**

- Presentation without a speaker (in general 1/16 and 1/8 finals).

By way of example: "Good morning. Welcome to (name of the tournament). The (indicate phase, last sixteen, quarter finals, etc.) match is about to get underway between: to the right of the chair (or to my right) returning on the forehand court Mr. "Surname" and returning on the backhand court Mr. "Surname" and to the left of the chair (or to my left) returning on the forehand court Mr. "Surname" and on the backhand court Mr. "Surname". The players are presented in order of the pairing with the lower ranking. On some occasions, when a player is local or there is a reason that justifies it, the order of presentation can be modified. It will be discussed previously with the sporting manager.

"The match will be the best of three sets with a tie break..." (See Protocol for entering and leaving centre court – Presentation).

Moments before the start of the match: "Mr. "Surname" to serve".

- Related to the control of spectators:

The chair umpire must always talk to spectators in a pleasant manner such as: "Silence please, thank you". "Please take your seats, thank you".

- Related to the score:

The score of the pairing that is serving will always be stated first, except in a tie break.

Scoring is called in the following manner: Fifteen-Love (or Love-Fifteen), Thirty-Love (or Love-Thirty), Forty-Love (or Love-Forty), Fifteen all, Thirty-Fifteen (or Fifteen-Thirty), Forty-Fifteen (or Fifteen-Forty), Thirty all, Forty-Thirty (or Thirty-Forty), Deuce (never Forty all), advantage serve or return. Once the game has finished, it will be called in the following manner: "Game "Surname, Surname", they lead by one game to love in the first set". Game "Surname, Surname", one game all, first set". Game "Surname, Surname" they win the first set by 6 games to 4. If the score reached six all, it will be called in the following manner: Game "Surname, Surname", six games all in the first set. Tie break.

In the tie break, the score will be called by stating the score first and then the surnames of the players that are winning. 1-0, "Surname, Surname". 5 all. 6-5, "Surname, Surname". At the end of the tie break, the following is called: Game "Surname, Surname", they win the first set by 7 games to 6. At the end of the match he/she calls: Game, set and match "Surname, Surname". They win by 6-3, 5-7, 6-2.

- Related to the Code of Conduct. – Programme of penalizations

Penalizations imposed for breached in the Code of Conduct must be announced in the following terms:

Breach of the Code of Conduct, first warning, Mr. "Surname" and first warning for the pairing "Surname, Surname".

Breach of the Code of Conduct, first warning, Mr. "Surname" and second warning for the pairing "Surname, Surname" which leads to a loss of a point. The new score is called subsequently.





Breach of the Code of Conduct, second warning, Mr. "Surname" and third warning for the pairing "Surname, Surname", which leads to a loss of a game". The new score is called subsequently.

Breach of the Code of Conduct, ..... warning, Mr. "Surname" and fourth warning for the pairing "Surname, Surname". With leading to their disqualification. The pairing "Surname, Surname" wins the match (score) and disqualification of the pairing "Surname, Surname".

VERY IMPORTANT: The umpire must be sure that both players in the pairing have heard the warning of a breach of the Code of Conduct clearly.

## SCORE CARD

1. Fill in **before the match** the name of the competition, the round, the name of the players, the time planned for the match, etc. In the "Track number" section, this must be indicated with "PC" when it is the centre court of the tournament and with "C or Club" if it is a club court. If the matches are played on two courts of the same facility, the main one will be indicated by "1" and the other by "2".

2. After the coin toss, indicate who won it and what they elected. Check that the entire card is filled out. The Chief Referee will be responsible for checking that the card is correctly completed and handing it over to the Sports Department.

3. Note down all the times:

- the time the match started on "Start time", including the warm up.
- all the times corresponding to the "End time" of the set, "Start time" of the set (without including the time of the warm up) and End time of the match.

4. Note down the initials of every player according to the order of their service games and also the ends which they served at in the corresponding place on the card.

5. Note down beforehand the game in which the change of balls should take place.

6. Note down the points with diagonal lines in the boxes on the card, according to the established code.

7. Note down clearly every "deuce and advantage" and the results of tie breaks.

8. The total number of games won by each pairing is noted down in the column "Games" at the end of every game.

9. Note down every breach of the Code of Conduct.

10. Note down the medical time outs.

11. Players' signatures. The players don't need to sign the score card.

12. Record the final result on the first sheet, including the tie-break result when it occurs.

### Hoja de Arbitraje

<b>Torneo</b>		<b>Fecha</b>	
ESTRELLA DAMM BARCELONA		7-05-2017	
<b>Categoría</b>	<b>Ronda</b>	<b>Cambio bolas</b>	<b>Pista n°</b> <b>Nº sets</b>
MASCULINA	FINAL	7/9	Central 5
<b>Juez de Silla</b>		<b>Juez Arbitro</b>	
LUIS PEREZ GARCIA			
<b>Pareja 1</b>			
FERNANDO BELASTEGUIN		PABLO LIMA	
<b>Pareja 2</b>			
DANIEL GUTIERREZ		FRANCISCO NAVARRO	
<b>Hora prevista</b>	<b>Hora inicial</b>	<b>Hora fin</b>	<b>Duración</b>
12:00	12:07	14:46	2h 39 min
<b>Ganadores</b>			<b>BOLETEROS</b>
BELASTEGUIN - LIMA			5 3 7 4 6 6
<b>Par 1</b>	<b>Par 2</b>	<b>Revisión video</b>	
[Firma]	[Firma]	14:46	

**HORA INICIO INCLUIDO PELOTEO**

**RESULTADO SET 3**

Tie-break	Lado servicio	JUEGO	Situación pista	Hora Inicio	Juegos	Cambio de bolas
	L	1		13:50	1 0	
	B	2			2 0	
	G	3			3 0	
	L	4			3 1	
	B	5			3 2	
	G	6			3 3	
	L	7			4 3	X
	B	8			4 4	
	G	9			5 4	
	L	10			5 5	
	B	11			6 5	
	G	12			6 6	
	L	13				

**TIE-BREAK**

RESULTADO			
NOMBRES JUGADORES			
PAREJA 1	BELASTEGUIN / LIMA	SET 1	SET 2
		6	3
PAREJA 2	GUTIERREZ / NAVARRO	SET 1	SET 2
		4	6
Revisión video:		14:46	

**IMPORTANTE**

**DIFERENCIAR CON DISTINTOS SIMBOLOS AL RESTO DE TANTEO**

**SET 1**

Lado servicio	JUEGO	Situación pista	Hora inicio	Juegos	Cambio de bolas
N	1		12:54	0 1	
B	2			1 1	
G	3			1 2	
L	4			2 2	
N	5			3 2	
B	6			4 2	
G	7			4 3	
L	8			5 3	X
N	9			5 4	
B	10			6 4	
	11				
	12				
	13				

**TIE-BREAK**

RESULTADO			
NOMBRES JUGADORES			
PAREJA 1	BELASTEGUIN / LIMA	SET 1	HORA FIN
		6	13:02
PAREJA 2	GUTIERREZ / NAVARRO	SET 1	
		4	
Revisión video:			

**SET 2**

Tie-break	Lado servicio	JUEGO	Situación pista	Hora inicio	Juegos	Cambio de bolas
	N	1		13:05	0 1	
	B	2			1 1	
	G	3			1 2	
	L	4			1 3	
	N	5			2 3	
	B	6			2 4	
	G	7	R.V.		3 4	X
	L	8	(1)		3 5	
	N	9			3 6	
		10				
		11				
		12				
		13				

**TIE-BREAK**

RESULTADO			
NOMBRES JUGADORES			
PAREJA 1	BELASTEGUIN / LIMA	SET 1	SET 2
		6	3
PAREJA 2	GUTIERREZ / NAVARRO	SET 1	SET 2
		4	6
Revisión video:		13:48	

**TIEMPO REAL, INCLUYENDO CAMBIOS DE EQUIPACIÓN, WC, ACTIVACIONES...**

Infracciones tiempo						
Pareja 1			Pareja 2			

Infracciones al código de conducta						
Pareja 1						
BELASTEGUIN / LIMA						
#	Set	Juego	Tanteo	Cod.	Jugador	
ADV	2	1/2	0/30		PLIMA - Aviso Falta	
PUN	/	/	/			
PUN	/	/	/			
PUN	/	/	/			
DES	/	/	/			

Pareja 2						
GUTIERREZ / NAVARRO						
#	Set	Juego	Tanteo	Cod.	Jugador	
ADV	/	/	/			
PUN	/	/	/			
PUN	/	/	/			
PUN	/	/	/			
DES	/	/	/			


Atención Médica								
Pareja 1								
Set	Juego	Lesión	Jugador	T	Set	Juego	Lesión	Jugador
3	3/4		LIMA	180"		/		
/	/					/		
/	/					/		

Pareja 2								
Set	Juego	Lesión	Jugador	T	Set	Juego	Lesión	Jugador
/	/			180"		/		
/	/					/		
/	/					/		

Juez Árbitro

Firma: 

OBSERVACIONES

A.M.: PLIMA → GEHELO

R.V.: GUTIERREZ → 2º SET. RECTIFICACION. 2/2 min

(1) INDICAR TAMBIEN EN LA HOJA DEL TANTEO. **OBLIGATORIO**

## MEDICAL TIMEOUTS

During the warm up prior to a match, the player can request to the chair umpire that he/she receives treatment from a physio in the following change of ends or change of set. A player can only demand an immediate stop of play if he/she has a serious medical condition and the player can request to the chair umpire that he/she receives immediate physio treatment. The Chair Judge should not request the presence of a physiotherapist if he or she does not detect an acute visible medical condition or if the player indicates that he or she is suffering from an acute medical condition (difficult breathing, asthma, chest pain, etc.).

The purpose of the medical evaluation must be determined if the player has developed a medical condition that can be treated and, therefore, determine when the medical treatment is guaranteed. Said evaluation must take place within a reasonable period of time, balancing the player's safety with a continuous rhythm of play. The physio can decide whether said evaluation takes place alongside the tournament doctor and it can take place away from the court.

If the physio determines that the player has a medical condition that can't be treated, then the player will be warned that he/she can't receive any medical treatment. Medical conditions that can't be treated are:

- Any medical condition that can't be improved with treatment in the permitted time.
- A player's fatigue.

Medical timeouts.

A medical timeout is permitted by the chair umpire when the physio has assessed the player and determined that additional time is needed for medical treatment. A medical timeout takes place during a change of ends or change of set, unless if the physio determines that the player has a severe medical condition that requires immediate medical treatment.

A medical timeout begins when the physio is ready to start the treatment. The timeout will consist of 3 minutes and a further two timeouts of 90 seconds which will take place during consecutive changes of end after a game/set (not during 1-0 or a TB), except for bleeding cuts which will have a maximum time of 15 minutes (3 minutes rally) and accidents as a result of play which will have a maximum of 5 minutes.

Only permit a medical care by player and match, except when a player suffers, after an initial treatment, an emergency, accident or special situation (bleeding cuts, vomiting, a shot to the body, etc.) where can receive otre medical atention.

Cramp.

A player can receive treatment for cramp only during the time designated for changes of ends and/or changes of set. (not during the game, when changing sides at the 1-0 or the T.B). When there are doubts as to whether a player has a medical condition or cramp or an untreatable illness, the physio's decision is definitive. There can be a total of two treatments for limbs with cramp during a match, not necessarily having to be consecutive.

A player that has stopped play claiming to have severe pains, but the physio or tournament doctor determine that he/she has cramp, must restart player immediately as ordered by the chair umpire.

If the player can't play on because of severe cramp, as determined by the physio or tournament doctor, he/she will lose the points/games needed for there to be a change of end or change of set to receive treatment, trying to keep up his best efforts before the change.

When a player informs the chair umpire that he will need the presence of the physiotherapist at the next change, the chair umpire will inform the physiotherapy service internally of the need for his presence at the next change, so that he is prepared to act immediately when the change of side occurs.

After the end of a medical timeout or medical treatment, any delay in the resumption of play will be penalised as a code breach as a result of delaying play.

Bleeding cuts.

If a player is bleeding, the chair umpire will stop play as soon as possible and the physio will be called to court to assess it and treat it. The physio, along with the tournament doctor if needed, will assess the source of the bleeding cut and will ask for a medical timeout to treat it, if necessary. The chair umpire can allow up to fifteen minutes to assure that the haemorrhage is under control.

If blood is spilled on court or in its surrounding areas, play can't be resumed until it has been cleaned appropriately.

Vomiting.

If a player is vomiting, the chair umpire must stop play if the vomit has fallen on court or if a player requests a medical assessment. If the player requests a medical assessment, the physio must determine whether the player has a treatable medical condition.

If the vomit has fallen on court, play can't be resumed until the vomit has been cleaned adequately.

#### Physical disability.

If there is an emergency during a match and a player is incapable of requesting a physio, the chair umpire will call the physio and the tournament director immediately to attend the player. If a player is considered to be physically unable to compete at a professional level before or during a match, or he/she represents a significant health hazard for the players, authorities or tournament staff, the physio or the tournament doctor must inform the Sporting Department and recommend that the player isn't in condition to compete the match or that he must retire from the match. Besides, if the Sporting Department, after consulting with the tournament doctor or physio, determines that the participation of a player in the tournament can put the player at risk due to his life being at risk or a serious medical problem, the Sporting Department has the authority to eliminate the player that isn't fit to compete.

The Sporting Department will be very discreet before taking that decision and must base the decision on the best interests of professional padel, as well as taking into account all medical advice, as well as any other information.

#### Get out of a game.

The player must pass recognition with the tournament physiotherapist when he does not show up for a match after winning the previous match. The physiotherapist will determine whether or not the player is unable to play the match.

#### Operating method

After authorising a 3 minutes medical timeout, the umpire must say:

Medical timeout: 3 minutes, 2 minutes, 1 minute, Time.

If the timeout lasts a maximum of 15 minutes, as a result of a bleeding cut, the umpire will say:

"Timeout for a bleeding cut, maximum 15 minutes".

If as a consequence of play a player picks up a bleeding cut, he/she can be attended by medical staff but only to stop the haemorrhage. The doctor or the physio determines how long it takes without exceeding the authorised 15 minutes. The umpire will say "time" when the 15 minutes have passed or when the medical staff considers. This assessment and the non-consequence of play won't go down as a medical timeout.

If play isn't resumed within twenty seconds after "Time" has been called, said delay will be penalised in compliance with the Time Code. If the timeout occurs at a change of ends or a break between sets, it will be added to the time permitted for said breaks.

If the interruption of the match has been longer than 10 minutes, there must be a rally of 3 minutes.

The other players can sit down and consume liquids when another player is being treated for an injury. Players can receive advice from their coaches during a break for an injury or an accident.

When, as a consequence of play, a special situation occurs with a player that doesn't enable him/her to continue playing (a shot to the body, a fall, etc.) the chair umpire will allow the affected player to recover from the incident after a moderate amount of time, which can never surpass a five minute interruption. If the presence of the physiotherapist is required, the 5 minutes will begin to count from the moment the physiotherapist starts to act. Players may drink, rest and receive instructions during medical care.

When, as a consequence of play, a player falls or leans on the floor and gets sand all over his/her body, the player can go to the bench to clean up within a moderate amount of time.

## UMPIRING

The chair umpire must act actively in every situation of play that he/she observes that a rule has been broken. The umpire must be active in these situations:

1. A service fault: those which occur in the server's court and those that are clearly long or wide in the receiver's court. In those that occur in the receiver's box, the umpire will wait for the players to call it. If a player calls it out and another player or the player that called it asks for another opinion (by asking or looking) from the chair umpire, the chair umpire's decision will be decisive. The umpire can take away the point, order another serve to be taken or confirm the player's call.

2. Net. A player that touches the net. The net includes its pole and protection.

The net can't be touched and therefore, neither the player nor his/her clothes nor any object he/she is wearing can touch it. He/she can't jump over the net either with the ball in play. Jumping the net is moving over into the opposing court.

If an object that the player is wearing (such as a cap) falls and touches the net, he/she loses the point.

When another ball in his court hits the net (voluntarily or involuntarily), if the player has won the goal, it is awarded. A let is not applied when the ball is in a place that could lead to a dangerous situation for the players.

3. Two bounces.

4. A ball that goes through the net.

5. Illegal shot. Two-touches, touching the ball with the hand, etc.

6. Let, if the point has to be repeated.

7. Interfering or deliberately or indeliberately putting off an opponent: if a player drops an item (ball, glasses, cap, etc...) the chair umpire must judge whether it's deliberate or not:

- Deliberately putting off an opponent implies losing a point and the application of the disciplinary regulations.
- If it is indeliberate:
  - On the first occasion a let is called.
  - From the second onwards, a point is taken away.

8. Rectifying and slowing down play. A correction, the ball was good or a correction, the ball was out or a fault.

9. Wait, please. To delay a serve when certain circumstances require it.

## VIDEO REFERRAL

Every pairing has the right to request a video referral. This replay can be requested from the quarter finals of the men's main draw onwards and from the women's semi finals onwards, in those tournaments that have the necessary material available.

During the video review the players must remain inside the court, not being able to leave the court to drink, eat, sit on the bench or receive instructions, keeping a proper posture on the court.

Only the chair umpire and/or the umpire can view this replay in the area prepared for it. Once the chair umpire has viewed the video, he/she will confirm or rectify the initial call.

The system will be the following:

- Each pairing will have 2 referrals per set, including the tiebreak.
- The referral can only be requested for a point, not an action related to the disciplinary rules.
- The pairing must request the referral immediately after the dubious action took place, needing to stop the point if necessary and not allow the point to continue (unless if it is after an immediate shot). If this doubt occurs at the end of a game, the request must be immediate and never after 10 seconds.
  1. If the pairing that has made the request is WRONG, one referral will be taken away and the chair umpire's decision will stand.
  2. If the pairing that has made the request is RIGHT, the referral won't be taken away and the chair umpire's decision will be rectified.
  3. If the referral is DUBIOUS, the referral won't be taken away and the chair umpire will call a let. The decision as to whether it is dubious or not will depend only on the umpire.A pairing can never view a replay.

The chair umpire will wait 10 seconds to make a decision when there is a dubious action and the four players are discussing it, unless if one of the pairings request a referral. When the chair umpire considers it necessary he/she can request a referral to clarify the action. If the 4 players agree, the chair umpire can modify his/her decision.

## TIMES

CONTINUOUS PLAY. If there is no interference, the time gaps established by the Rules of Play must be respected, both in between points and in authorised breaks. To control the interval between points, the time taken between the ball being out of play and the following serve will be taken into account. The umpires will determine if the ball that finished the point has ended up in a place that requires extending the time between one point and another. If a situation occurs between the first and second serve that prevents play from being continuous, the umpire will concede a first serve. The time between one point and another (20 seconds) can be applied both to the server and returner. When all four players are ready, the rhythm of play can't be interrupted.

In changes of end during a tiebreak and when the score is 1-0 in games, the maximum time permitted will be 30 seconds.

Application of times:

At the end of one point the chair umpire will activate the stopwatch and after 15 seconds say "time". After 5 seconds, the receiver and the server should be ready to start the next point.

For the 90-second rule, the "time" warning will be given at 70 seconds. For the 120 seconds the warning will be given after 100 seconds.

If players surpass the authorised time in any moment of a match (this doesn't include the pre-match warm up) the programme of penalizations must be applied (See Programme of Penalizations).

A stopwatch is used to control times, starting it when the player has been requested to start play or when the ball is out of play.

RECTIFICATION: Corrections, clarifications or questions by a player shouldn't affect the maximum times established, which should still be respected.

Warm up	5 + 2 minutes
Between points	20 seconds
Change of ends at 1-0 and T.B.	30 seconds
Change of ends	90 seconds
Change of set	120 seconds
Medical timeout	3, 5 or 15 minutes

## SUSPENSION AND POSTPONEMENT

The chair umpire can temporarily suspend a match because of a lack of light, poor weather conditions or court conditions. Any suspension decided by the chair umpire must be communicated immediately to the Umpire and Sporting Management. The umpire, along with the Tournament Director and Sporting Manager, will decide if the match should be postponed or restarted. Until the Umpire doesn't confirm the postponement of the match, the players and umpires must be ready to restart play immediately.

After the match has been suspended, the chair umpire must note down the result in points, games and sets, the server's name, the side which each player was in, as well as collect all of the used balls to continue the match with them.

When the suspension is less than 10 minutes there will be no rally. When the suspension is between 10 and 30 minutes, there should be a 3-minute rally. When the suspension is longer than 30 minutes, there should be a 5-minute rally.

## SUSPENSION PROTOCOL

**Suspension:** It is known as the interval of time between the technical stoppage of a match and its resumption and/or from the start of the day's play to the resumption of a match.

### 1.- TYPES OF SUSPENSION





If an official day of competition on the World Padel Tour is suspended due to circumstances beyond the organization's control (mainly rain and/or poor light or imperfections in the facilities, amongst others), the different types of suspension are the following:

- **BRIEF SUSPENSION:** The waiting time until the resumption of the match is below 5 minutes.
- **MEDIUM SUSPENSION:** The waiting time is between 5 and 20 minutes.
- **LONG SUSPENSION:** The waiting time is above 20 minutes.

In all types of suspension, the WPT will cover the court, its surroundings and benches immediately (in the case of rain).

## 2.- TYPES OF MEASURES

If one or various days of play in an official competition, in any of its formats, need to be suspended, the players and the WPT organization will adopt the following types of measures:

- **BRIEF SUSPENSION:** The players will remain in the bench area while the WPT assesses the situation of the court.
- **MEDIUM AND LONG SUSPENSION:** The players will abandon the court, remaining in the Players' Lounge or any other area determined by the WPT organization, where they'll receive the information and measures adopted.

## 3.- PROTOCOL FOR ACTION

### IMPOSSIBILITY OF STARTING THE DAY'S PLAY

Two different situations:

#### **3.1. Play can't begin at the established time but it can throughout the day**

- The WPT will make an official statement to the players via the Press Department, who is the only competent body to publicly inform of the decisions adopted by the organization.
- The WPT will inform the players of the decision adopted in the Players' Lounge.
- The players must be in the Players' Lounge at the time established by the organization for the resumption of the match and the day.

#### - Types of suspension:

- *Brief:* The match will resume directly, without a warm up.
- *Medium:* The match will resume, with or without warm up minutes, as appropriate.
- *Long:* Once the organization has announced that play will resume, the players will have a maximum amount of 30 minutes to return to court. The match will resume after a five minute warm up.

- If once the competition has resumed it suffers another interruption – there is no maximum number of interruptions – for whichever reason, the same procedure as described above will be carried out.

### **3.2. The day's play can't start partially or totally during the entire competition.**

- The WPT can decide whether matches take place at other facilities (indoor in case of rain), modify times of matches or the order of play for the following day, both on centre court and auxiliary courts.

- In the event of having to duplicate matches in a same day, players will be permitted a minimum rest of 3 hours between the end of one match and the start of the next.

- The decision to suspend a match or a day's play corresponds exclusively to the Organization. In no case can a player abandon a court without receiving previous authorization from the Organization. If they do abandon the court, the Organization can declare the match as lost and hand out a corresponding ban.

### **INTERRUPTION FOR A TOILET BREAK OR KIT CHANGE**

A player can receive authorisation to leave the court to go the toilet. A player has the right to go to the toilet once per match. Interruptions for toilet breaks must preferably take place at the end of a set, and can also take place during a change of ends except at 1-0 at the start of a set and in a tiebreak, and it can't be used for any other purpose.

The maximum time permitted is 2 minutes and the chair umpire can prolong it if he/she considers that there is a long distance to the toilet.

If a pairing leaves the court together, it counts as one of the pairing's authorisations.

Any time that a player leaves the court for a toilet break it is considered an authorised break, regardless of whether the opponent left the court or not.

Any toilet break after the warm up has begun is considered an authorised break.

Added breaks will be authorised at changes of ends but will be sanctioned in compliance with what is reflected in the section "programme of penalizations" if the player isn't ready within the permitted time (90 or 120 seconds).

Case: in a match a player has used his/her only visit to the toilet. The player informs the chair umpire that in the following change of end he/she would like to go to the toilet before his/her serve.

Decision: The chair umpire can allow the player to leave the court but must inform the player that if he/she takes longer than 90 seconds he/she will be sanctioned in compliance with the section "programme of penalizations".

Case: After play has been suspended for an authorised toilet break. When does the "clock" start counting for play to be restarted?

Decision: When the player returns to court and has had the chance to pick up his/her racket, then the chair umpire will say "time". This announcement will mark that the players must restart the match.

## **REST AREA**

The players can go to the rest area outside of the times established in the rules if authorised by the chair umpire or main umpire. They can use their towel but never sit down or drink. In the change of ends after the first game of each set and during tiebreaks, players are authorised to go to their benches, they can drink, use their towels, but they can't sit down or receive instructions from their coaches.

No player, for any reason, can go to the opponent's rest area, with this area being the imaginary prolongation of the net towards the right or the left (except for changed of end).

Players can't possess phones, tablets or any device through which they can receive instructions from the outside during a match.

## **UNSPORTSMANLIKE CONDUCT – PROGRAMME OF PENALIZATIONS**

Umpires will ensure that the Code of Conduct is respected during a match and they will therefore immediately apply the corresponding penalizations. Once the match has ended players will still have to respect the Code of Conduct and any incident that occurs will be reflected in the Match Report and Final Report, having previously told the player about said incident and noting it down in the umpire's report.

Pairings will have 3 warnings before being disqualified. The fourth warning will result in a disqualification, except for warnings for serious physical or verbal abuse, which will result in an immediate disqualification. Time warnings are also included amongst these warnings.

- 1.- Code of conduct, Mr ... Warning
- 2.- Code of conduct, Mr ... loss of a point
- 3.- Code of conduct, Mr ... loss of a game
- 4.- Code of conduct, Mr ... loss of the match

The chair umpire can hand out a "pre-warning" if he/she feels it necessary, which doesn't imply the code of conduct. This "pre-warning" won't be communicated publicly to the players, making the most of a change of ends to let them know, unless the chair umpire considers it necessary to do so immediately because of lack of time for the change of side or because of the foul situation that has occurred. The umpire must be sure that both players in a pairing have clearly heard the "pre-warning".

The pairing can't have another "pre-warning", for whatever reason.

When there is an important and serious action "detrimental to the image of the tournament" that affects the rules of conduct (never to playing situations) by a player, which the chair referee has not been able to see, either the "assistant" referee or the sports department staff may indicate it to the chair umpire, IMMEDIATELY after the event has occurred, through the walki.

Players that incur in the following circumstances will be sanctioned according to the programme of penalizations:

(a) Conducts, attitudes and/or aggressive and/or unsportsmanlike gestures that result in a serious infringement when talking to players, the chair umpire, umpire, coaches, spectators, organizers, members of the WPT or anyone related to the tournament or competition, as well as public comments that incite violence. In particular, this breach will be expository and not restrictive.

(a.I) **Verbal abuse**, including insults towards players, the chair umpire, umpire, coaches, spectators, organizers, members of the WPT or anyone related to the tournament or competition. Any oral expression that isn't an insult but has a tone of disdain or scorn and is aimed towards the aforementioned subjects will also be considered as verbal abuse. In every case, the verbal abuse must represent a serious infringement.

(a.II) **Physical abuse**, including an assault on players, the chair umpire, umpire, coaches, spectators, organizers, members of the WPT or any person related to the tournament or competition.

(b) **Threats and coercion** towards players, the chair umpire, the umpire, coaches, spectators, organizers, members of the WPT or any person related to the tournament or competition, related to the development of a tournament or competition or during them.

The chair umpire won't allow a player that wins a point to celebrate it in an offensive and unsportsmanlike manner, through gestures or conducts that are clearly provoking his/her opponent and that could generate tension and potentially conflict in the future development of the match.

(c) **Evident and public acts** that violate sporting decorum and dignity.

(d) **Not participating** in competitions without justification, W.O.

(e) **Retiring**, without justification, from matches or a competition that the player must take part in.

(f) **An incorrect participation**, such as the identity theft of one of the members of a pairing on behalf of the players at a WPT event, meeting or competition, breaching what is established in the WPT's General Rules, Rules of Play and other regulations.

(g) **Temporarily abandoning** the area of play without the authorisation of the umpire.

(h) **A lack of decorum** or inadequate behaviour from the player away from the court but within the tournament's facilities. (INCIDENT).

(i) **Racket abuse** when it is executed with strong intensity or if it causes a large audible impact (against the glass or fencing of the court, or against the player's own body or footwear) or **ball abuse** when the ball is intentionally struck outside the court or launched in any direction with excessive aggression and, especially, if the opposing pairing is on court and could be impacted by the ball.

(j) **Mistreatment or a lack of care** in the conservation of social areas, sporting facilities and other equipment.

(k) **Manipulating or altering**, be it personally or through another person, **sporting equipment** against the technical rules of padel, when said manipulation or alteration can put the safety of the event or competition at risk, as well as the integrity of people.

(l) **Audible and visible obscenities**, that don't constitute another very serious breach. It is understood that an audible obscenity is the use of words that are known and understood as rude or offensive, as long as they are said clearly and with enough force for the chair umpire, spectators, organizers and other participants in the tournaments to hear them. It is understood that a visual obscenity is performing hand or body gestures, as well as with the racket or ball, that are known to be obscene and can offend people.

(m) **A player wearing incorrect kit** (dirty clothes, sleeveless shirts, swimming trunks, etc.).

(n) **Not attending the tournament's award ceremony**

(o) **Behaving in a way that can turn the spectators against the umpire or team of umpires**

(p) Any **public statement** that can be considered offensive, harmful or disrespectful towards the WPT.

(q) An unjustified delay between points and during a change of ends and, in general, an unjustified lack of continuity in play. **Time violations.**

(r) **Apathy**

A player must try his/her best during a match when competing in a tournament.

For this rule, the chair umpire has the authority to sanction a player in compliance with the section "programme of penalizations".

In circumstances that are flagrant and particularly detrimental for the success of a tournament, or are severe, the sporting supervisor can refer the matter to the WPT's Disciplinary Committee, which will conduct an investigation to determine if there has been a breach in conduct against the integrity of the game.

The prize money earned in that event will be retained by the WPT until the investigation has concluded and a resolution has been reached.

(s) **Passive attitude** when observing the orders or instructions from the chair umpire.

### **BALL BOYS**

The chair umpire must pay attention and ensure that ball boys:

- Don't pick up the ball until the point has finished.
- Don't bounce the ball or pass it when a point is in play. Besides, they can't pass balls between the first and second serve.
- Throw the ball softly at players and ensure that they bounce on the floor before reaching the player.
- Don't lose any balls.

When the chair umpire detects that a ball boy isn't fulfilling his/her requirements adequately, he/she must warn him/her directly or warn the sporting delegate to correct it.



## **PLAYERS**

Players that aren't going to use the tournament hotel must let the organization know at least 48 hours in advance. Players must check out when they leave the hotel.

Tournament transport will be obligatory for every player, except for those that live in the same province where the tournament is taking place, and unless if they warn 2 hours in advance. When the transport is complete, will have preference to use it, first the players, then the coaches and lastly the players' companions.

Players that aren't going to make use of the lunch and/or dinner that corresponds to them contractually must warn the organization at least 24 hours in advance.

Players' companions are not allowed to be in the "players' area" (changing rooms, physio room, players' room, etc.). It's an area strictly for players and coaches.

Kit: Players must dress adequately for their matches and it is the chair umpire or main umpire who decides if they are. In particular, all players in the main draw must wear their name (initial and surname) on the back of their clothes. They must wear the WPT's logo somewhere visible (any of the sleeves or the chest). From the quarter finals of the main draw onwards it is mandatory (2018) that players wear a kit that is as similar as possible to their partners'.

The benches belong to the court set up and therefore are a WPT zone. Therefore it is not allowed to place advertising elements that aren't considered necessary in this zone.

Players will ensure that they maintain the World Padel Tour's good image by ensuring that their statements don't deteriorate its image.

Players may not throw balls to the public during a match or when changing balls. Only at the end of the match.

Players may not leave the court during play to use the towel. Players who need to use a towel during the game should ask the court assistant for it and should not leave the court. (Only in Pavilion).

Players should not dry their sweat on the court windows.

The time that the players and coaches have after a match is 3 minutes, not being able to extend their stay in the bench area.

## **PHYSIO ROOM**

### **Rules of use**

The physio room belongs to the World Padel Tour (from now on WPT), and therefore people that use it will be under the rules established by the WPT's Organization.



Only PLAYERS, authorised personnel from the WPT and the organization's physios can access the physio room.

Players who it doesn't correspond to, coaches, psychologists, family members, photographers, journalists, sponsors or friends can't have access to it.

When there is presence of any other player of another couple, no member of the technical staff of the players may be present. When there are only the players of a couple if the coach could be there, when it is authorized (serious accident situations, etc.).

Players that are still in the competition when they require treatment can have access to a physio.

For players to be able to receive physio treatment, they must compete or have competed on the same day.

Players can receive physio treatment from one hour before the start of the match until one hour after it.

Players must shower previously use the Physiotherapy service.

Physiotherapy treatment must never exceed thirty minutes per player

The use of the physio is restricted exclusively to the WPT'S PLAYERS, who meet all the aforementioned requirements and for any need beyond these, it must be previously authorised by the sporting manager.

Players can't receive physio treatment when they're taking part in a match, beyond the time periods established in the corresponding Rules.

### **Order of treatment**

First: Players that are going to start their matches.

Second: Players that, once their match has finished, have won and continue in the tournament will have priority. The players from the other pairing will follow.

### **Obligations of the physio**

The physio must let the sporting manager know of any information that could lead to the possible retirement of a player and his/her withdrawal from the event. They must be discreet with regards to the physical state of the players.

### **Attention on the court**

Physios can never access the court to provide any type of drink, food, coffee, etc. Any entrance in this sense will be counted as a medical timeout.

Players will be provided with bananas and energy bars on the court, which will be supplied on request to the court assistants.

## TEMPERATURE AND HUMIDITY RULES

In the following table, the temperature and humidity values that pose a danger level for the players are determined.

The temperature and humidity measurement shall be taken ten minutes before the start of each match. The match must end in the same conditions as it started, except for a drastic change, which will be evaluated by the organisation and service of the physiotherapist.

Humidity/temperature index

	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
42°	48	50	52	55	57	59	62	64	66	68	71	73	75	77	80	82
41°	46	48	51	53	55	57	59	61	64	66	68	70	72	74	76	79
40°	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75
39°	43	45	47	49	51	53	55	57	59	61	63	65	66	68	70	72
38°	42	44	45	47	49	51	53	55	56	58	60	62	64	66	67	69
37°	40	42	44	45	47	49	51	52	54	56	58	59	61	63	65	66
36°	39	40	42	44	45	47	49	50	52	54	56	57	59	60	62	63
35°	37	39	40	42	44	45	47	48	50	51	53	54	56	58	59	61
34°	36	37	39	40	42	43	45	46	48	49	51	52	54	55	57	58
33°	34	36	37	39	40	41	43	44	46	47	48	50	51	53	54	55
32°	33	34	36	37	38	40	41	42	44	45	46	48	49	50	52	53
31°	32	33	34	35	37	38	39	40	42	43	44	45	47	48	49	50
30°	30	32	33	34	35	36	37	39	40	41	42	43	45	46	47	48
29°	29	30	31	32	33	35	36	37	38	39	40	41	42	43	45	46
28°	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
27°	27	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
26°	26	26	27	28	29	30	31	32	33	34	34	35	36	37	38	39
25°	25	25	26	27	27	28	29	30	31	32	33	34	34	35	36	37

Four levels are determined:

Level 0 (Below 38): No risk, discomfort or discomfort.

Level 1 (between 39 and 45): Sensations of indisposition. Fluid intake is allowed when there is a change of games (including sum of even numbered games, 1-0 or changes in T.B.).

Level 2 (between 46 and 53): More danger to the player's integrity. If a third set is to be played, the players will have a 10-minute break, provided that any of the players involved so demand.

Level 3 (above 54): Serious danger to the player's integrity. Suspension of the match and subsequent matches until the level is below level 3.