



## **2023 PPF - Match Level Play Tournament Rules**

The PPF MLP tournament will be patterned after the Major League Pickleball with some changes.

### **1) TEAM COMPOSITION**

Entries shall be by four (4) member teams. Each team shall be composed of two males and two females, and shall be allowed two optional alternates of one male and one female, in cases of injury or absence. Players cannot play for more than one team nor enter in more than one level.

Alternates can be designated alternates for more than one team. However, once they play for a team, their alternate designation in all other teams will no longer apply. All pertinent payments for such designation shall be forfeited.

Teams will be play in a single round-robin elimination round, with qualifying teams entering the knock-out play-offs. Teams belonging to the same club or organization are considered separate, individual teams, regardless of levels, and all team names must be unique.

### **2) NUMBER OF TEAMS**

Depending on the number of entries, there shall be either 4 or 8 teams per level. Sign-up shall be on a first come, first serve basis with full payment.

If a bracket is cancelled due to lack of entries, full payment shall be refunded. Otherwise, there shall be no refunds for entry cancellations.

### **3) LEVELS**

1. Seniors – 55+ (two 55+ women, two 55+ men).
2. 3.0
3. 3.5
4. Open

### **4) PLAYER ELIGIBILITY**

All players must be a member of a PPF registered club in good standing. PPF shall have the final decision regarding player levels and eligibility.

## **5) MATCHES**

Teams shall compete against each other in Matches. A Match consists of four games, starting with a women's doubles game, then a men's doubles games, followed by two mixed doubles games.

Captains must submit their team line-ups (women's doubles, men's doubles, first mixed doubles, 2<sup>nd</sup> mixed doubles) to the Tournament Director at least five minutes before each game. Failure to do so shall result in forfeiture of the two mixed doubles games. Once submitted, line-ups cannot be changed.

Line-ups shall be revealed to the two Captains during the Coin Toss. If the Match is tied 2-2 after the four games, a Singles Tiebreaker game is played, with a rotational system involving all four players.

## **6) GAMES**

Games will be rally scoring to 21, win by 2, or first to 25. Players will change ends when one team reaches 11.

## **7) SINGLES TIEBREAKER PLAYER SEQUENCE**

Once a Match results in a 2-2 tie, the Captains of each team shall immediately meet with the assigned Referee for the Singles Tiebreaker game. The team that selected the Coin Toss for the match shall then have one minute to designate its first player. The second team shall then have 2 minutes to designate its first and second players. The first team shall then have 2 minutes to designate its second, third, and fourth players. The second team shall then have 2 minutes to designate its third and fourth players.

If a team fails to designate a player or players within the allotted time, the Tournament Director shall be the one to designate the player or players. Once designated, no changes will be allowed.

## **8) SINGLES TIEBREAKER GAME**

The Singles Tiebreaker shall be a rally score game to 21, win by 2, or first to 25, where each team must rotate its four players for 4 rallies in the line-up sequence submitted. All team players will rotate in 4-rally rotations until the game is concluded. I.e. Player 1 plays 4 rallies, then Player 2 plays 4 rallies, then Player 3 plays 4 rallies, then Player 4 plays 4 rallies. The rotation is repeated in the same order until the game is concluded.



## **9) ELIMINATION ROUND**

The teams will play a single round robin within their respective groups.

## **10) PLAY-OFFS**

### **8 Team Competition (Two Groups)**

After the single round-robin elimination, the top two teams in each group shall play in a single knock-out match. The 1st place team of Group 1 shall play against the 2nd place team of Group 2, and the 1st place team of Group 2 shall play against the 2nd place team of Group 1. The 1st place teams shall have twice to beat advantage for each Match game.

Winners of the semi-final knock-out games shall play for Gold. Losers shall play for Bronze.

### **16 Team Competition (Four Groups)**

After the single round-robin elimination, the top teams in each group shall play in a single knock-out match. The 1st place team of Group 1 shall play against the 1st place team of Group 2, and the 1st place team of Group 3 shall play against the 1st place team of Group 4.

Winners of the semi-final knock-out games shall play for Gold. Losers shall play for Bronze.

## **11) TIEBREAKER BASIS FOR TWO-WAY TIES**

Head-to-head (HTH) winner of the Match between the two teams.

## **12) TIEBREAKER BASIS FOR MULTIPLE-WAY TIES**

1. Head-to-head (HTH) winner of the Matches between the teams.
2. Net Games won, which is the number of Games won minus the number of Games lost (including Singles Tiebreaker games which count as one Game).
3. All points differential percentage, which is the number of points won in all Games divided by the number of points played in all Games, including Singles Tiebreaker games.
4. Random lot drawing.



### **13) TEAM CAPTAINS**

All teams must designate a Team Captain from among its players. The Captain shall be responsible for various captain duties including communicating with tournament officials regarding scheduling, mixed doubles team designations and Singles Tiebreaker rotations. Only communications relayed by the Team Captain shall be entertained by the Tournament Director. The Team Captain must be present for all Matches.

### **14) TOURNAMENT RULES**

For all rules not specified herein, current USAP rules shall apply.

### **15) OFFICIAL BALL**

Head/Penn 26 indoor balls will be the official ball of the 2023 PPF MLP Tournament. These balls are lava red color and are softer, designed specifically for indoor play.

### **16) COIN TOSS**

At the start of each Match, there will be a coin toss (or an alternate similar random selection) with the team assigned the higher number (1 = highest) within the group making the selection.

For play-off games, the higher seeded team shall make the selection. In case there is no higher seed, the team belonging to the higher numbered group (1 = highest) shall make the selection.

The winner of the toss will choose whether to select serve or to receive, or which side to play on. If the winner chooses one of the former, the loser gets to choose which side to play on. If the winner chooses which side to play on, the loser gets to choose whether to serve or to receive.

Teams change end when the score reaches 11.

### **17) PLAYER INITIATED TIME-OUTS**

Teams will be allowed one one-minute time-out per Game.



### **18) INJURY/OTHER TIME-OUTS**

There will be an automatic one-minute time-out when the teams switch ends when the score reaches 11.

Additional time-outs may be called by tournament officials and/or referees for purposes of livestream/broadcast, court and/or equipment issues, or any other reason deemed necessary by the Tournament Director.

Injury time-out may also be called for player, referee, or fan injury. Player injury time-outs may not exceed 15 minutes with count-down commencing on the arrival of on-site medical staff.

The length of non-player time-outs shall be kept to a minimum at the discretion of the referee or Tournament Director.

### **19) GROUP POSITIONING/SEEDING**

The positions of the teams in their respective groups shall be determined by random drawing with all teams present, either physically or on-line.

Tournament organizer, however, reserves the right to automatically seed teams to avoid early match-up of teams we deem deserving of such seeding.

### **20) SUBSTITUTION/ALTERNATES**

In the event of player injury, illness, unexpected personal/family events, a designated alternate can replace the player before the start of a Match.

Alternates will not be allowed in the middle of a Match. If a player cannot participate in any of the doubles games, the team will forfeit the pertinent games. For the Singles Tiebreaker Game, a team may continue play without all four players but will forfeit the four rallies the missing player(s) would have been slotted to participate in.

Teams wishing to use an alternate may do so in between Matches and must select the alternate within ten minutes of their next scheduled Match. The Captain must notify the Tournament Director or Match Referee at least ten minutes prior to published Match start time.



Alternate replacements shall play in all pertinent Games of the Match. The original player may no longer play in any of the Games of the Match.

However, the original player may be inserted back into the team line-up for subsequent Matches.

## **21) TEAM UNIFORMS**

Each team will be provided with their own team uniforms, including alternates. Each team shall be responsible for providing tournament organizer with pertinent graphic file of team logo.

## **22) REFEREES**

A referee shall be provided for all Games.

## **23) PRIZES**

The four divisions include:

- Seniors
- 3.0
- 3.5
- Open Levels

Prize money, per division includes:

- Gold - php 20,000
- Silver - php 15,000
- Bronze - php 10,000

## **24) INTERPRETATION OF THE RULES/EXCEPTIONS & DISPUTES**

The Tournament Director, or his/her designee, has the final authority on any situation not specifically covered by these Rules and is the final decision maker on all disputes and appeals.

Only the Tournament Director or a person expressly authorized by the Tournament Director may clarify rules or procedures regarding the tournament and render decisions regarding such.