

RULES & REGULATIONS

1. Event Details

| Venue | Our Tampines Hub Community Auditorium 1 Tampines Walk, Level 3, Singapore 528523 | | | | | | |
|---|--|--------------------------------|---------|----------|--|--|--|
| Date | 13 Nov 2022 (Monday) 09:00 till 21:00 | | | | | | |
| Division | FRIENDLY DOUBLES (09:00 till 15:30) | | | | | | |
| Medals & Prizes | Division Skill Levels | Intermediate | Advance | d | | | |
| | Women's Doubles | 16 Teams | 16 Team | IS | | | |
| | Men's Doubles | 16 Teams | 16 Team | | | | |
| | Mixed Doubles | 16 Teams | 16 Team | ams | | | |
| | Top Women's Doubles (Intermediate): \$300 Skechers voucher each. Top Women's Doubles (Advanced): \$300 Skechers voucher each. Top Men's Doubles (Intermediate): \$300 Skechers voucher each. Top Men's Doubles (Advanced): \$300 Skechers voucher each. Top Mixed Doubles (Intermediate): \$300 Skechers voucher each. Top Mixed Doubles (Intermediate): \$300 Skechers voucher each. Top Mixed Doubles (Advanced): \$300 Skechers voucher each. | | | | | | |
| | Division | Open Sk | ills | Max | | | |
| | Women's, Men's and Mixed Doubles | 4 Players pe (2 Males + 2 F | | 16 Teams | | | |
| | Team Challenge Prize: (1) Medals for Gold, Silver & Bronze (2) Team Prize a. 1st team: \$800 cash + \$200 Skechers Voucher each (total worth: \$1,600, each player gets \$400) b. 2nd team: \$600 cash + \$200 Skechers Voucher each (total worth: \$1,400, each player gets \$350) c. 3rd team: \$400 cash + \$200 Skechers Voucher each (total worth: \$1,200, each player gets \$300) | | | | | | |
| Registration Open & Close | https://www.skechers.com.sg/products/skechers-invitational Open: 17 Oct 2023, Tuesday Close: 08 Nov 2023, Wednesday *Or whenever it is full. | | | | | | |
| Registration Fees | Friendly Doubles \$30 per team Team Challenge \$60 per team | | | | | | |
| Participation pack: - 1 Skechers Invitational T-shirt, 1 set of 2 Skechers Wristbands, 1 Skechers Shoe Ba Skechers discount voucher for each participant. | | | | | | | |

2. Tournament Schedule

| Friendly Doubles | | |
|---|--|--|
| Women's Doubles Intermediate and Advanced | | |
| Men's Doubles Intermediate and Advanced | | |
| Mixed Doubles Intermediate and Advanced | | |
| · | | |
| Team Challenge - DUPR Waterfall | | |
| Open Team Challenge | | |
| | | |

*Player must report 30 minutes before the start of the game.

3. Eligibility & Skills Levels

- 3.1 Eligibility
 - Age 14 and above.
- 3.2 Skills Levels for Friendly Doubles
 - Intermediate (INT) Beginners to 3.0+



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- Advanced (ADV) Players who have medalled in Intermediate Plus 3.5+ or above skill tournaments in Asia level or local tournament in last 3 years must play in the advanced division.
- Players who do not have any past record, may be self-rated. You can refer to USA Pickleball as the tournament guideline > <u>https://usapickleball.org/tournaments/tournament-player-ratings/player-skillrating-definitions/</u>

4. FRIENDLY DOUBLES GAME FORMAT

- 4.1 All matches: Game to 15 points. End change after scored 8. No deuce. First to reach 15 wins.
- 4.2 Minimum 3 and Maximum 4 per group.
- 4.3 Round Robin: 1st team from each round robin group will be promoted to play Semi-final follow by Final.

5. TEAM CHALLENGE GAME FORMAT

- 5.1 Each team shall consist of 4 members, 2 men and 2 women.
- 5.2 The DUPR Waterfall features a new and innovative format that offer players four (4) competitive matches within four-hour period. Refer to Appendix A for waterfall format walkthrough.
- 5.3 Each team match comprises of 4 games: -

| Match | Court A | Court B | Terms | Points or Time-Limit | | |
|------------|--|----------------|---------------|--------------------------|--|--|
| Game 1 & 2 | WD (1 point) | MD (1 point) | 2 courts play | 15 points or 20 minutes, | | |
| Game 3 & 4 | XD1 (1 point) | XD2 (2 points) | concurrently | whichever comes first. | | |
| | Team who scored 3 points win the match. | | | | | |

- 5.4 Official will initiate the game. <u>ONE</u> buzzer ring to start the game with <u>no end change</u>. <u>TWO</u> buzzer rings to end the game. <u>In the event that the ball is still live</u>, players on court must finish that last point and add that point into the final score. Whichever team scored 15 points <u>or</u> scored the highest points at end of 20 min is the winner of the game.
- 5.5 There will be 5 minutes interval between match. Players must get ready on court before the buzzer rings.
- 5.6 No time-out for all games but a 15 minutes medical injury time-out if necessary. Official will recover the time lost and resume to complete the total 20 minutes or one team scored 15 points.
- 5.7 Any players with the intention to slow down the game will be issued with a technical warning. 2nd technical warnings will result in a technical foul and Rule 13.G.3.c applies.

6 Tournament Rules

- 6.1 We will be adopting USA Pickleball-IFP 2023 Official Tournament Rulebook: https://usapickleball.org/docs/USA-Pickleball-Official-Rulebook-v8-14-2023.pdf
- 6.2 Player can use the approved paddle that are listed in this link: https://equipment.usapickleball.org/paddle-list/
- 6.3 We will be using **Franklin X-26** indoor ball (Lime Green) for this tournament. Approved pickleball listing can be found here: <u>https://equipment.usapickleball.org/ball-list/</u>
- 6.4 All matches will be recorded in DUPR. All participants are required to have a DUPR account and join Asia Federation of Pickleball (AFP)'s club, please click the below link to join the club. https://mydupr.com/dashboard/club/5199113436/info
- 6.5 All games follow the USAPA scoring rule; serve to win a point. This is not a rally scoring game.
- 6.6 All Round Robin matches shall be self-officiated, and there shall be NO referee and line judges. Players will call their own scores and make the line calls in accordance to guidelines spelt out in the Official Rulebook.
- 6.7 A technical officer is assigned to each court to oversee the match, any dispute can be raised to officer on duty.
- 6.8 Referee and line judges will be assigned to medal (Gold/Silver/Bronze) matches.
- 6.9 Tournament Director may at his sole discretion assign officials or include additional officials to officiate any match. This can be done before the game commences, or during the game.
- 6.10 Any inquiries, please email to enquiry@playpickleball.sg

7 Supplementary Rules

- 7.1 Tournament venue is a multi-purposed hall with timber/parquet court flooring. Non-Volley Lines shall be marked with removable yellow vinyl court tapes.
- 7.2 Approved **lime green** ball will be used during the Tournament. No similar colour apparels or/and clothing (shirt and shorts) are allowed.
- 7.3 If a division has less than 5 entries, the participants shall either decide to withdraw and receive a full refund of the registration fee or decide to join the other eligible division.
- 7.4 Walk Over: Once the Technical Official announce the start of the game, player must be in the assigned **court** within **5 mins** otherwise it will be declared as a walkover and the game shall be awarded to the other player present at the court.
- 7.5 Injury or retired: In the event of a sustained injury, you may choose to retire from a match. If this happens, your score at the point of retiring from the match shall remain status quo while your opponent shall be

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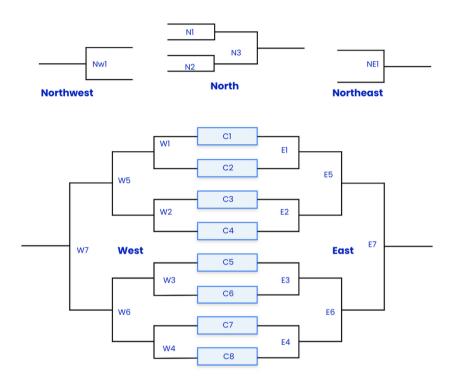
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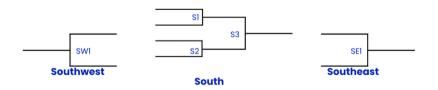
awarded the maximum point. You shall be allowed to resume the rest of the scheduled matches if you are well enough to continue.

- 7.6 The Competition Committee reserves the right to amend the rules and regulations or schedule the fixtures of the tournament at any time as it deems fit. The decision on all such matters shall be final. No prior notice is required. However, Participants will be informed before the competition starts.
- 7.7 All protest shall be made in writing accompanied by a protest fee of \$100.00 and must be lodged in person to the organising committee before the commencement of the tournament. No protest will be entertained thereafter.
- 7.8 You grant Skechers and its official agents the rights to take videos and pictures during the tournament. All information we obtained will be used for publicity and for the promotion purpose of the sport. During the tournament, photography, and video recording by the public or individual are prohibited. However, personal capture for non-commercial purposes is permissible. The organizers do not guarantee privacy protection for individuals. Capturing others' images entails personal risk. Any personal or friend-captured media involving others is undertaken at one's own risk. Organizer should not be held liable for individual actions.
- 7.9 **Disclaimer of Liability for Safety and Damages** Please be advised that the organizer, and its agents shall not be held liable for any safety-related incidents, injuries, or damages that may occur to you while on our premises or during the event. This includes but is not limited to accidents, injuries, losses, or damages arising from any actions, omissions, or conditions beyond our control. We recommend that you maintain appropriate insurance coverage to protect against any potential risks or liabilities. This disclaimer of liability is intended to establish a clear understanding of our respective responsibilities and should not be interpreted as a limitation of our commitment to maintaining a safe and conducive environment.

DUPR Waterfall Bracket



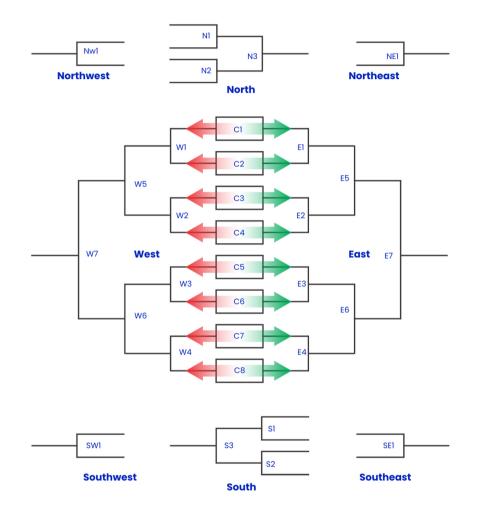




Round 1

All teams compete in the center matches C1 - C8





Round 2

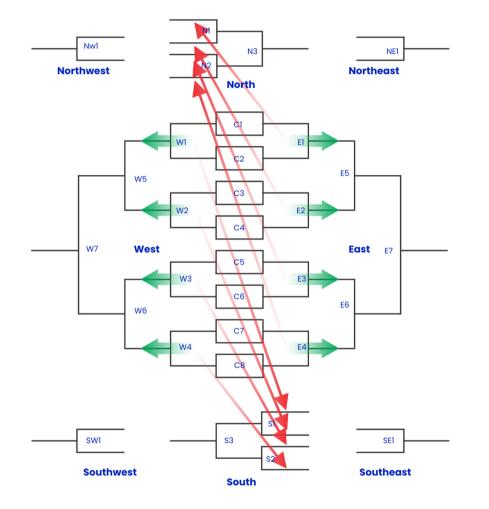
Winners of round 1 move east to compete in E1-E4

- Winner of C1 plays winner of C2 in E1
- Winner of C3 plays winner of C4 in E2
- Winner of C5 plays winner of C6 in E3
- Winner of C7 plays winner of C8 in E4

Losers of round 1 move west to compete in W1-W4

- Loser of C1 plays loser of C2 in W1
- Loser of C3 plays loser of C4 in W2
- Loser of C5 plays loser of C6 in W3
- Loser of C7 plays loser of C8 in W4





Round 3

Winners of E1-E4 move on to compete in E5-E6

- Winner of E1 plays winner of E2 in E5
- Winner of E3 plays winner of E4 in E6

Losers of E1-E4 move onto compete in N1-N2

- Loser of E1 plays loser of E2 in N1
- Loser of E3 plays loser of E4 in N2

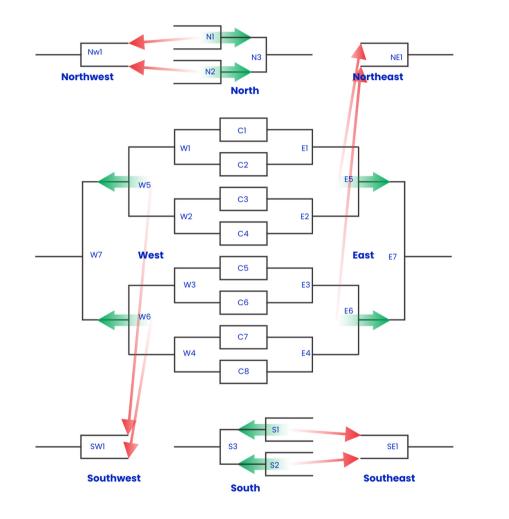
Winners of W1-W4 move on to compete in W5-W6

- Winner of W1 plays winner of W2 in W5
- Winner of W3 plays winner of W4 in W6

Losers of W1-W4 move on to compete in S1-S2

- Loser of W1 plays loser of W2 in S1
- Loser of W3 plays loser of W4 in S2





Round 4

Winners of E5-E6 move on to compete in E7 Losers of E5-E6 move on to compete in NE1

Winners of W5-W6 move on to compete in W7 Losers of W5-W6 move on to compete in SW1

Winners of N1-N2 move on to compete in N3 Losers of N1-N2 move on to compete in NW1

Winners of S1-S2 move on to compete in S3 Losers of S1-S2 move on to compete in SE1



Outcome

1st Place / Gold: Winner of E7

2nd Place / Silver: Loser of E7

3rd Place / Bronze: Winner of NE1

