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Chapter 1: General Rules

This document uses the term "**players**" to refer to all male and female padel players, including those from the **FIP** (International Padel Federation) and the **EDP** (European Deaf Padel, an association for players with hearing loss).

1.1 Purpose of These Rules

The purpose of these rules is to manage and organize all official **doubles padel competitions** that are run by the **European Deaf Padel (EDP)**.

1.2 What Is an Official Competition?

Official Competitions are all those that are on the **EDP Official Calendar**. The results from these competitions are used for the **EDP ranking**.

1.3 Who Is in Charge?

The **EDP** is in charge of controlling all official competitions. This includes:

- **Selecting** which competitions to add to the Official Calendar.
 - **Confirming** the dates for the competitions.
 - **Solving** any problems or conflicts that come up.
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1.4 What Sport Do These Rules Cover?

These rules apply to **doubles padel** for all categories and age groups.

1.5 The Competition Calendar

The **EDP** will publish a temporary Official Calendar before **December 31st** each year.

The calendar can be **changed** or have new events **added** throughout the year. If this happens, the EDP will tell potential participants and post the changes on its website and social media.

1.6 How to Participate

All competitions organized by the **EDP** must follow these rules. All athletes who play in an EDP-approved competition must also follow these rules.

To play in an official competition, you **must have a valid sports license**. This license must be approved by the sports federation in your home country and must include **sports insurance** that is valid throughout Europe.

1.7 Rules for Doping

All competitions run by the **EDP** must follow its **Doping Regulations**. They also follow the rules of the **World Anti-Doping Code** and the list of banned substances and methods approved by the **World Anti-Doping Agency**.

Regarding alcohol consumption, players are **not allowed to play while drunk** or drink too much alcohol between matches. A player is only permitted to consume alcohol after they have finished all their matches for the day. If an umpire notices that a player is drunk, the umpire has the authority to disqualify that player from the competition.

1.8 Rules for Hearing Conditions

To play in these events, you must be an athlete with **hearing loss**. This means you must have a minimum hearing loss of **55 decibels in each ear** as required by European rules.

You are **not allowed to use hearing aids** during a competition.

- If you use hearing aids, the **referee** will ask you to remove them before or during the match.
- If you **do not remove them** when asked a second time, the referee will stop the match and your opponent will **win automatically** with a score of **6-0, 6-0**.

Chapter 2: Competitions

2.1 Definition of Competitions

The competitions that follow these rules are those chosen by the **EDP** to be part of the official circuit. If these rules do not cover a specific situation, the **FIP** (International Padel Federation) rules will be used.

2.2 Categories, Licenses, and Referees

2.2.1 Competition Categories

Official Competitions are directly managed by the **EDP**. This means they must follow all of the EDP's rules, including those for competition, discipline, and game play. These competitions give players **ranking points**.

A competition can also become an **Official Competition** if the organizer asks to be included on the official calendar and promises to follow all of the rules in this document. If the EDP approves the request, the competition is considered official.

To be eligible for the **European Ranking**, a competition must be on the official calendar and meet all the requirements set by the **EDP**.

2.2.2 Licenses

2.2.2.1 Anyone who wants to be directly involved in **Official Sports Competitions** - including **athletes**, **referees**, and **coaches** - must have a valid license. This license must be issued or approved by the **EDP** or by a regional federation that has an agreement with the EDP.

2.2.2.2 A license is valid for a maximum of **one year** (January 1st to December 31st). It **must** include sports accident insurance. If you don't have this insurance in a country outside your own, you must apply for it through the **EDP**. Without this insurance, your license is not valid. The EDP may also offer tournament insurance that players can buy themselves.

To make the process easier for all EDP members, it is **recommended** that licenses be valid for the whole calendar year, just like those from the National Padel Federations and the International Padel Federation.

2.2.2.3 Athletes can apply for a license from any national federation or directly from the **EDP**. Their place of residence does not matter, as long as the EDP approves the license.

2.2.2.4 Each player may only have **one license**, and it must be from their home country. Players **cannot** play in National Championships (for teams or individuals) in a country different from the one that issued their license. Also, players are **not allowed** to transfer to a team from another country for these competitions.

The **EDP** has the right to check or cancel a license to make sure the competition runs smoothly and to protect the athlete's well-being.

2.3.3 Refereeing

2.3.3.1 Because of the special nature of padel, a referee **cannot** be present for every match. In these cases, the **players themselves** must follow the rules of the game. Generally, each pair is expected to referee their own side of the court. If players cannot agree on a call, they should ask for the **chief umpire**. The chief umpire will listen to both sides and make the final decision.

I've revised the text to make it clearer and easier to understand for non-native English speakers.

2.3.3.2 Types of Refereeing

Matches can be controlled by umpires in two ways: **Active Refereeing** and **Passive Refereeing**.

- **Active Refereeing:** The umpires actively watch the game and call out all rule violations as they happen. If a match is played on courts with **solid (opaque) walls**, the referee team will have one chair umpire and one assistant umpire. They will stand on opposite sides of the net. If the courts have **see-through (transparent) walls**, the team will have one chair umpire and one or two assistant umpires. The assistant umpires help by watching for ball contact with the wall on the side opposite the chair umpire, as well as the service line on the receiver's side.
- **Passive Refereeing:** The chair umpire only steps in when a player asks for their help. However, the umpire **must** stop the game to call a foul if any of the following things happen:
 - A **serve fault** (a mistake made by the server).
 - A **net fault** (a player touches the net).
 - A **double bounce** (the ball bounces twice on the ground).
 - The ball goes **through a hole** in the net.
 - An **illegal shot** (like hitting the ball twice or with your hand).
 - A **"let"** (the point has to be replayed).
 - A **distraction** occurs.

If players argue about a point and a chair umpire is not involved, the umpire's job is to make sure the dispute is resolved within **20 seconds**. This is the maximum time allowed between serves. If the players can't agree in that time, the umpire will make the final decision, and the game will continue. On opaque courts, an assistant umpire may help the chair umpire, standing on the opposite side of the net.

2.3.3.3 When Is Active or Passive Refereeing Used?

The **EDP** decides whether to use **active** or **passive** refereeing for a competition. This decision must be announced **before** the competition begins.

2.3.3.4 Referee Team Responsibilities

The referee team must follow the rules set by the **FIP** (International Padel Federation) and the **EDP**. It is very important to have the same referee team for an event to manage rankings, categories, and competition tables correctly.

The EDP always appoints the referee team. However, a replacement may be assigned if the main referee has a valid reason for being absent. If a replacement is needed, the EDP may appoint a referee who lives in the same country where the competition is being held.

2.4 Competition Organizers

Official EDP Sports Competitions have their status because they are included in the Official Calendar. This means they are organized or supervised by the EDP.

2.4.1.1 Who Can Organize a National Competition?

The following people or groups can be **Potential Organizers** for national competitions:

- **Member Federations of the EDP.**
- **Individuals or companies approved by the EDP.** This can include clubs that are part of a national federation and have been approved.

To be approved as an organizer, you must meet these requirements:

- **Experience:** You must have experience in organizing sports events, or have staff with a proven ability to do so.
- **Qualified Staff:** You must have enough qualified people to run the event.
- **Financial Ability:** You must have the money needed to organize the specific category of tournament.
- **Documentation:** You must complete all the documents the EDP requires.

2.4.1.2 Responsibility for Organizing Events

The **club or group chosen** to host an event on the European Circuit is responsible for organizing it and is accountable to the **EDP**.

2.4.1.4 Access to Facilities

The organizer must allow **free access** to the padel courts for athletes, organizers, and EDP members. However, the organizer can restrict access to other parts of the facility based on its internal rules. These rules must be shared with all participants.

2.4.1.5 EDP Supervision

The **EDP** has the right to supervise the organization of all official sports competitions and will make sure that the agreed-upon conditions are being followed.

2.4.1.6 Disciplinary Action

The **EDP** can start disciplinary action against an organizer who fails to meet the minimum requirements for running a competition or does not fulfill the commitments they made on their tournament application form.

2.4.1.7 After an Application Is Approved

Once the EDP approves an application to organize a circuit event, the organizer must follow these technical steps:

- Create a **poster** for the event (if needed), which must be approved by the EDP.
- Provide a signed document from the club that owns the padel courts, confirming the court reservations and showing proof of their **civil liability insurance**.
- **Book a hotel** with a minimum rating of three stars (3***) for the dates of the event, with breakfast included. You must provide proof of this reservation.
- Please note: Any athlete who does not stay at the hotel booked by the organizer will **lose the right to all assistance** provided by the organizer (such as accommodation, transportation, or airport transfers).
- Have enough **vehicles** to transport participating players to and from the airport, hotel, and sports facilities, as agreed with the EDP.
- Provide a separate vehicle for **EDP staff and the referee** for their transportation to and from the airport, hotel, and sports facilities.
- Arrange a "**Gala or Brotherhood Dinner**" for all participants, guests, and officials. Each player will pay for their own dinner, except for the referee, whose dinner will be paid for by the organizer.

2.5 Submitting a Competition Request

2.5.1 The Provisional Calendar

Each year, the EDP will publish a list of the championships scheduled for the next year. This list is a forecast and will include the competition names and estimated dates.

After this forecast is published, federations, companies, individuals, and clubs that want to organize a national tournament or propose a new one must apply to the EDP. The application should include the tournament's name, a suggested date, the budget for prizes, and any other required information. The EDP will **give preference to tournaments that have been held in previous years**.

2.6 Awarding Competitions

When deciding which tournaments to include in the calendar, the EDP will consider the following:

- The number of courts and their quality must match the importance of the tournament's category.
- The organizer must have experience in organizing sports competitions.
- There must be enough qualified staff available.
- The organizer must have sufficient money (financial stability).

- The applicant must be considered a **Potential Organizer** (Article 2.4.1.1).

The EDP will give special consideration to the following:

- **Facilities:**
 - The **number of courts** and their technical quality (like lighting).
 - The padel courts **must be made of glass and be covered**.
 - The changing rooms must be clean and suitable.
 - There must be a dedicated space for the **umpire team**.
- **Services:**
 - A restaurant inside the venue with **affordable prices**.
 - Massage or physiotherapy services (optional).
 - Medical care (optional).
 - **Wi-Fi** access.
 - An informational guide about the local area.
- **Media:**
 - Providing important information about the event.
 - Sharing results, news, and information with the press and members.
- **Accommodation:**
 - Suitable hotels with good health and safety standards.
 - A dinner on Saturday evening with flexible timing starting at 10 p.m.
- **Airport and Transportation:**
 - A major international airport nearby is very important.
 - The distance from the airport to the hotel should be **no more than 50 km**.
 - The distance from the hotel to the sports facilities should be **no more than 35 km**.

Finally, the organizer may be required to pay an **initial deposit** in cash or by bank transfer. This deposit will be held as a guarantee that the tournament will be held under the agreed-upon conditions. The deposit will be returned in the same way it was paid after the event is over.

2.7 Changing the Competition Calendar

If an organizer needs to change something on the competition calendar due to unexpected problems, they must send a written request to the EDP. The request must be submitted a certain amount of time before the competition is scheduled to begin:

- **Name change:** At least 1 month before.
- **City change:** At least 3 months before.
- **Sports facilities change:** At least 15 days before.
- **Registration deadline change:** At least 7 days before.

If an organizer cancels a competition or makes changes without the EDP's approval, they will **lose their deposit** (if they paid one). They may also be **banned from organizing official competitions** for one year. Other penalties may also be applied based on the Sports Disciplinary Regulations.

To add a new event to the official calendar, the organizer must meet these conditions:

- The request must be submitted at least **four months** before the event's planned start date.
 - The new event **must not harm** the interests of organizers who already have competitions on the calendar.
 - The event **cannot happen at the same time** as another competition already scheduled in the same country.
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2.8 Facilities

2.8.1 Facility Requirements

For an official competition to be held, the facilities must have a sufficient number of **covered or semi-covered courts** with proper lighting to prevent weather-related delays. The facilities must also have other necessary amenities.

- For the European Doubles Circuit (Men's and Women's), there must be a **minimum of 8 padel courts**.

Special attention will be paid to safety. All safety measures must be followed, especially those related to the finish of metal parts, which can be dangerous for athletes.

2.8.2 Facility Inspection

The EDP has the right to **inspect the facilities** before the competition. The EDP will check the courts themselves, as well as other related areas like changing rooms, dining rooms, and rest areas.

If the inspection report is **negative**, the EDP will immediately inform the competition director, the main referee, and the facility owner. They will be given a chance to fix the problems before the matches begin. If the problems are not fixed, the EDP will take appropriate action. This could range from **banning the use of a specific facility to cancel the entire competition**.

2.9 The Competition Director

2.9.1 Appointment

The **Competition Director** is chosen by the organizer and their name is given to the **EDP**. The same person **cannot** be both the Competition Director and the Referee for the same event.

2.9.2 Responsibility

The Competition Director is responsible to the organizer for making sure the competition is well-organized and runs smoothly. In turn, the organizer is responsible to the EDP.

2.9.3 Duties

The Competition Director's duties include:

- Making sure the competition follows all the rules and conditions. This includes checking that the sports facilities, changing rooms, and other areas are ready for the athletes.
 - Checking that the **balls** and **trophies** are at the facility before the competition starts.
 - Coordinating with the organizer, facility managers, athletes, sponsors, the main referee, and the EDP.
 - Being ready to handle any emergencies, especially those related to medical assistance.
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2.10 The Referee Team

2.10.1 Roles

The referee team includes the **main umpire**, the **assistant umpire**, the **deputy umpire**, the **chair umpire**, and **assistant umpires**. All of them must have a valid umpire's license and be registered in their home country's National Registry of Padel Umpires. They must also be clearly identified with an official badge.

- **Main Umpire:** The highest-ranking umpire at a competition. They are in charge of the entire referee team and assign tasks to all other umpires.
- **Assistant Umpire:** Handles administrative tasks like recording scores, and calling out athletes.
- **Deputy Umpire:** Helps the main umpire supervise and control matches, especially when many matches are happening at the same time.
- **Chair Umpire:** Referees a specific match. They use a public address system to announce details to spectators if one is available.
- **Assistant Umpires:** Help the chair umpire control a match.

2.10.2 Dual Roles

You **cannot** be both a member of the referee team and an athlete in the same competition.

2.10.3 Main Umpire's Duties

The main umpire's duties are:

- To know and follow the **Rules of the Game** and ensure that everyone else follows them.
- Create the match schedule and announce it in a timely manner.
- Assign roles to each referee and can remove them from their roles in special circumstances.
- Decide if a court is in good condition for play, and if not, move the match to another court. They also decide which court each match will be played on.
- Identify all participating athletes.
- Prevent any athlete from participating if their age or nationality does not match the event's category.
- Inform athletes about the rules and format of the competition.
- Tell the athletes which type of court they will be playing on before the competition begins if the courts are different.
- Apply the **Walk Over (W.O.)** rule (when a player or team doesn't show up).
- Conduct the draw for consolation rounds.

- Record all results, including who won, the scores, and the athletes' license numbers.
- Decide when a match should be **postponed** or **resumed**.
- Apply the Sports Discipline Regulations approved by the EDP.
- Be present at the competition venue during all matches. If they must be absent, they will appoint a chief referee to take their place temporarily.
- Supervise all matches as much as possible by being on the courts. In the absence of a chair umpire, they can perform those duties, such as checking if players are dressed correctly or doing the coin toss for serve and court choice.
- Make the final decision when players in a match without a chair umpire disagree on a call. If the conflict continues, they will require a decision to be made within 20 seconds, even if they were not asked to intervene. If the players can't agree, the main umpire makes the final decision.
- Make the final decision if players and a chair umpire disagree on a rule.
- Appoint a temporary chief umpire if they have to act as a chair umpire.
- At the end of the competition, send the results, incident reports from other referees, and the match report to the EDP within 48 hours. The report must include the names and license numbers of the athletes.

2.10.4 Disciplinary Actions Against Referees

The **EDP Disciplinary Committee** will review any misconduct by a referee. A referee can be disciplined if they:

1. Fail to follow the rules.
2. Make mistakes in the draw.
3. Change or falsify the results.
4. Clearly and unfairly help or hurt an athlete or team with their decisions.
5. Falsify the competition report.
6. Allow an athlete who is not registered, or a substitute who is not the original player, to participate.
7. Generally fail to fulfill their duties.

2.10.5 Final Decisions and Suspension of Matches

The **chief referee's** decisions on the technical rules of the game are final, but a player can still appeal to the **EDP**. The chief referee can also make decisions on any problem that comes up during the competition, even if it is not covered in these rules.

If the main referee needs to **suspend a competition** for a good reason, they can resume it later, but only if it does not delay the end time by more than **three hours** after the last scheduled match. If the competition would go on longer than that, the **EDP** will decide if it should continue, be scheduled for a new date, or be canceled completely. The EDP will make this decision after talking to the players, the organizer, and the main referee.

2.10.6 Walkover Rule

The main referee is responsible for declaring a match lost by **walkover** if a pair or team does not show up on the court, ready to play, within **10 minutes** of the scheduled start time. This rule applies unless the referee believes there are reasons beyond the team's control for their absence.

2.10.7 Assistant Referee Duties

The **assistant referee** helps the main referee with the following tasks:

- **a)** Carrying and knowing the rules.
- **e)** Identifying participating athletes.
- **f)** Not allowing athletes to play if their age or nationality doesn't match the category.
- **l)** Deciding when to postpone or resume a match.
- **m)** Applying the Sports Discipline Regulations.
- **n)** Being present at the competition venue during all matches.
- The assistant referee must also submit a **written report** to the main referee for any incidents that occur.

2.10.8 Deputy Umpire Duties

The **deputy umpire** helps the main referee with the following tasks:

- **a)** Carrying and knowing the rules.
- **d)** Deciding if a court is suitable for play.
- **m)** Applying the Sports Discipline Regulations.
- **n)** Being present at the competition venue during all matches.
- **p)** Making the final decision when players in a match without a chair umpire disagree.
- **q)** Making the final decision if players and a chair umpire disagree on a rule.
- The deputy umpire must also submit a **written report** to the main referee for any incidents.

2.10.9 Chair Umpire Duties

The **chair umpire** helps the main referee with the following tasks:

- **a)** Carrying and knowing the rules.
- **e)** Identifying participating athletes.
- **g)** Informing athletes about the rules and conditions of the match.
- **k)** Recording all results.
- **m)** Applying the Sports Discipline Regulations.
- **n)** Being present at the competition venue during all matches.
- In addition, the chair umpire has these specific duties:
 1. Check that athletes are **dressed appropriately**.
 2. Give each athlete all the necessary information about the match.
 3. Do the coin toss to decide which team starts with the serve and which side of the court they will play on.
 4. Give important updates to the public during the match.
 5. Apply the rules of the game using either **active or passive umpiring**.
 6. Settle any disagreements about the rules. An athlete has the right to ask for a consultation with the main umpire.

7. Announce the score clearly according to the rules.
8. Control the crowd and stop the game if necessary until things are under control.
9. Fill out the score sheet and the conduct sheet.
10. Write a report for the chief umpire about all incidents that happened during the match.

2.10.11 Assistant Umpire Duties

The **assistant umpires** work with the chair umpire and their duties are set by the **type of umpiring** (active or passive) being used (Article 2.3.3.3).

2.11 Athletes

2.11.1 How to Participate

To play in a competition, athletes must have a valid player's license from a federation that the **EDP** recognizes. They must also register and pay the required fee using the method set by the EDP. In addition, athletes must have sports insurance that covers accidents that might happen during the competition.

2.11.2 Age Requirements

Players under **13 years old** are not allowed to participate. Players who are not of legal age (minors) must have a document signed by their parents or legal guardians giving them permission to play. They must also be accompanied by a responsible adult throughout the competition.

2.11.3 Registration Fees

Players must pay the **registration fee** in advance. This fee is **not refundable**, even if the player or team wins by **walkover** (when their opponent doesn't show up).

2.11.4 Leaving a Competition

If a team or player leaves a competition without a valid reason, they will lose all rights to any **prizes** or **points** they earned. They may also face disciplinary action.

2.11.5 Prizes and Trophies

Athletes who make it to the finals must pick up their trophies and prizes at the **closing ceremony**. If an athlete is absent without a valid reason, they will lose their right to any cash prizes or gifts.

2.11.6 Rest Between Matches

When a team has to play more than one match on the same day, the umpire must give them at least **one hour of rest** between matches. However, players can agree to start a match earlier.

Normally, players cannot play more than **three matches per day**. The chief referee can make exceptions, but they must inform the EDP and the tournament director before the schedule is published.

2.11.7 Coaching and Communication

During breaks in a match, players are allowed to receive instructions or technical advice from their **coach**. The coach must first report to the chair umpire or the main referee before the match starts. They must stay in a specific spot outside the court, next to the players' chairs, and can only talk to the players during the allowed break times.

To be a coach, a person must have a valid coaching license from a federation, be officially approved, and be registered in their country's National Registry of Padel Coaches.

Players are **not allowed** to use any device that communicates with the outside world during a match.

2.11.8 Player Equipment

Players must be properly dressed and equipped. The chair umpire, or the main umpire if there's no chair umpire, will decide what is appropriate. Any footwear or clothing that is suitable for padel is allowed. The rackets used must also follow the official rules.

2.11.9 Injuries and Walkovers

If a player is clearly not in good physical condition due to an injury or accident that happened before the first match, they are **not allowed to start the match** and will lose by walkover. They will not receive any points for that match. However, if the injured team had qualified for the tournament by playing a lower-level match, they would still get points for that qualification, even though they lost by walkover in the main competition.

2.11.10 Identity Verification

In any competition, all participants must be ready to prove their identity, age, and any other relevant information by showing the correct documents when the chief referee asks for them.

2.12 Competitions by Age and Category

2.12.1 Types of Competitions

There are two types of competitions where only certain athletes can participate:

- **Age-restricted competitions:** These are for players of a specific age.
- **Category-restricted competitions:** These are for players of a specific skill level, based on their ranking.

2.12.2 Verification

For age-restricted competitions, the main referee can ask players to prove their age with an official document like a national ID card, passport, or family record book. For category-restricted competitions, players are excluded if their ranking or skill level is too high to compete in that category.

2.12.3 Age Categories

The only age-restricted competition is for **Veterans (+50)**. To be in this category, a player must turn 50 years old by December 31st of the year the competition is held.

2.12.4 Veteran Competitions

In veteran competitions, a player can register in their own age category or any younger age category they qualify for. If there are not enough players in a category, different age categories might be combined into one group to make the competition better.

2.12.5 Rules for Multiple Categories

If a veteran competition happens at the same time as a Circuit event, a player **cannot** register in two different categories. The only exception is if there is also a mixed doubles category offered.

Prizes

The organizer will give prizes to the **champions** and **runners-up** in each group for both men and women. It is up to the organizer to decide whether to award prizes to the winners of the Consolation phase.

2.1.4 Circuits, Open Tournaments, and Tournaments

2.1.4.1 Announcements and Organization

The **EDP** reviews all applications and decides which events to include in the Official Calendar. It then manages and oversees how the circuit runs. To participate, players must have a valid federation license that is either issued or approved by the EDP. They must also pay the required registration fee.

If a team withdraws from a competition after the registration deadline, their registration fee will **not be refunded**. The only exception is if they can provide a note from an emergency doctor and proof of hospital admission.

Chapter 3: Technical Rules

3.1 General Technical Concepts

3.1.1 Following the Rules

All circuit competitions must follow these technical rules. If any rule is broken, the competition's results may be considered invalid for ranking purposes.

3.1.2 Official Ball

All international sports competitions must use the official ball chosen by the **EDP**. If there isn't an official ball, the organizer will choose one as long as it meets all the technical requirements. Players are not allowed to change balls during a match.

3.1.3 Scoring

All EDP competitions will use the "**no advantage**" scoring method, also known as the **Golden Point**.

3.1.4 Team and Category Requirements

In all EDP competitions, men's and women's events will be held separately. To be an official competition and count for rankings, a category must have a minimum of **eight teams**. The EDP may make exceptions, and with its approval, a competition can be held with fewer participants to help the sport grow.

Competition brackets will have a maximum of **16 teams per category**. The EDP may limit the number of categories and participants based on court availability and the time needed to play all the matches.

3.1.5 Consolation Round

All EDP Circuit events must include a **consolation phase** for teams that are eliminated early.

3.1.6 Match Format

Generally, all matches in the main draws will be played as the **best of three sets**. If a set is tied at 6-6, a 7-point tie-break will be played to decide the winner of that set. In the consolation draws, all matches will be played as the **best of two sets**, with a 10-point super tie-break if the teams are tied at one set each. The consolation final is an exception and will be played as the best of three sets.

3.1.7 Events per Country

The circuit will be made up of several events, usually one per country. However, a country can host multiple events if they request it, up to a maximum of **four events per year**.

3.1.8 Registration

Players must register for each event individually. A team can have players with licenses from different countries, as long as they follow the license rules in this document.

3.1.9 Referee Team

The **EDP** will appoint the referee team for each event.

3.1.10 Interpreting the Rules

The **EDP** has the final authority to interpret these technical rules. If a situation comes up that isn't covered in the rules, the EDP will take steps to update them. For an immediate resolution, however, the **referee's decision**, made in agreement with the competition director, will be followed.

3.1.11 Organizer's Responsibilities

The organizer has several responsibilities for the competition:

- **Official Documents:** They must have the official documents provided by the **EDP** to organize the event in their country on the scheduled date.
- **Event Information:** They must create a poster, an event plan (development dossier), and a program for the competition.
- **Court Reservation:** They need a signed document from the padel club confirming the court reservations. This document must also include proof that the club has a valid civil liability insurance policy.
- **Hotel Booking:** They must reserve rooms at a hotel with a minimum of 3 stars. The hotel manager needs to sign a document confirming the reservation, which must include the dates and confirmation that breakfast is included.
- **Referee Support:** They must cover the referee's travel and accommodation costs from their home city to the event location.
- **Player Accommodation:** Players who choose **not to stay** at the hotel booked by the organizer will lose any benefits the organizer offers, such as special transportation.
- **Player Transportation:** A vehicle must be available to transport players between the airport, the hotel, and the sports facilities.
- **Referee Room:** A small room must be provided for the referee inside the sports facilities.
- **Cancellation Policy:** If the organizer cancels the agreed-upon event, they will face disciplinary action and a financial penalty equal to the value of the event.
- **Gala Dinner:** The organizer must arrange a "gala dinner" for all players, visitors, and any officials.

3.2 Registration

3.2.1 How to Register

To register for a circuit competition, every athlete must have a valid federation license, as outlined in section **2.11.1**. They also need to pay the registration fee.

3.2.2 Registration Fees

The registration fee is a set amount per player that covers their participation, a welcome pack, and other benefits offered by the organizer. This fee can be changed based on agreements between the organizer and the EDP.

3.2.3 Deadlines

The **EDP Padel Committee** will announce the official registration deadline for each competition. Once this deadline passes, the tournament draw will take place.

3.2.4 Registration Process

The EDP will always provide instructions on how to register for each competition. All players must register in a **pre-formed team of two**. Teams can only be changed before the registration deadline.

3.3 Seeding

3.3.1 How Seeds Are Determined

Teams are seeded based on the current individual rankings. The number of seeded teams is calculated by taking the total number of participating teams, dividing it by four, and rounding the result to the nearest power of two. If the result is equally close to two different powers of two, the lower number is chosen.

3.3.2 Ranking Teams

A team's seed is determined by adding the individual ranking points of both players. The team with the highest combined points will be the top seed.

3.3.3 Tie-Breakers

If two teams have the same number of points, their seed will be decided by the ranking of their **best-ranked player**. The team with the player who has the higher individual rank gets the better seed. If there is still a tie, the order will be decided by a random draw.

3.3.4 Consistent Ranking Rules

This same method for ranking tied teams will be used in all situations throughout these regulations.

3.3.5 Age-Specific Rankings

In age-category competitions, the rankings for those specific age groups will be used first. If those don't exist, the overall rankings will be used.

3.3.6 Players Without Rankings

Any player who does not appear in an official ranking will be considered to have **zero points**.

3.3.7 Placing Seeds in the Draw

Here's how seeded teams are placed in the draw:

- The **number one seed** is always at the top of the draw, and the **number two seed** is at the bottom.
- **Seeds three and four** are placed randomly, but they can't play against seeds one or two until the semifinals, and they can't play against each other until the final.
- **Seeds five and six** are also placed randomly. They can't play against seeds three or four until the quarterfinals, seeds one or two until the semifinals, or each other until the final.

3.4.1 Exemptions

When the number of teams in a tournament draw isn't a power of two (like 8, 16, or 32), some teams get an "exemption." This means they **don't have to play in the first round** and automatically advance to the second round.

To figure out how many exemptions are needed, you subtract the total number of teams from the next highest power of two.

Seeded teams are given exemptions first, in order of their rank (seed #1 gets the first exemption, seed #2 gets the second, and so on). If there are still exemptions left after all the seeded teams have been placed, they are divided and placed randomly in the draw. When there is an odd number of remaining exemptions, one extra is placed at the top of the draw.

3.4.2 Absences

If a team cannot play, they must **urgently report their absence** to the **EDP**. The notification should include the players' full names, license numbers, ID numbers, and the reason for the absence.

If the main referee hears about a possible absence but hasn't received official confirmation from the EDP, they will try to confirm it. If they can't, the tournament draw will not be changed.

3.4.3 What Happens When a Team Withdraws?

If a team pulls out of a competition at least **24 hours** before the first match of the final or preliminary draw is scheduled to begin, the referee will follow these steps:

Withdrawal of Seed No. 1

- The **No. 2** seed takes the **No. 1** seed's place.
- The **No. 3** seed moves into the **No. 2** seed's position.
- The rest of the seeds move up to fill the empty spots. For example, if there are 8 seeds, the **No. 5** seed takes the place of the **No. 3** seed. A team that was not seeded before will then take the last empty seed position based on their points.

In some specific draws, a team that was originally scheduled to play against the **No. 1** seed in the first round will take the empty seed position of a lower-ranked team that moved up in the draw.

This process is repeated for every seed that withdraws, with the seeds moving up in order of their rank. If, after reordering, a team is placed two rounds ahead of the most delayed teams, the highest-ranked delayed team will be moved into the position to play against them.

Withdrawal of Seed No. 2

- The **No. 3** seed takes the place of the absent team.
- The rest of the seeds are reordered in the same way as described above for the withdrawal of seed No. 1.

Withdrawal of Seeds No. 3 or 4

- The **No. 5** seed takes the place of the absent team.
- The rest of the seeds are reordered in the same way as described above.

Withdrawal of Seeds No. 5, 6, 7, or 8

- The team ranked **No. 9** by points takes the place of the absent team.
- The rest of the seeds are reordered in the same way as described above.

If a team withdraws **less than 24 hours** before their first match, the draw cannot be changed. Their opponent will **win by walkover** and advance to the next round. In competitions with a "closed table" draw (a specific type of tournament format), the empty spot from the absent team will not be filled.

3.5 Consolation Phase

3.5.1 Mandatory Phase

The consolation phase is a mandatory part of all **EDP Circuit** events.

3.5.2 Who Can Participate?

Teams that lose their **first match** in the main draw can play in the consolation phase.

However, a team cannot play in the consolation phase if:

- They lost their first match by **walkover (W.O.)** because they didn't show up.
- They won their first match by walkover but then lost their second match.

An exception is made for events where teams play two matches on the first day. In these cases, a team that won their first match by walkover and lost their second **can** participate in the consolation phase. Also, teams that can provide a valid reason for their initial absence may be included in the consolation draw.

3.5.3 Signing Up for the Consolation Phase

If a team wants to play in the consolation phase, they must tell the chief umpire within **30 minutes** of their first match ending.

3.5.4 How the Consolation Draw Is Made

A new draw will be created for the consolation phase. This can be done in two ways:

- **Mirror Format:** Losing teams are placed in the same spot in the consolation draw that their opponents would have had in the main draw.
 - **Independent Draw:** A completely new draw is created without any relation to the main draw.
-

3.6 Special Invitations (Wild Cards)

3.6.1 Who Can Get a Wild Card?

In special cases, the **EDP** may give a team a special invitation, or "wild card," to enter the final draw (or 1st category) of a competition.

3.6.2 How to Request a Wild Card

If a team wants a wild card, they must follow these rules:

- **Send a written request** by email directly to the EDP or by Telegram to the Competition Director when they register.
- The request must come from the athletes themselves after they have registered, and it must include a clear reason for the request.
- The EDP must receive the request at least **48 hours** before the registration deadline for the event.

The EDP will decide whether to approve or deny the wild card at its own discretion. If the request is approved, the team will be registered for the event, included in the draw, and must follow all other rules of the competition.

3.6.3 Who Approves Wild Cards?

An organizer is **not allowed** to give out a wild card for a Circuit event without first getting approval from the **EDP** before the registration deadline.

3.7 Walkover (W.O.)

3.7.1 What Is a Walkover?

A **walkover (W.O.)** is an official loss given to a player or team that withdraws from a match, is disqualified, or does not show up to play.

3.7.2 How It Affects Points

A walkover is given when a team doesn't appear for a match for a reason that is not an injury. A team that has a **justified walkover** will still get points for all the rounds they reached before the walkover. However, if the walkover happens in their very first match, they will not get any points for that tournament.

3.7.3 Team Withdrawal

If a player from a team withdraws or fails to show up on time for a match, the entire team is forced to withdraw from the tournament.

3.7.4 Fees and Payment

The registration fee is for being included in the draw, not for playing a match. Therefore, a player must pay the registration fee even if they lose by walkover. A player who has not paid their fee cannot be included in the draw for any future competition until the payment is made.

3.7.5 Consequences of Absence

If a player is given a walkover, or decides not to participate after the draw has been made, they must provide a valid reason for their absence within **five (5) days**. If they don't, or if the reason is not considered sufficient by the EDP, both players on the team may face penalties.

3.7.6 Injury before a Match

If a player is clearly not in good physical condition due to an injury that happened before the match warm-up, they cannot start the match and will lose by walkover. In this case, they will not receive any points for that match. However, if the team had already won a previous round, they will still get the points earned for that round.

3.7.7 Losing Prizes and Points

If a player or team withdraws or is given a walkover during a tournament, they will lose any prizes and points they earned up to that point. The only exception is if the absence is due to a sudden injury or accident that happened during their participation in that tournament, including travel to the club.

Types of Walkovers

The referee must explain the type of walkover in the match report. There are four types:

- **Notified vs. Not Notified:** A walkover is "notified" if the team tells the referee early enough that the referee can let the opponent know and reschedule the court. If the team doesn't give enough notice, it is "not notified."
- **Justified vs. Not Justified:** A walkover is "justified" if the team provides proof of an injury or another unavoidable reason. Otherwise, it is "not justified."
- **Must Register vs. Must Not Register:** The referee must check with the organizer to see if a first-round walkover should be officially recorded in the tournament results.

3.8 Injury and Withdrawal

3.8.1 Types of Absence

Once a team has started playing in a tournament, their absence can be categorized as either an **Injury** or a **Withdrawal**.

Injury

This is when a player gets injured or becomes sick **during the competition**. This can happen during a match (for example, if a player is winning 6-4, but gets injured when the score is 0-2 in the next set and can no longer play) or between matches, which prevents them from playing the next round. An injury or accident that happens **outside of the tournament** will not be considered an "Injury" but a "Walkover (W.O.)."

For an illness to be considered an Injury, the player must give the judge a doctor's note. This note must clearly state that the player is unable to play sports, the date they were treated, and the expected recovery time. Teams that are eliminated from the competition because of an injury will still receive their ranking points as usual.

Withdrawal

This applies when a team quits a match that has already started for a reason that is **not an injury**. Teams that withdraw will **not** receive any points for that tournament.

If the result of a match that ended because of an injury or withdrawal needs to be counted, the team that left the match is considered to have lost all the remaining points. For example, if a team withdraws when they are winning 4-0, the final score will be recorded as a loss for them (4-6, 0-6).

3.9 Medical Time-Outs

3.9.1 Medical Conditions

A **medical condition** is an illness or injury that requires a player to be evaluated or treated by a sports physiotherapist during a warm-up or a match.

- **Treatable Conditions:**
 - **Acute (sudden) medical condition:** An illness or injury that appears suddenly and needs immediate medical attention, which may require stopping the game.
 - **Non-acute medical condition:** An illness or injury that develops slowly or gets worse during the match and can be treated at the next change of ends or after the set.
- **Untreatable Conditions:**
 - Any medical issue that cannot be treated in the time allowed or won't get better with treatment.
 - Any condition that did not appear or get worse during the warm-up or the match.
 - **General fatigue.**
 - Any condition that requires **injections or IVs**, except for insulin injections for diabetes, with prior medical approval.
 - Any condition that requires **oxygen**, unless the EDP has given prior approval.

3.9.2 Medical Assessment

During a match, a player can ask the chair umpire to have their personal physiotherapist evaluate them at the next change of ends. However, if a player has a sudden, acute condition that requires the game to stop immediately, they can be evaluated right away.

The purpose of this assessment is to determine if the player has a treatable condition and if they need more time for treatment. The assessment should be done quickly to balance the player's safety and the continuation of the match. The player's physiotherapist and the referee will make this decision together. If the physiotherapist determines the player has an untreatable condition, they will inform the player and the referee that no medical treatment will be allowed.

3.9.3 Medical Treatment

A supervisor or referee will allow time for a medical time-out if the player's physiotherapist decides more time is needed for treatment. This time-out must happen during a change of ends or another scheduled break, unless the condition is acute and requires immediate treatment.

A medical time-out officially begins when the physiotherapist is ready to start treatment. Each player is allowed one medical time-out for each different treatable condition. This rule also applies to all heat-related illnesses and to musculoskeletal injuries that are part of a connected chain of injuries.

3.9.4 Muscle Cramps

Players must use their own personal physiotherapist for the treatment of muscle cramps. A player can only receive treatment for muscle cramps during a change of ends and **cannot get a medical time-out for them.**

If a player believes they have heatstroke and muscle cramps are a symptom, the cramps can be treated as part of the overall heatstroke treatment recommended by their physiotherapist. If a player is unable to continue due to severe muscle cramps, they may choose to forfeit points or games to get to the next change of ends for treatment.

Each player can receive up to **two treatments** for muscle cramps during a match, which can happen at any two non-consecutive changeovers. If the umpire or supervisor believes a player is using treatment to distract their opponent and gain an unfair advantage, they may be given a penalty for unsportsmanlike conduct.

In special cases, a supervisor or referee may allow up to **two consecutive** treatments if a player's personal physiotherapist determines that the player has at least two different acute and treatable medical conditions. A player can also receive extra treatment from their physiotherapist during any change of ends or at the end of a set. As a general rule, treatment for each treatable condition should be limited to two changeovers. Players cannot receive treatment for untreatable conditions.

3.9.5 Bleeding

If a player is bleeding, the umpire must stop the match as soon as possible. If the injury is small, the game will be paused until the bleeding stops and the wound is covered. The source of the bleeding will be checked. If the injury is serious, the match will be stopped so the player can be taken to the nearest hospital. The player's partner is responsible for arranging transportation and treatment.

If there is blood on or near the court, the match cannot start again until the area has been properly cleaned.

3.9.6 Vomiting

If a player is vomiting, the referee must stop the match if the vomit is on the court or if the player asks for a medical evaluation related to their condition. Play cannot resume until the vomit has been properly cleaned up.

3.9.7 Incapacity

If there are any concerns about a player's physical or mental health that prevent them from continuing the competition, or if their condition poses a risk to others (players, officials, staff), the Competition Director, along with the umpire and EDP staff, will help the player. They will evaluate the player's ability to continue and decide if they should leave the match.

3.9.8 Penalties

After a player receives medical treatment, any unnecessary delay in restarting the match will result in a penalty. Players who misuse these medical rules may also be penalized for unsportsmanlike conduct.

3.10 Competition Draw

3.10.1 How the Draw Is Done

Tournament draws are **public** and are typically done automatically using the official **EDP** application.

3.10.2 Who Cannot Enter a Draw

An athlete cannot enter a competition draw if they:

- Have unpaid debts to the **EDP**.
- Do not have a valid license.
- Are disqualified or suspended.
- Did not register on time or in the correct way.

3.10.3 Competition Formats

Doubles competitions use a **knockout system** or a **league system**. In special cases, other formats may be used depending on the number of teams.

3.10.4 Draw Stages

To prepare for future growth in the number of participants, draws may be set up with a final phase, a preliminary phase, and a pre-preliminary phase. In competitions with closed draws, second, third, or other lower categories may also be created.

3.10.5 Closed Draws

The standard format is a **closed draw**. In this format, players are placed into different categories (such as first, second, or third) based on their ranking and the number of players set for each category.

3.10.6 Player Rankings

With the publication of these rules, the EDP has created two separate rankings: one for **first-category players** and another for all other players. Both of these rankings are used to determine a team's placement in a competition.

3.10.7 Doubles Competition Categories

This section shows the structure for two types of doubles competitions: one for 8 teams and one for 16 teams.

Table for 8 Teams (16 players) The numbers below show the standard order in which teams are placed in the draw, based on their seeding.

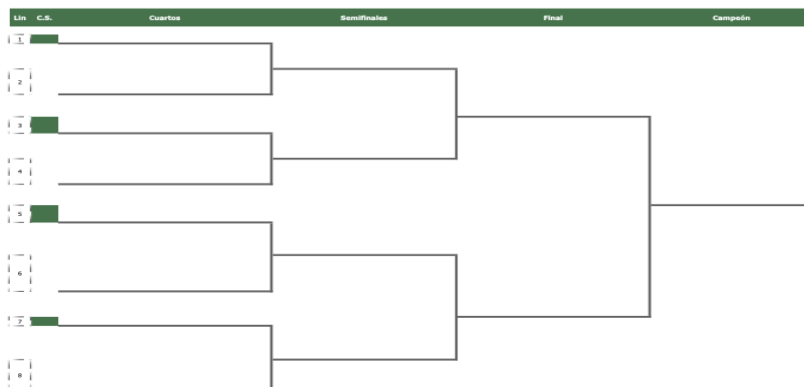
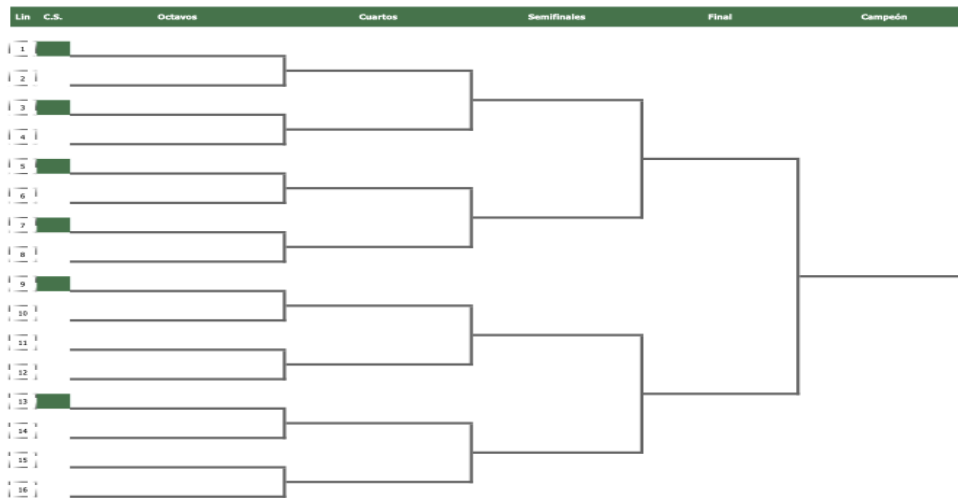


Table for 16 Teams (32 players) This table shows the standard placement for a larger draw.



Note: The numbers in the tables represent a ranking order for seeding and may be changed based on the specific draw for a competition.

3.10.7.1 Competitions with Closed Categories

In these competitions, teams are grouped into categories (first, second, third, etc.) based on their ranking and the number of teams for each category. A new category, such as the second category, cannot begin until the previous category is completely finished.

The **third category** will include all registered teams that did not qualify for the first or second categories. If the number of teams is very large, the organizers might add a **fourth category**.

Based on the time and court availability, the **EDP** can limit the number of participants and decide if the competition will use closed categories, a league system, or another format. Matches for third and fourth place might also be added, depending on the number of teams that have registered.

3.10.7.2 Tie-Breaking Rules

In competitions that use a league or group system, the following factors are used to determine the final ranking if teams are tied on points:

1. **Points** earned (number of wins).
2. **Difference** between sets won and sets lost.
3. **Difference** between games won and games lost.

If two or more teams are tied on points, these rules will be applied in order, using only the results from the matches between the tied teams. The tie is broken when one rule places a team ahead or behind the others.

If a tie between some teams remains after applying all the rules, the process is repeated, this time using the results of all matches, including those not involved in the tie. If a tie still persists, the referee will use a random draw to decide the final order.

For a tie between **only two teams**, the winner is simply the team that won the match between them, with no other criteria considered.

When a shortened set (like a tie-break or super tie-break) is played, it counts as a full set (1 set) and a full game (1 game) in favor of the winner for tie-breaking purposes. The score is recorded as if the set ended 7-6.

If a match ends because of an **injury or withdrawal**, the score is recorded as a loss for the team that left. For example, if a team withdraws with a score of 4-0 in their favor, the final score will be recorded as a loss of 4-6, 0-6.

If a team is **disqualified or withdraws** from a league competition, all of their previous and future match results will be removed, and the final classification will be recalculated without them.

3.3.11 Other Rules for the Draw

3.3.11.1 Correcting Errors

If an error is found in the competition draw, and it has been less than **24 hours** since the draw was published, the affected sections of the draw must be redone.

3.3.11.2 Filing a Complaint

Any complaints about the draw must be sent in writing to **padel@EDP.es** within **24 hours** of the draw being published.

3.3.11.3 Team Changes

Once registration is closed, no changes or substitutions are allowed for players on a team. The team must remain the same throughout the competition. If this rule is broken, the team will be immediately disqualified as soon as the change is discovered, and they may face additional penalties.

3.3.11.4 Paying Fees

A team must still pay the competition registration fee even if one of its members withdraws or fails to show up on time.

3.4 Schedules

3.4.1 Competition Days

Official competitions are held on consecutive days, usually on **weekends** or during national holidays that include two consecutive non-working days.

3.4.2 Player Responsibility

It is the athlete's responsibility to check the match schedule on their own.

3.4.3 Time Zones

All times listed in **EDP** communications will be in the **time zone of the country where the competition is held**.

3.4.4 Rest Between Matches

If a team has to play two matches on the same day, they are entitled to at least **one hour of rest** between the end of one match and the start of the next. In special cases, the referee may allow more matches per day if they get approval from the EDP.

3.4.5 Punctuality and Warm-ups

Players are allowed to be **10 minutes late** from the scheduled start time of their match. The warm-up before a match is limited to a maximum of **5 minutes**.

3.5 The EDP Ranking

3.5.1 What Is the Ranking?

The ranking is a list of athletes' names placed in order based on the points they earned in the **12 months** before the ranking was published.

3.5.2 Ranking Updates

The ranking will be updated after each competition and published on the official Circuit website.

3.5.3 Ranking Categories

As mentioned in section **3.10.6**, there are two separate rankings: one for **first-category players** and another for all other players. Both are used to seed teams in competitions.

3.5.4 Rules for Earning Points

- **3.5.4.1** The Circuit Ranking is used to rank all licensed athletes. All doubles competitions that are officially on the Circuit Calendar are eligible for ranking points.
- **3.5.4.2** The EDP will publish the updated Ranking within a reasonable time after each event that gives out points.

3.5.5 Ranking Points

The points a team earns are determined by a "star" system, which is based on the quality and importance of each competition or category.

If a competition is rated with 10 stars, a lower-rated competition will be considered to have a lower score to ensure fair rewards for participants.

No points are given for matches played for 3rd and 4th place.

Teams will now receive points based on the round they reach in the main draw, not on their performance in the consolation rounds.

The "**TOP**" lists for Men (Top 16) and Women (Top 8) are based on points earned. These lists will identify the best players and give them certain benefits, such as advantages in registration, prizes, and special invitations.

SCORING TABLE / GENERIC STARS

STARS	CHAMPIONS	FINALISTS	1/2 FINALISTS	1/4 FINALISTS	1/8 FINALISTS	1/16 FINALISTS	1/32 FINALISTS	1/64 FINALISTS
1	30	28	22	16	13	12	11	10
2	40	30	28	22	16	13	12	11
3	50	40	30	28	22	16	13	12
4	60	50	40	30	28	22	16	13
5	70	60	50	40	30	28	22	16
6	80	70	60	50	40	30	28	22
7	90	80	70	60	50	40	30	28
8	100	90	80	70	60	50	40	30
9	110	100	90	80	70	60	50	40
10	120	110	100	90	80	70	60	50

This table shows the scoring for the first four categories. If more categories are needed, they will follow the scoring system in the table above.

Category	Stars	Champion	Finalists	½	¼	1/8	1/16	1/32	1/64
1st	10	120	110	100	90	80	70	60	50
2nd	4	60	50	40	30	28	22	16	13
3rd	3	50	40	30	28	22	16	13	12
4th	1	30	28	22	16	13	12	11	10

3.5.6 Protected Ranking

A **protected ranking** is a system that guarantees an athlete a specific rank for tournament draws. This system is for athletes who are unable to compete for more than six months due to a valid reason.

To qualify for a protected ranking, an athlete must:

- Be injured, have had surgery, be pregnant, or have a serious, justified illness.
- Be studying or working abroad.
- Provide official documents to prove their situation.
- Be unable to compete for more than six months.

Athletes who want to benefit from a protected ranking must send a request to the EDP. The request should explain their situation and include a medical, academic, or work report as proof. The EDP has the authority to approve or deny the request.

When a player with a protected ranking returns to competition, they will be given the rank they had when their protected status began. This rank is **only** used for the tournament draw. For all other purposes, they will appear on the official EDP ranking based on the actual points they have earned.

4.0 Annexes

4.1 Image Rights

The **EDP** and its partner federations have the right to take photos and videos of athletes during tournaments. These images may be used for various publications and materials meant for the federation's community. They can also be used in videos to promote and inform people about padel activities.

The EDP handles all athlete data and images with great respect for each person's rights and in accordance with the law. The images will not be used for any other purpose or given to other people without the athlete's specific permission, unless legally required.

The images will be stored in a secure way, with all necessary security measures to protect them. Athletes can **withdraw their permission** or object to their data or images being used at any time. To do this, they should send a written request with a photocopy of their ID card to **info@EDP.es**.

4.2 Disciplinary Code

All championships and events that follow these rules are subject to the **EDP Disciplinary Regulations**.

4.3 Final Provision

The **EDP Board** has the final authority to interpret these rules. If an issue comes up that is not covered by these rules, the board will take the necessary steps to make changes and update the regulations.

The EDP Board can also take action on any issue not covered by the rules and will start the process to amend the regulations if they think it is necessary.

Finally, please note that when this document uses male-gender terms (like "he" or "his"), it is referring to all genders. Similarly, when it says "player" or "athlete," it refers to both players in a team, as this is a doubles sport.