INDIAN PADEL TOUR

CITY OPEN

CHANDIGARH 2.0

RULES & REGULATIONS

CATEGORIES

MEN'S CATEGORY: Beginner, Intermediate, Advanced, 40+
WOMEN'S CATEGORY: Beginner, Intermediate + Advanced

TOURNAMENT STRUCTURE

CATEGORY	GROUPS	AUTOMATIC QUALIFIERS
Men's Beginner	6 groups of 4 teams	Top 2 teams per group, 2 third best teams
Men's Intermediate	8 groups of 4 teams	Top 2 team per group
Men's Advanced	4 groups of 4 teams	Top 2 teams per group
Men's 40+ Open	2 group of 4 teams	Top 2 team per group
Women's Beginner	2 group of 5 teams	Top 2 teams per group
Women's Combined (Intermediate + Advanced)	1 group of 6 teams	Top 3 → Advanced (Rank 1 to Final, Rank 2 – Rank 3 to SF); Bottom 3 → Intermediate (Rank 4 to Final, Rank 5– Rank 6 to SF)

CRITERIA TO QUALIFY AS BEST 3RD PLACE TEAM (MEN'S BEGINNER)

- Points: If a 3rd place team has the most points, they qualify.
- Game Difference: If the points are tied among multiple 3rd place teams, game difference will be used to decide who will be qualifying for the Quarter Finals.
- Games Won: If the game difference is tied among multiple 3rd place teams, games won will be used to decide who will be qualifying for the Quarter Finals.
- If all of the above are same, 7 points tie breaker to be played

FORMAT (ADVANCED AND 40+ CATEGORY)

STAGE	FORMAT	DEUCE
League matches	Race to 8	Golden Point
Knock-outs	Race to 9	Star Point
Semi-Final	Best of 3 (Traditional)	Star Point
Final	Best of 3 (Traditional)	Star Point

FORMAT (INTERMEDIATE CATEGORY)

STAGE	FORMAT	DEUCE
League matches	Race to 8	Golden Point
Knock-outs	Race to 9	Star Point
Semi-Final	Best of 3 (3rd Set as Direct Super Tie-Break)	Star Point
Final	Best of 3 (Traditional)	Star Point

FORMAT (BEGINNER CATEGORY)

STAGE	FORMAT	DEUCE
League matches	Race to 8	Golden Point
Knock-outs	Race to 9	Star Point
Final	Best of 3 (3rd Set as Direct Super Tie-Break)	Star Point

Due to exceptional circumstances, if determined by the Tournament Director & Organizers, the organization can change the system so that the third set may be replaced by a Super Tie-Break, and can implement rule or format changes as required.

SCORE IN A GAME

Deuce Explanation

Star Point

Scoring proceeds “15”, “30”, “40”, “game” as usual. At three points each, “deuce 1” is called. The next point won is “advantage 1” for that pair — winning the following point wins the game; losing it returns the score to “deuce 2.” The next point won is “advantage 2” — winning the following point wins the game; losing it returns the score to “deuce 3,” and a deciding “Star Point” is played.

The receiving pair chooses which side to receive on and cannot change positions for the deciding point. Whoever wins the Star Point wins the game.

Golden Point (No-Ad)

The score is called from the server's perspective: no point “Love”, first point “15”, second point “30”, third point “40”, fourth point “Game.”
If both pairs have won three points each, “deuce” is called and a deciding “golden point” is played. The receiving pair chooses which side to receive on and cannot change positions for the deciding point. Whoever wins the point wins the game.

In mixed matches, in the deciding point the player receiving will be the same sex as the server. The players of the receiving pair cannot change positions to receive serve.

TIE-BREAK

- Points are called “zero”, “1”, “2”, “3”, etc.
- The tie-break is won by the first player pair to reach 7 points (10 points if it’s a 3rd set Tie-Break) with a 2-point advantage; if necessary, it continues until this margin is reached.
- The tie-break is started by the player whose turn it is to serve, taking one serve from the right side of the court. The next two points are served by the opposing pair (one serve each side), respecting the service order, starting from the left. Play then continues with each player serving two consecutive points, in rotation, until the tie-break ends.
- The following set is started by the player of the pair who did not begin serving in the tie-break/The pair that received the first point of the tie-break serves first in the next set.

SCORE METHODS EXPLAINED

RACE TO 8

Scoring

- First pair to win 8 games wins the match.
- There are no sets. The match is a single continuous race.
- At 7-7, a 7-point Tie-Break is played to decide the match. First to 7 points with a minimum 2-point margin wins.

Changes of Sides

- Players change sides after Game 1, then after every 2 games (after games 1, 3, 5, 7...).
- During the Tie-Break at 7-7, players change sides after every 6 points.

RACE TO 9

Scoring

- First pair to win 9 games wins the match.
- There are no sets. The match is a single continuous race.
- At 8-8, a 7-point Tie-Break is played to decide the match. First to 7 points with a minimum 2-point margin wins.

Changes of Sides

- Players change sides after Game 1, then after every 2 games (after games 1, 3, 5, 7...).
- During the Tie-Break at 8-8, players change sides after every 6 points.

BEST OF 3 (3RD SET AS DIRECT SUPER TIE-BREAK)

Scoring

- Match is played as Best of 3 sets.
- Sets 1 and 2 follow traditional scoring — first to 6 games (minimum 2-game lead), with a 7-point Tie-Break at 6-6.
- If one set all, the third set is not played in full. Instead, a 10-point Super Tie-Break is played immediately. First to 10 points with a minimum 2-point margin wins the match.

Changes of Sides

- Players change sides after Game 1, then after every 2 games (after games 1, 3, 5, 7...).
- If a set ends on an even cumulative game count for the match, players do not change ends for the first game of the new set. Sides only change if the cumulative count is odd.
- During the Tie-Break, players change sides after every 6 points.

BEST OF 3 (TRADITIONAL)

Scoring

- Match is played as Best of 3 sets.
- Each set is won by the first pair to reach 6 games with a minimum 2-game lead.
- At 5-5, pairs must reach 7-5 to win the set.
- At 6-6 in the first 2 sets, a 7-point Tie-Break is played. First to 7 points with a minimum 2-point margin wins the set 7-6.
- If one set all, a full third set is played under the same format.
- At 6-6 in the 3rd set, a 7-point Tie-Break is played. First to 7 points with a minimum 2-point margin wins the set 7-6.

Changes of Sides

- Players change sides after Game 1, then after every 2 games (after games 1, 3, 5, 7...).
- If a set ends on an even cumulative game count for the match, players do not change ends for the first game of the new set. Sides only change if the cumulative count is odd.
- During the Tie-Break, players change sides after every 6 points.

IPT LATE ARRIVAL PENALTIES

RACE TO 8 (40 MIN)

ARRIVAL TIME	PENALTY
15 mins late	Opposing pair awarded 2 games
20 mins late	Opposing pair awarded 4 games
25 mins late	Opposing pair awarded 6 games
30 mins late	Walkover (WO)

RACE TO 9 (45 MIN)

ARRIVAL TIME	PENALTY
15 mins late	Opposing pair awarded 2 games
20 mins late	Opposing pair awarded 4 games
25 mins late	Opposing pair awarded 6 games
30 mins late	Opposing pair awarded 8 games
35 mins late	Walkover (WO)

BEST OF 3 (3RD SET AS DIRECT SUPER TIE-BREAK) (1 HR 15 MIN)

ARRIVAL TIME	PENALTY
20 mins late	Opposing pair awarded 2 games in Set 1
25 mins late	Opposing pair awarded 4 games in Set 1
30 mins late	Opposing pair awarded Set 1 (6–0)
35 mins late	Opposing pair awarded Set 1 (6–0) + 2 games in Set 2
40 mins late	Walkover (WO)

BEST OF 3 TRADITIONAL (1 HR 30 MIN)

ARRIVAL TIME	PENALTY
20 mins late	Opposing pair awarded 2 games in Set 1
25 mins late	Opposing pair awarded 4 games in Set 1
30 mins late	Opposing pair awarded Set 1 (6–0)
35 mins late	Opposing pair awarded Set 1 (6–0) + 2 games in Set 2
40 mins late	Opposing pair awarded Set 1 (6–0) + 4 games in Set 2
45 mins late	Walkover (WO)

VIOLATIONS & SANCTIONS

VIOLATION LEVEL	EXAMPLES	POSSIBLE SANCTIONS
Minor	Disrespect, delays, or inappropriate attire	Verbal warning
Serious	Physical aggression, severe verbal abuse, or doping	Suspension or exclusion from multiple tournaments
Very Serious	Repeated serious violations, match fixing, or illegal conduct	Long-term bans or legal action

TIMES

- The IPT Tournament Organisers reserves the right to modify the order of play at any time to keep matches on schedule — including rescheduling matches, adjusting court assignments, or reordering fixtures. Players will be notified as early as practicable.
- There is an obligatory 2-minute courtesy rally between players before the match.
- As per the norm, the match should be continuous from the first service until it finishes; it should never be suspended or delayed to let a player recuperate or receive instructions.
- A maximum of 15 seconds is allowed between points.
- A maximum of 60 seconds is granted for changing sides. Play continues without a rest period when changing ends after the first game of a set and during a tie-break. No liquids or food may be consumed between points.
- A maximum rest period of 180 seconds is granted at the end of each set.
- Rest time starts from the moment one point finishes until the next point begins with the serve.
- If a player's clothing, shoes, or equipment needs unexpected replacement, an additional reasonable period of time will be allowed.
- A match allows one restroom break or clothing change (within reason).
- 20 seconds are granted for changes of side during a tie-break.

- If a match is suspended (rain, lack of light, accidents, etc.), players are entitled to a warm-up on resumption: (a) suspension up to 5 minutes — no warm-up; (b) 5–20 minutes — 1-minute warm-up; (c) over 20 minutes — 2-minute warm-up.
- The match resumes exactly where it left off: game, score, server, court position, and serving/receiving order.
- If suspended for lack of light, the match is stopped at an even number of games in the set being played, so that both pairs resume on the same sides they were on when play stopped.
- Medical attention is given only once per player, per treatable medical condition.
- For an accident not directly resulting from play — fainting, allergic reaction, dizziness, or respiratory crisis — the IPT Tournament Organisers may, at their discretion, grant medical attention time not exceeding 15 minutes.
- For an unusual in-play incident (e.g. an involuntary fall, the ball hitting a player) that affects a player's ability to continue immediately, the IPT Tournament Organisers may allow recovery time not exceeding 5 minutes.

POSITION OF THE PLAYERS

- Each pair of players is positioned on either side of the net. The server puts the ball in play and the player diagonally opposite (the receiver) receives the served ball. The receiver may stand anywhere on their side of the court, as may their partner and the server's partner.

CHOICE OF SIDES AND SERVICE

- The choice of ends, who serves first, and who receives is decided by a coin toss. The pair that wins the toss may choose between:

a) Serving or receiving first — in which case the other pair chooses the side.
b) Side of the court for the first game — in which case the other pair may choose to serve or receive.
c) Requesting that the opponents choose first.

THE SERVE

All points begin with the serve. If the first service is not valid, the server is allowed a second service. Service must take place as follows:

a) At the start of service, the server must stand with one foot behind the service line, between the imaginary extension of the centre line and the sidewall (service box), and must remain there until the ball is served.

b) The server must bounce the ball on the ground within the corresponding service box before serving. The ball may not cross the service line or centre line until struck.

c) The server must not touch the service line, the centre-line extension, or the reception box on their own side with their feet until the ball has been hit.

d) The ball must be struck at or below waist height, with at least one foot in contact with the ground.

e) The serve is hit from the right side of the court diagonally over the net into the receiver's service box. The first serve of a game goes to the receiver's left-side box; after a point is won, service alternates to the right-side box, and so on.

f) Contact with the ball, or an intentional attempt to hit it, is considered a serve.

g) If a serve is inadvertently made from the wrong side, it must be corrected as soon as discovered. Points already played remain valid, but a first-service fault up to that point is counted.

h) Before each set, players choose which of them serves first; once set, the order cannot change until the following set.

i) If a player serves out of turn, the correct player must serve as soon as the error is discovered. Points already won remain valid. A single service fault before the error is not counted. If the game finishes before the error is discovered, the order remains as played for the rest of the set.

j) The server should not serve until the receiver is ready; the receiver must adapt to the server's rhythm within reason. A “not ready” claim cannot be made once a return has been attempted, and a fault cannot be called if the receiver can be shown not to have been ready.

SERVE FAULT

The serve is a fault if:

a) The server infringes any part of **The Serve** (Mentioned above)

b) The server misses the ball when attempting to hit it.

c) The ball bounces outside the receiver's service box (lines count as good).

d) The ball hits the server, their partner, or anything worn or carried by either.

e) The ball bounces in the receiver's service box and touches the fence before the second bounce.

f) The ball bounces in the receiver's service box and exits the court directly through the gates, in a court without an authorized out-of-court safety zone.

RETURN OF SERVE

- The receiver must let the ball bounce within their service box and return it before it bounces a second time.
- The receiving players decide who receives first in the first game of each set; that player continues receiving the first service of each game for the rest of the set.
- Each player receives serve alternately during the game; once decided, the order cannot change during that set or tie-break, but may change at the start of a new set.
- If the receiving order is mistakenly altered during a match or tie-break, players must continue in the altered order until the end of that game or tie-break, then return to their originally selected positions for the rest of the set.
- If the ball hits a receiving player or their racket before it bounces, the point goes to the server.

REPEAT OR “LET” AND “NET” SERVE

A serve is a “net” serve if:

a) The served ball touches the net or supporting posts and lands in the receiver's service box, without touching the fence before the second bounce.

b) The ball, after touching the net or posts within the game area, hits a player or something carried or worn.

A serve is repeated (“let”) if:

a) The ball is served while the receiver is not ready.

b) There is a let on the first serve — the full point is repeated and the server retains two serves.

c) There is a net or let on the second serve — only the second serve is repeated.

REPETITION OR “LET” POINT

A point in dispute is a “let” if:

a) The ball splits during play.

b) Any element not part of the game invades the court area.

c) Any interruption occurs due to an unexpected situation unconnected to the players.

d) A ball in play hits an object on the ground in the opposing field (e.g. another ball) that moves in a way that could interfere with play or endanger the players.

e) A player must notify the IPT Tournament Organisers immediately if they believe a let has occurred; continuing play without doing so forfeits the right to claim it.

f) Once a let is requested, the IPT Tournament Organisers decides if it applies; if not, the requesting player loses the point.

g) In the event of a dispute or altercation between players during or immediately after a point, the IPT Tournament Organisers grants 1 minute for the players to resolve it. If resolved in time, play continues from where it stopped; if not, the point is replayed as a let (two serves if it occurred on the first serve, one serve if on the second). Repeated or escalating disputes are treated as unsportsmanlike conduct and penalized accordingly.

INTERFERENCE

Interference occurs when a player's deliberate or involuntary action disrupts an opponent's shot. For deliberate interference, the IPT Tournament Organisers awards the point to the opponent; for involuntary interference, a let is called and the point replayed.

Any disturbance, dispute, or interference that cannot be resolved between players on court must be reported immediately to the IPT Tournament Organisers, who has authority to assess the situation, rule on the point, and take any disciplinary action necessary. Play must not continue until a ruling is made.

A second unintentional interference by the same pair results in loss of the point, awarded to the opposing pair.

POINT LOST

A pair loses the point if:

a) Either player, their racket, or anything worn or carried touches the net, net posts, the tension cable, or any part of the opponent's court while the ball is in play.
b) Authorized out-of-court play: above 0.92 metres, and only if authorized, the dividing vertical post in the doors is a neutral zone any of the four players may touch or hold.
c) The ball bounces twice before being returned.
d) The ball, after bouncing, goes beyond the marked outer perimeter of the court (side or end) or through the gate, where out-of-court play is not authorized.
e) Authorized out-of-court play: when a correctly bounced ball goes out over the end wall, the point continues; if it goes over the sidewall or through the door, the point is lost when the ball bounces a second time or touches an unrelated element.
f) A player hits the ball before it has crossed the net.
g) A returned ball — direct or off the player's own walls, without bouncing first — hits the opponent's walls, the fence, or any unrelated element on the opponent's side.

h) A returned ball hits the net or net posts and then goes directly onto a wall of the opposite court, the fence, or an unrelated element on the opponent's side.
i) A player hits the ball twice (double hit).
j) After being hit, the ball touches the hitting player, their partner, or anything worn by them.
k) The ball, after being hit by the opposing team, touches any part of a player or their equipment other than the racket.
l) A racket is thrown at the ball to hit it.
m) A player hits the ball and it then touches the fence, the ground on their own side, or an unrelated element on their own side.
n) A player jumps over the net while the point is being played.
o) Both players on a pair hit the ball simultaneously or consecutively — the ball may only be played by one member of a team. (Not a double hit if one player hits the ball and it also touches their partner's racket.)
p) The player hitting the ball has one or both feet, or any part of their body, outside their own court (unless authorized out-of-court play applies).

BALL IN PLAY

- The ball is hit alternately by each pair of players.
- The ball is in play from a valid serve until a “let” is called or the point is decided.
- If the ball hits any part of the court after bouncing in the opponent's area, it remains in play and must be returned before the second bounce.
- “Parts of the court” include the inside of the walls, the metallic mesh fence enclosing the court, the ground, the net, and net posts — the mesh and frame are considered part of the fence in their entirety.

SELF-OFFICIATION POLICY

As is standard in padel, this tournament will be self-officiated — there will be no umpires on court. It is the players' responsibility to keep their own score and make fair, honest calls throughout the match.

- Players must call their own lines and shots in good faith, including calls that go against them.
- The score must be confirmed by both pairs before each point is played; if there is a discrepancy, players should agree on the correct score before continuing.
- In the event of a disputed call or score that cannot be resolved between the players within a minute the point will be treated as a let and replayed.
- Persistent unfair calls or scoring disputes may be treated as unsportsmanlike conduct and penalized accordingly.

BALL CONTACT WITH INSTALLATIONS

- If the ball bounces off any installation after having bounced in the court, the ball remains in play and must be returned before it bounces in the court a second time.
- If the ball bounces off the lights or the roof (in the case of covered courts), the point finishes.

BALL CONTACT WITH OVERHEAD OBSTRUCTION

- If the ball touches the roof or any overhead obstruction during play, the point is awarded to the opposing team.

MATCH INTERRUPTION / FORFEITURE POLICY

If a match has begun and is stopped or ends without a result due to circumstances such as injury or any other reason, the following will apply:

No Rescheduling: The match will not be rescheduled.

In the event of a forfeit during a game, the score will be recorded as it stands at the time of the forfeiture, with the winning pair credited up to the winning total for that format.

- If the score is 5–3 at the time of forfeit, the final posted score will be 8–3.
- If the score is 5–0 at the time of forfeit, the final posted score will be 8–0, without bonus points awarded.

MATCH RESCHEDULING POLICY DUE TO TIME CONSTRAINTS

If any match does not complete within its scheduled day, the organizing committee will arrange for that match to be held the next day, 1 hour prior to the originally scheduled start time. All participants are requested to adjust their day's schedule accordingly.

POST-MATCH PROCEDURES

- **Score Submission:** Winning teams must report the match score at the tournament registration desk immediately after the match.
- **Verification:** Officials will confirm the results before they are recorded in the official standings.

POINTS TABLE & STANDINGS

- **Win:** 2 points
- **Loss:** 0 points
- **Whitewash Bonus:** If a match is won 8–0 (a "whitewash"), the winning pair is awarded 1 additional bonus point (3 points total).
- **Bye:** A team receiving a bye is credited with a win, recorded with a score of 8–1.

TIEBREAK PROCEDURE

If two teams finish level on points:

1. Game difference (games won minus games lost)
2. Head-to-head result

If three or more teams finish level on points:

1. Game difference (games won minus games lost)
2. Total games won
3. If still level, a 7-point tie-break is played between the tied teams to determine the final standings.