

**Year-End Smash 2020
Pickleball Carnival
Rules and Regulations**

1. General Rules

- a. This Carnival shall consist of 2 tournaments,
 - i. Hi5 Team Challenge, catered for Intermediate and Advanced Players to form Teams of 5, for friendly competition.
 - ii. Corporate Team Challenge, catered for employees under private, public and non-profit organisations, at Beginner levels.
- b. All Team Challenges shall be governed in accordance with the General Rules and Regulations of ActiveSG Year-End Smash 2020.
- c. Eligibility – Teams may comprise of any mix of Singaporeans, PRs or Residents. Residents are defined as a person residing in Singapore with a valid FIN number, not limiting to the following:
 - i. Student's Pass,
 - ii. Long Term Pass,
 - iii. Dependent's Pass,
 - iv. Work Permit,
 - v. S Pass,
 - vi. Employment Pass.
- d. Age shall be determined based on the year of birth.
- e. Unless otherwise stated, we shall be adopting USAPA/IFP 2020 Official Rulebook: <https://www.usapa.org/docs/ifp/USAPA-Rulebook.pdf>
- f. Players may use any USAPA compliant paddle specified under Section 2.3 of the USAPA/IFP 2020 Official Rulebook or approved paddle that are listed in this link: <https://equipment.usapa.org/paddle-list/>
- g. Only USAPA approved balls shall be used for the Team Challenges. The model and colour of the ball shall be given under the supplementary information specific to each Challenge in the Appendices.
- h. Information on player ratings can be found at <http://ifpickleball.org/ifp-rating-descriptions/> and <http://ifpickleball.org/ifp-rating-system/#howgetrating>. If unsure, questions can be sent by WhatsApp or SMS @ 9787 1512 or hello@pickleballassociation.sg. The committee shall also review applicant's rating during the registration process.

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i. Definition of Skill Levels

IFP Rating	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
YES	Beginner				Intermediate		Advanced		

j. Tournament management and scheduling shall be by Pickleball Global (PG) Tournament Software. All participants are required to register with the PG Tournament Software for a Pickleball Global PGID account. To register, please visit <https://pickleball.global/>.

k. Team Challenge Format

- i. Round Robin followed by Single Elimination.
- ii. Maximum teams per Round Robin flight shall be 4, and the top 2 teams from each flight shall be promoted. If teams in each flight is reduced to 3, only top team shall be promoted.
- iii. Round Robin Draws shall be determined by PG Software according to Team's Combine Ratings and past tournament performances.
- iv. Player's rating standard shall be in accordance to IFP guidelines.
- v. Tournament Director reserves the right to review and adjust any player's rating if deemed to be "playing down".

l. Match Format

- i. Each Match shall consist of 3 games of 15 points,
 - Game 1 - Men's Doubles
 - Game 2 - Women's Doubles
 - Game 3 - Mixed Doubles
- ii. Every player shall play at least 1 game, and Teams shall play all 3 games, i.e. 3-0, 2-1, 1-2, 0-3.
- iii. 15 point games, first to reach 15 points shall be winner.
- iv. Due to safe distancing measures, Teams shall not change sides throughout the match. Team with first choice of end or serve shall be determined by coin toss. Winner of coin toss chooses either to serve or the starting end, and the opponent shall take the other.

m. Tournament Director reserves the rights to modify the division and format.

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- n. Tie Resolution – Ties in the Round Robins shall be resolved in the following order
 - i. 1st Tie Breaker – Comparing Overall Match Differential
 - ii. 2nd Tie Breaker – Comparing Overall Game Differential
 - iii. 3rd Tie Breaker – Comparing Overall Point Differential
- o. No referee and line judges for the preliminary rounds. Players will call their own scores in accordance to IFP rule 4.A.1.
- p. A technical officer shall be assigned to each court to oversee the match, any dispute can be raised to the officer on duty.
- q. Referee and line judges will only be assigned to medal matches. Referee shall make the final call if there is any dispute.
- r. There shall be no prize money for the Team Challenges. Winners shall be awarded medals for Gold, Silver & Bronze.
- s. Substitution of any player in a Team shall only be allowed on medical grounds with support of valid medical certificate. The Team captain shall inform Tournament Director or organisers not later than 90 mins before scheduled match. Substituted player shall meet all criteria stated for the challenge.
- t. Players rating shall not be affected by this tournament's results.
- u. Players' apparels and/or clothing (shirt and shorts) of similar colour to the tournament ball shall not be allowed.
- v. Walk Over: Once the Technical Official announce the start of the game, players must be in the assigned court within 10 mins otherwise it will be declared as a Forfeit and the match shall be awarded to the other players present at the court. As this tournament shall play all 3 Games, the opponent team shall be awarded the maximum points on all Games.
- w. Injury during Rally: The rally continues to its conclusion despite an injury to any of the players. During a game, if a player/team cannot immediately continue after the 15 minute medical time-out period has expired, a Forfeit shall be imposed. As this is a Team match, the game shall be awarded at maximum points to the other players, while the score of the injured side remains status quo. The other Games of the Match shall continue as scheduled.
- x. The Tournament Director 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 shall be informed before the competition.

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- y. Any 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.
- z. The Medal Presentation Ceremony shall be held soon after the each competition. All medal winners or nominated personnel must be present in neat attire (no singlet, slippers and sandals) to receive the prize. Failing which, the Organizing Committee reserves the right not to award the medal to the winner.
- aa. Supplementary Information and Rules for each Team Challenge is given in the Appendices.
 - i. Appendix I – Hi5 Team Challenge
 - ii. Appendix II – Corporate Team Challenge

2. Event Details

Venue – Clementi Sports Hall

Date	Day	Year End Smash 2020 – Pickleball Carnival	
		Hi5 Team Challenge	Corporate Team Challenge
10 Nov	Wed	General Announcement via Social Media ActiveSG Online / PG Registration Launch	
27 Nov	Thu	ActiveSG Online Registration Close	
6 Dec	Sun		ActiveSG Online Registration Close
7 Dec	Mon	Team Manager Briefing	
11 Dec	Fri 9am to 7pm	Intermediate 3.0+ Round 1 – Round Robin	
12 Dec	Sat 9am to 7pm	Advanced 4.0+ Round 1 – Round Robin	
13 Dec	Sun 9am to 7pm	Intermediate 3.0+ Round 2 – QF SF F	Team Manager Briefing
		Advanced 4.0+ Round 2 – QF SF F	
19 Dec	Sat 9am to 6pm		19+ Beginner Round 1 – Round Robin
20 Dec	Sun 9am to 6pm		19+ Beginner Round 2 – QF SF F

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3. Registration Fees

Event	Hi-5 Team Challenge (11 Dec to 13 Dec 2020)	Corporate Team Challenge (19 to 20 Dec 2020)
Fees	\$40 per Team (Flat Rate) (5 players per Team)	\$40 per Team (Flat Rate) (4 to 6 players per Team)

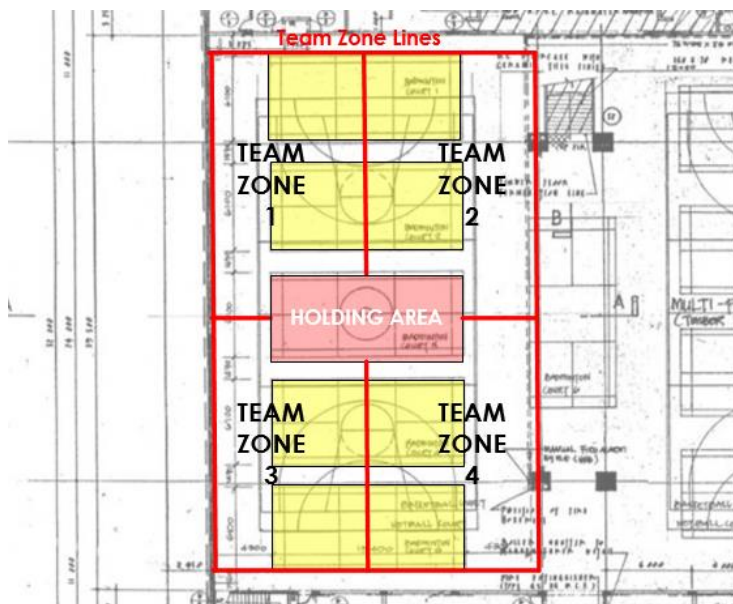
Registration and fee collection shall be by MMS Online.

If an event has less than 4 entries, the applicant shall have to decide on 2 options,

Option 1	Option 2
Withdrawal and receive full refund.	Join another eligible category / event (if available).

10. Location Set Up for Tournament

The tournament location is zoned such that players may play with safe distancing considered, as below.



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APPENDIX I – SUPPLEMENTARY INFORMATION FOR Hi5 TEAM CHALLENGE

This set of rules are **NOT** applicable to the Corporate Team Challenge. Please refer to Appendix II for the supplementary information for the Corporate Team Challenge.

1. Supplementary Rules

- a. Each Team shall consist of 5 players, of which 1 shall be a senior of age 55 years & above, based on year of birth. Therefore any player born in year 1965 or before shall be 55 years or above in 2020.
- b. Onix Sports Fuse G2 Outdoor Ball (yellow) shall be used for this tournament.
- c. The tier level for this Team Challenge shall be Tier 3.
- d. The Categories in this Team Challenge shall be organised in following skill level,
 - Intermediate (3.00 – 3.99)
 - Advanced (4.00 – 4.99)
- e. Players Ratings shall be referred from past 2 years' National Tournaments, i.e SNG 2018 and Pesta Sukan 2019. Player may elect to “play up” but playing down is not allowed.

That is, any player who had won 1st, 2nd or 3rd in a higher rating division, shall not play in a lower rating division as this will be considered as “playing down”. Example – a player who had won 2nd position in 4.0+ in Pesta Sukan 2019, shall enter his rating as ≥ 4.0 and shall not play Intermediate (3.00 – 3.99) in this tournament.

- f. Players who do not have any track record in past 2 years' National Tournaments may self-rate in their profile accordingly. Note that a player may elect to “Play Up” but not “Play Down” in both skill level and age group in this tournament.
- g. Players shall only be allowed to register with one Team; and in one of above Categories, either Intermediate or Advanced only.

2. Team Manager’s Meeting

Venue	Date	Time & Agenda
Via Zoom	7 Dec 2020 7:30 pm – 9:00 pm	1. Listing of categories and entries. 2. Rules & Regulations Clarifications.

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APPENDIX II – SUPPLEMENTARY INFORMATION FOR CORPORATE TEAM CHALLENGE

This set of rules are **NOT** applicable to the Hi5 Team Challenge. Please refer to Appendix I for the supplementary information for the Hi5 Team Challenge.

1. Supplementary Rules

- a. Corporate Team Challenge is a challenge among companies and/or organisations registered and operating in Singapore. Organisations shall be any private, public or non-profit organisations.
- b. Each team shall comprise of 100% full time and/or contract employees (i.e. employee listed in the payroll of the organization).
- c. All team players to produce staff ID or other proof of identity for verification upon registration.
- d. The Team size shall be minimum 4, maximum 6; of any age.
- e. Dura Fast 26 Ball (neon green) shall be used for this tournament.
- f. This tournament shall utilise badminton short service line as the non-volley line. Therefore the Non-Volley Zone shall be reduced from 7 feet to 6.5 feet.
- g. The tier level for this Team Challenge shall be Tier 2.
- h. The Categories in this tournament shall be 19+ Beginner Level,
- i. Players Ratings shall be referred from past tournament performances. Players who do not have any track record in past 2 years' National Tournaments may self-rate in their profile accordingly.
- j. Player may elect to "play up" but playing down is not allowed, i.e. Players rated as Advanced shall not be allowed to play down in this Tournament.
- k. Players shall only be allowed to register with one team.

7. Team Manager's Meeting

Venue	Date	Time & Agenda
Via Zoom	13 Dec 2020 7:30 pm – 9:00 pm	1. Listing of categories and entries. 2. Rules & Regulations Clarifications.