

RACKET RIOT

OFFICIAL COMPETITION RULEBOOK

3-Day Format • 3 Courts • 10 or 12 Squads

QUALIFIER OPTIONS A & B | TOP 6 CHAMPIONSHIP PLAYOFF

DAY 1: GROUP A QUALIFIER | DAY 2: GROUP B QUALIFIER | DAY 3: TOP 6 PLAYOFF

Participant Share Version

1. Competition Overview

Racket Riot is a squad-based padel championship. Each squad registers a balanced 10-player roster, competes in a full round-robin group qualifier, and aims to finish inside the Top 6 General Standings to reach Championship Playoff Day.

Item	Option A	Option B
Total squads	10	12
Group structure	2 groups × 5 squads	2 groups × 6 squads
Competition days	3	3
Courts	3	3
Day 1	Group A Qualifier	Group A Qualifier
Day 2	Group B Qualifier	Group B Qualifier
Day 3	Top 6 Playoff	Top 6 Playoff
Group format	Race to 4	Race to 4
Squad Ties / squad	4	5

2. Squad Roster & Rating Cap

Each squad registers exactly 10 players: 5 men's players and 5 women's players. Player ratings are used only as a roster-balancing mechanism; there are no Beginner, Bronze, Silver, or Open match categories.

Player Level	Rating
High Silver	3.5
Silver	3.0
Low Silver / High Bronze	2.5
Bronze	2.0
Low Bronze / Upper Beginner	1.5
Beginner	1.0
Rookie	0.5
MAX MEN'S RATING: 10.0 MAX WOMEN'S RATING: 10.0 MAX TOTAL SQUAD RATING: 19.0	

- A squad must satisfy all three rating limits simultaneously.
- Captains may distribute strength across the roster as long as the official rating cap is respected.
- The official roster and ratings must be approved before competition begins.

3. Squad Tie, Full Blind Lineup & Dynamic Match Order

Every Squad Tie consists of five Category Matches. A player may be used only once in the same Squad Tie, so all 5 men's players and all 5 women's players are used exactly once.

Code	Category
MD1	Men's Double 1
WD1	Women's Double 1
MIX	Mixed Double
WD2	Women's Double 2
MD2	Men's Double 2

Before every Squad Tie, both captains submit all five pairings privately. Submission is FULL BLIND. Once both complete lineups are received, the lineup is locked for that Squad Tie.

- Coin-toss winner chooses the first category without seeing the opponent pairing.
- Only the selected category is revealed.
- After each Category Match, the losing squad chooses the next unplayed category.
- The final remaining category automatically becomes Match #5.
- Category selection changes order only; it never permits a lineup change.

4. Championship Points & Group Seeding

Championship Points (CP) are season points used only for pre-tournament seeding and the group draw. They do not carry into the current event's Tournament Points or playoff ranking.

Seed	Squad	CP	Previous Result
1	Haka	110	Champion
2	TiaraMenyala	90	Runner-up

3	SlayPadelGo	75	3rd Place
4	Why! Padel	65	Semifinalist
5	Sagasta	55	Quarterfinalist
6	ShuPadel	55	Quarterfinalist
7	Imperio	45	Group Stage
8	CangkirCoffee	45	Group Stage
9	SweetSlice	35	Group Stage
10	RichRally	35	Group Stage

For a 12-squad edition, newly added squads are seeded into the remaining positions using organizer-approved CP / roster-strength placement before the draw.

5. Group Qualifier Match Format

DAY 1 = GROUP A | DAY 2 = GROUP B | FULL ROUND ROBIN 1x

- Each Category Match is Race to 4 games.
- Golden Point applies at deuce.
- At 3-3 games, NO tiebreak is played. One additional deciding Golden Game is played; its winner takes the Category Match 4-3.
- The Golden Game uses normal game scoring with Golden Point at deuce.
- Official scheduling allocation: 25 minutes per Category Match, including normal turnover / buffer time.
- All five Category Matches are mandatory in the Group Stage, even when the Squad Tie winner has already been decided.

PLANNING SLOT PER SQUAD TIE: 5 CATEGORY MATCHES × 25 MINUTES = 125 MINUTES

6. Qualifier Schedule - Option A (10 Squads)

Option A uses 2 groups of 5 squads. Each group has 10 Squad Ties. Only two official Squad Ties can run in parallel; Court 3 is reserved for official warm-up, holding, recovery, or operational overflow.

Day 1 - Group A

Round	Time	Court 1	Court 2	Court 3	Bye
R1	08:30-10:35	A2 vs A5	A3 vs A4	Warm-up / Holding	A1
R2	10:50-12:55	A1 vs A5	A2 vs A3	Warm-up / Holding	A4
Break	12:55-13:30	Lunch / recovery			
R3	13:30-15:35	A1 vs A4	A3 vs A5	Warm-up / Holding	A2
R4	15:50-17:55	A1 vs A3	A2 vs A4	Warm-up / Holding	A5
R5	18:10-20:15	A1 vs A2	A4 vs A5	Warm-up / Holding	A3

Day 2 - Group B

Round	Time	Court 1	Court 2	Court 3	Bye
R1	08:30-10:35	B2 vs B5	B3 vs B4	Warm-up / Holding	B1
R2	10:50-12:55	B1 vs B5	B2 vs B3	Warm-up / Holding	B4
Break	12:55-13:30	Lunch / recovery			
R3	13:30-15:35	B1 vs B4	B3 vs B5	Warm-up / Holding	B2
R4	15:50-17:55	B1 vs B3	B2 vs B4	Warm-up / Holding	B5
R5	18:10-20:15	B1 vs B2	B4 vs B5	Warm-up / Holding	B3

TARGET QUALIFIER FINISH: 20:15 EACH DAY

7. Qualifier Schedule - Option B (12 Squads)

Option B uses 2 groups of 6 squads. Each group has 15 Squad Ties. All 3 courts are used at the same time, and all 6 squads play in every round.

Day 1 - Group A

Round	Time	Court 1	Court 2	Court 3
R1	08:30-10:35	A1 vs A6	A2 vs A5	A3 vs A4
R2	10:50-12:55	A1 vs A5	A6 vs A4	A2 vs A3
Break	12:55-13:30	Lunch / recovery		
R3	13:30-15:35	A1 vs A4	A5 vs A3	A6 vs A2
R4	15:50-17:55	A1 vs A3	A4 vs A2	A5 vs A6
R5	18:10-20:15	A1 vs A2	A3 vs A6	A4 vs A5

Day 2 - Group B

Round	Time	Court 1	Court 2	Court 3
R1	08:30-10:35	B1 vs B6	B2 vs B5	B3 vs B4
R2	10:50-12:55	B1 vs B5	B6 vs B4	B2 vs B3
Break	12:55-13:30	Lunch / recovery		
R3	13:30-15:35	B1 vs B4	B5 vs B3	B6 vs B2
R4	15:50-17:55	B1 vs B3	B4 vs B2	B5 vs B6
R5	18:10-20:15	B1 vs B2	B3 vs B6	B4 vs B5

12 SQUADS USE ALL 3 COURTS AT FULL CAPACITY; TARGET FINISH REMAINS 20:15.

8. Tournament Points, Category Standings & General Standings

Tournament Points apply only to the current event. Standings use P, W, L, GF, GA, +/-, Pts, BP, and Total Points.

Result	Points
Category Match Win	3 Pts
Category Match Loss	0 Pts
Category Match Win 4-0	+1 Bonus Point

- Men's Double category standings combine MD1 + MD2.
- Women's Double category standings combine WD1 + WD2.
- Mixed Double is tracked separately.
- After Day 2, both groups are combined into one General Standings table.
- Option A ranks #1-#10. Option B ranks #1-#12. The Top 6 qualify for Day 3.

TIEBREAK ORDER: TOTAL POINTS -> GAME DIFFERENCE -> GAMES FOR -> FEWEST GAMES AGAINST -> HEAD-TO-HEAD (SAME GROUP ONLY) -> ORGANIZER SUPER TIEBREAK

9. Top 6 Championship Playoff

Stage	Pairing
QF1	#3 vs #6
QF2	#4 vs #5
SF1	#1 vs Winner QF2
SF2	#2 vs Winner QF1
3rd Place	Loser SF1 vs Loser SF2
Grand Final	Winner SF1 vs Winner SF2

- Seeds #1 and #2 receive a direct bye to the Semifinal.
- A same-group rematch is avoided in the Quarterfinal whenever a valid alternative exists without removing the #1/#2 semifinal protection.
- Group protection ends after the Quarterfinal.

10. Playoff Match Rules

Stage	Category Match Format	5-5 / 6-6 Rule
Quarterfinal	Race to 6	At 5-5: Tiebreak to 7 points, win by 2
Semifinal	Race to 6	At 5-5: Tiebreak to 7 points, win by 2
3rd Place	Race to 6	At 5-5: Tiebreak to 7 points, win by 2
Grand Final	Best of 3 Race-to-6 sets	5-5 continues; at 6-6: set tiebreak. Star Point scoring applies inside games.
QF / SF / 3RD PLACE: WHEN GAMES REACH 5-5, A 7-POINT TIEBREAK (WIN BY 2) DECIDES THE CATEGORY MATCH.		

All five Category Matches remain official in the playoff because each Category Match carries a category result and may carry a category reward.

Optional Rest Forfeit - QF / SF / 3rd Place

- Once a squad has mathematically secured the Squad Tie by winning three Category Matches, it may voluntarily forfeit one or both remaining Category Matches for recovery.
- The opposing squad receives the unplayed Category Match win and its associated category reward.
- No clean-sweep bonus is awarded for a voluntary forfeit.
- The declaration must be made before the relevant Category Match is called.
- Grand Final: voluntary rest forfeiture is not allowed; all five Category Matches are mandatory.

11. Day 3 - Championship Playoff Schedule

The Day 3 schedule is the same for Option A and Option B because both formats advance exactly six squads. Court 3 is primarily used for warm-up, recovery, and operational holding.

Stage	Time	Court 1	Court 2	Court 3
Quarterfinal	08:30-11:25	QF1: #3 vs #6	QF2: #4 vs #5	Official warm-up
Recovery	11:25-11:55	30-min recovery	30-min recovery	Warm-up
Semifinal	11:55-14:50	SF1: #1 vs Winner QF2	SF2: #2 vs Winner QF1	Warm-up
Recovery	14:50-15:20	30-min recovery	30-min recovery	Final prep
3rd Place	15:20-18:15	Loser SF1 vs Loser SF2	Centre Court setup	Final warm-up
Grand Final	16:00 onward	3rd Place continues as required	GRAND FINAL - Centre Court	Holding / production
THE GRAND FINAL TARGETS A 16:00 START ON CENTRE COURT. THE 3RD PLACE MATCH MAY CONTINUE ON A SEPARATE COURT.				

12. Grand Final - Centre Court & Premier Padel Star Point

The Grand Final is played on one Centre Court so spectators, production, sponsors, MC, scoring, and media can focus on each category in sequence. Full Blind Submission, Lineup Lock, Progressive Category Reveal, and Dynamic Match Order remain in effect.

- Each Grand Final Category Match is Best of 3 sets.
- Each set is Race to 6 games.
- At 5-5 games, play continues with regular games; there is no 5-5 tiebreak in the Grand Final.
- At 6-6 games, a standard set tiebreak is played to decide the set.
- The Grand Final uses the Premier Padel / FIP Star Point scoring system inside each game.
- No Super Tiebreak replaces the third set: if sets are 1-1, a full third Race-to-6 set is played.
- All five Grand Final Category Matches are mandatory.

STAR POINT IS A GAME-LEVEL DEUCE SYSTEM. IT DOES NOT REPLACE THE 6-6 SET TIEBREAK.

Star Point Game Sequence - Grand Final Only

- At the first deuce, the next point creates Advantage 1. If the advantaged pair wins the following point, it wins the game; if not, the score returns to deuce.
- At the second deuce, the next point creates Advantage 2. If the advantaged pair wins the following point, it wins the game; if not, the score moves to the Star Point.
- The Star Point is one deciding point. The receiving pair chooses the receiving side, and the winner of the Star Point wins the game.

Reference note: This terminology follows the 2026 Premier Padel / FIP Star Point system.

Championship Decider

If the overall Grand Final Squad Tie is 2-2 after four Category Matches, the fifth remaining category is the Championship Decider. Its match format does not change: Best of 3 Race-to-6 sets with the Grand Final Star Point scoring system.

13. Official Blind Lineup Flow

Step	Action	Rule
1	FULL BLIND SUBMISSION	Both captains privately submit MD1, WD1, MIX, WD2 and MD2.
2	LINEUP LOCK	The official confirms both complete lineups. No player may be moved afterward.
3	CONFIDENTIAL HOLD	The complete opponent lineup remains hidden.
4	COIN TOSS	The coin-toss winner earns the right to choose the first category.
5	CATEGORY SELECTION	The captain names one unplayed category.
6	PROGRESSIVE REVEAL	Only the two pairings for the selected category are revealed.
7	MATCH PLAYED	The selected Category Match is completed.
8	LOSER PICKS NEXT	The losing squad chooses the next remaining category.
9	REVEAL & REPEAT	Repeat until four categories are completed.
10	FINAL CATEGORY	The last remaining category automatically becomes Match #5.

14. Terminology

Term	Meaning
Category Match	One MD1, WD1, MIX, WD2, or MD2 match.
Squad Tie	The complete five-Category Match contest between two squads.
Golden Game	At 3-3 in a Group Stage Category Match, one additional deciding game is played; winner takes the match 4-3.
Tournament Points	Current-event points: 3 per Category Match win plus applicable Clean Sweep Bonus Points.
Championship Points	Season points used for future seeding.
Star Point	Grand Final-only game scoring: after two deuce/advantage cycles, one deciding point determines the game.
Full Blind Submission	Both captains submit all five category pairings before the coin toss without seeing the opponent lineup.
Dynamic Match Order	Coin-toss winner chooses first category; thereafter the loser of the completed category chooses next.

15. Competition Flow



16. Organizer Authority & Fair Play

All squads, captains, and players are expected to uphold fair play and respect opponents, officials, spectators, and event operations. The Tournament Director may issue operational clarifications required to protect safety, fairness, and schedule integrity. Any clarification must be applied consistently to all affected squads.

This participant-share rulebook reflects the current competition format. Final prize amounts, venue instructions, check-in deadlines, roster deadlines, sponsor obligations, and other administrative details may be communicated separately.