PADEL LEAGUE

THE FOUNDATION CUP · SEASON 1 · PLAYER GUIDE

How to use the PL app

Everything you need from the first warm-up to the final vote: logging in, finding your match, entering the score, confirming it, voting for the Player of the Match and what to do when something goes wrong. It all happens at **app.thepadelleagueau.com** on your phone — nothing to download.

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2 Your home screen & My matches

3 Match night

4 Your match page

5 Enter the score

6 Confirm or reject a score

7 Player of the Match vote

8 Problems: report & protest

9 Draw & leaderboards

10 Profile, following & help

GROUP MATCHES
First to 9
One extended set. At 8–8, first to 10.

KNOCKOUTS
Best of 3
Sets with a tiebreak at 6–6.

POINTS
3 win · 1 loss · 0 forfeit
Top two in groups of four; top four in IPA Alexandria Silver and Padel Club Silver.

CONFIRM WINDOW
12 hours
Then the score confirms itself.

1 Log in

There is no password. Each time you log in we email you a one-time code.

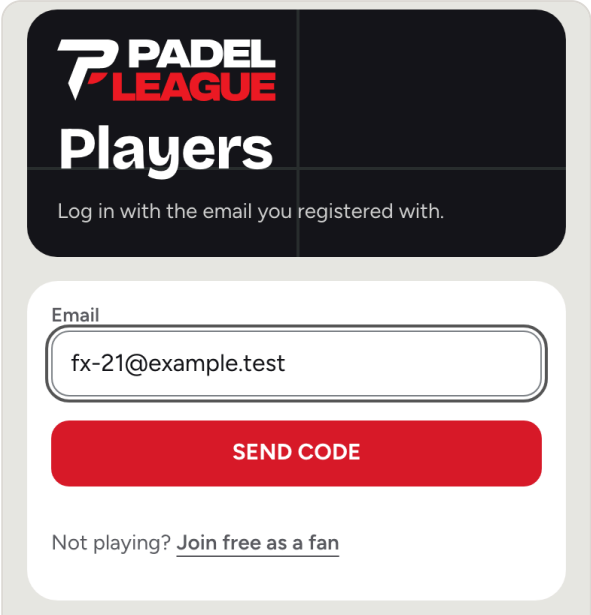
1. On your phone, open **app.thepadelleagueau.com** and tap the red **Sign in** button at the top of any page (or go straight to **app.thepadelleagueau.com/login**).
2. Enter the **email address you registered with** and tap **SEND CODE**.
3. Check your inbox for **"Your PL login code"** — an 8-digit number. It works once and expires in 1 hour.
4. Type the code and tap **VERIFY**. You land on your **Home** screen.

> **Tip:** add the page to your home screen (Share → Add to Home Screen on iPhone; ⋮ → Add to Home screen on Android) so it opens like an app.

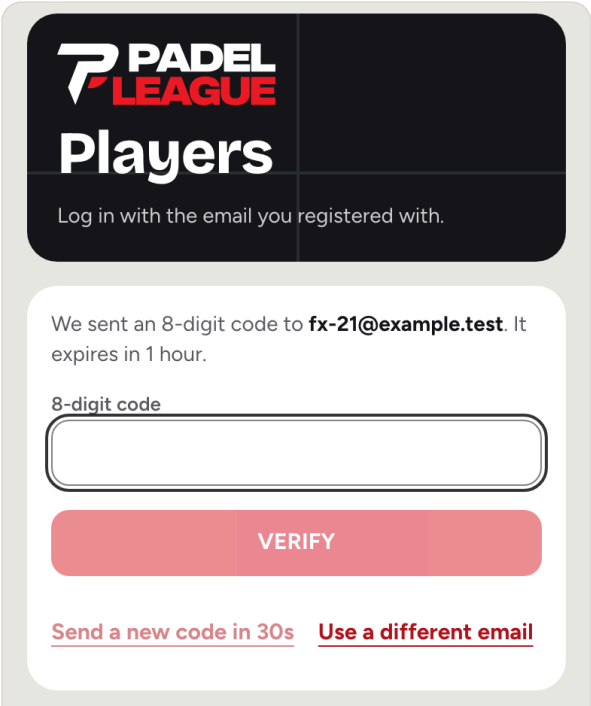
No email arrived? Check spam, wait 30 seconds and tap **Send a new code**. Still nothing? Your registration may be under a different address — message PL in your club's WhatsApp group and we'll fix it.

"We can't find a PL registration for this email" means that address isn't on your team's registration. Try the one you paid or registered with, or contact PL.

You stay logged in on that phone, so you only do this once per device.



Enter your email, tap SEND CODE



Type the 8-digit code from the email, tap VERIFY

Home shows what matters right now; My matches shows your whole season.

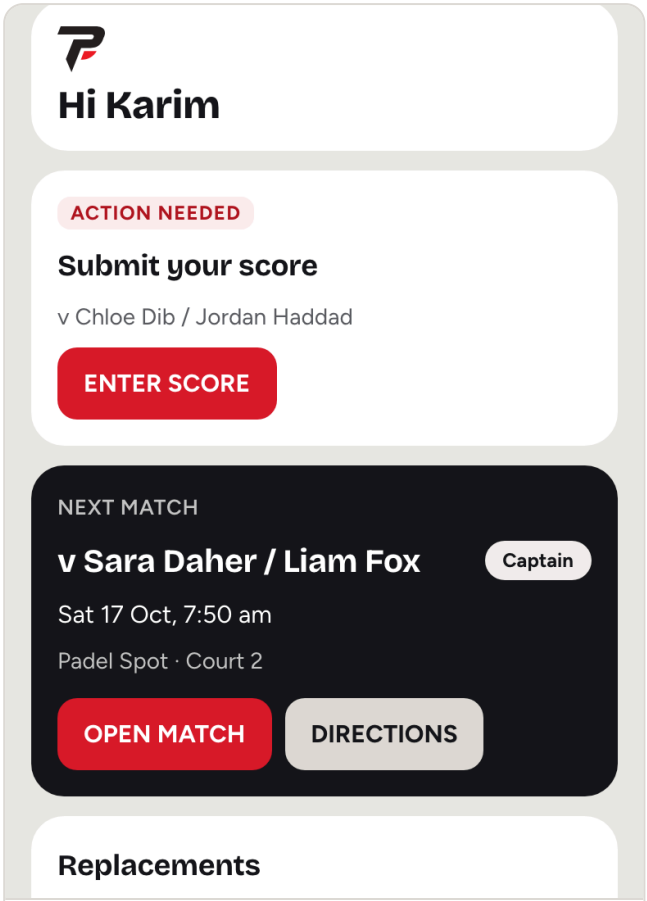
Home

- **Action needed** — appears only when something is waiting for you: a score to enter, a score to confirm, or a vote. Tap the red button to go straight there.
- **Next match** — opponents, date and time (Sydney time), club and court, with **OPEN MATCH** and **DIRECTIONS**. The **Captain** badge shows if you're the captain.
- The top menu takes you to **My matches**, **Profile** and **Following**.

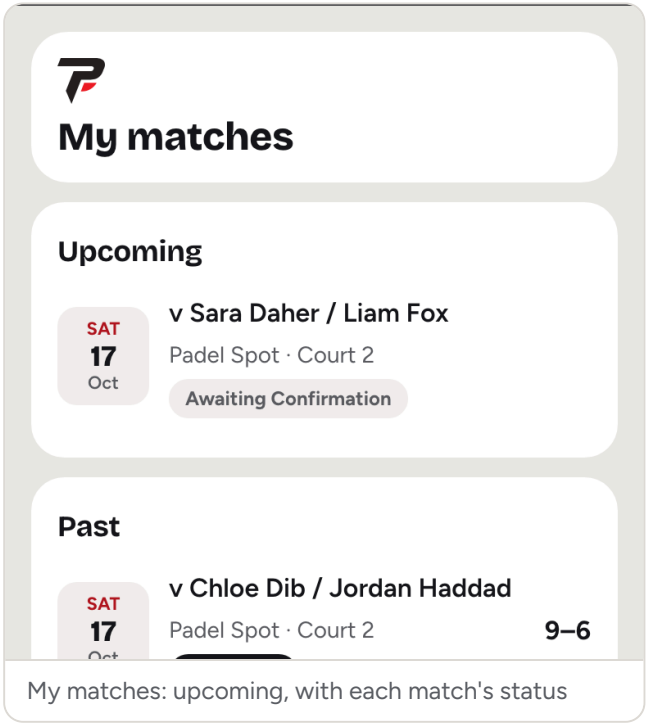
My matches

- **Upcoming** — every match still to play, with its status: *Scheduled*, then *Awaiting Score* once it has started.
- **Past** — results, with *Awaiting Confirmation*, *Confirmed* or *Disputed*.
- Tap any match to open its page.

Courts: Padel Club Silver uses **Courts 1–3** and Bronze uses **Court 4**. Padel Spot and Padel Point also show court numbers. IPA Alexandria shows **Court TBC** until confirmed — check the app again before you travel, and watch for a "Your PL match has changed" email.



Home: Action needed, then your next match

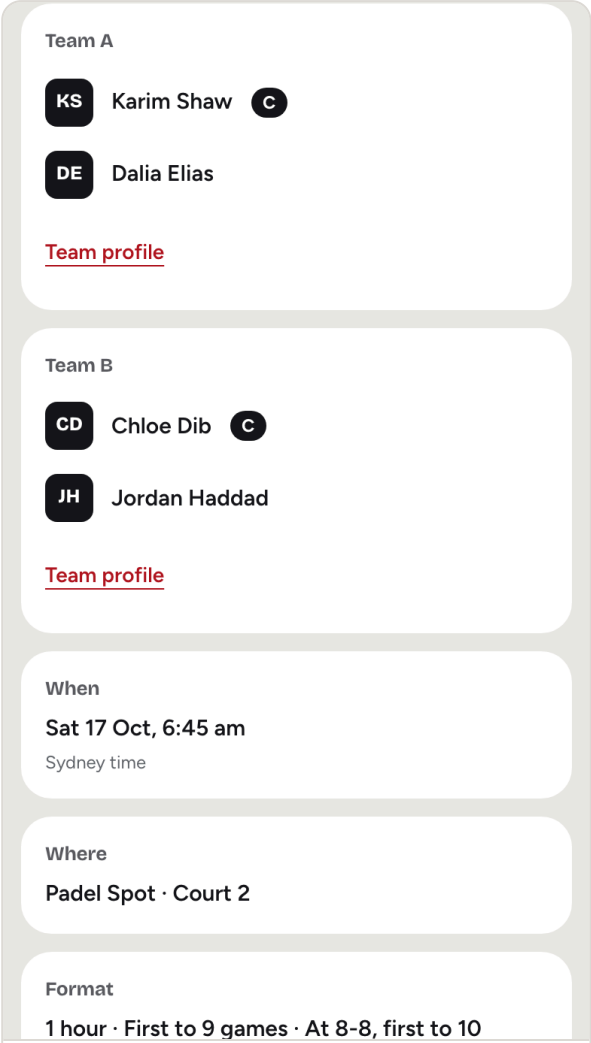


My matches: upcoming, with each match's status

3 Match night

Arrive early, agree the score on court, and keep your phone handy for afterwards.

- **Before you leave:** open the app and check the time, club and court. Make sure your partner has them too.
- **Warm-up:** you get **5 minutes** on court, then the match starts.
- **Grace:** there is **5 minutes' grace** after the scheduled start. After that the match may be forfeited (recorded **4–0** in the group stage).
- **Balls:** PL supplies them.
- **Golden point — group stage:** No deuce. At **40–40**, the next point wins the game. The **receiving team chooses who receives**. Knockouts keep normal deuce.
- **Format — group stage:** one extended set, **first to 9 games**. If it reaches **8–8**, play on to **10**.
- **Inter-Club decider:** if legs finish 1–1, a super tie-break follows Leg 2: first to 9 points, no win-by-two.
- **Format — knockouts:** best of three sets with a tiebreak at 6–6.
- **Agree the final score with your opponents before you leave the court.** Nearly every dispute starts with a misunderstanding here.



Your match page: format, court, both teams (C = captain)

Running late or can't make it? Tell your opponents and PL straight away — don't wait until the start time.

WARM-UP
5 min

GRACE AFTER START
5 min

GROUP MATCH
First to 9
8–8 → first to 10

COURT TIME
60 min
Knockouts 90 min

Full rules: app.thepadelleagueau.com/rules

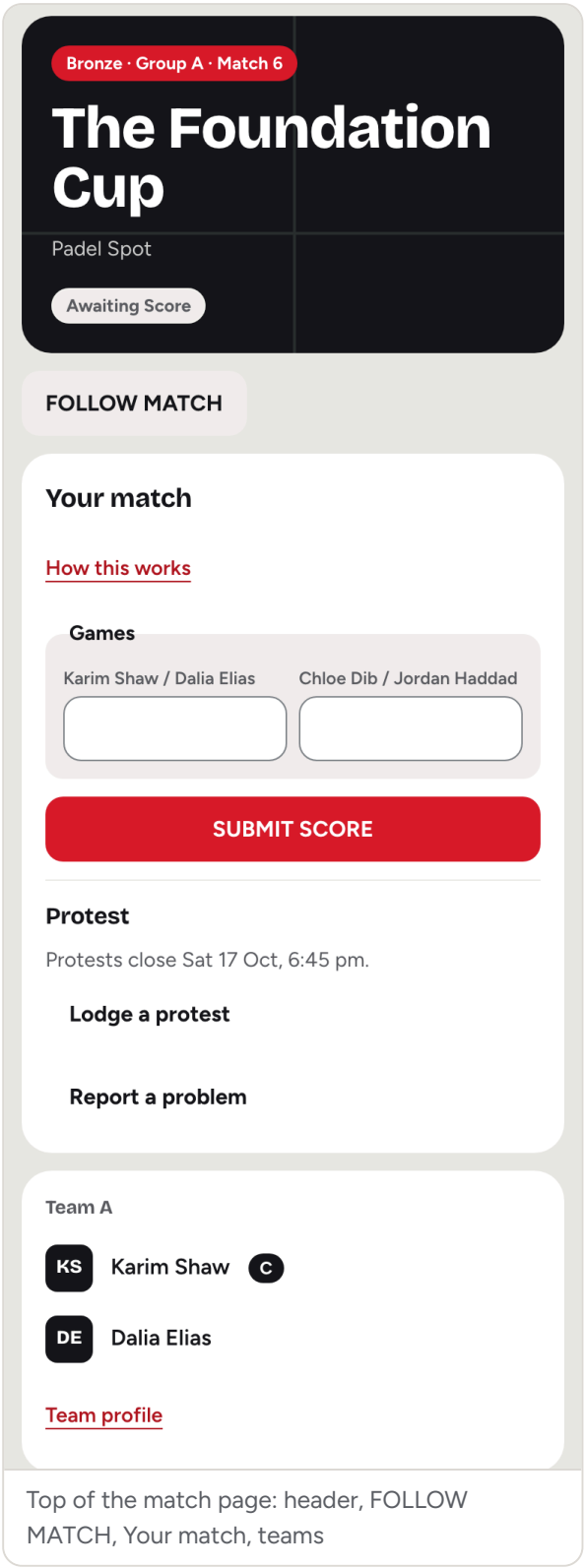
4 Your match page

Everything about one match lives on one page. Open it from Home or My matches.

From top to bottom you'll see:

- **The header** — division, group, match number and the current status (*Scheduled*, *Awaiting Score*, *Awaiting Confirmation*, *Confirmed*, *Disputed*).
- **FOLLOW MATCH** — get updates on this match in your Following feed.
- **Your match** — this is where the action happens: enter the score, confirm or reject, vote. It changes depending on where the match is up to. **How this works** opens the Captain Guide.
- **Protest** — *Lodge a protest* and *Report a problem* (see section 8), with the protest deadline shown.
- **Team A / Team B** — both pairs with the **C** captain badge, and links to team profiles.
- **When · Where · Format** — date and time (Sydney), club and court, match format.
- **Directions** — opens the club in Maps.

Who can do what: only the two **captains** can enter, confirm or reject a score and lodge a protest. All four players can vote for the Player of the Match and follow the match.



Top of the match page: header, FOLLOW MATCH, Your match, teams

5 Enter the score

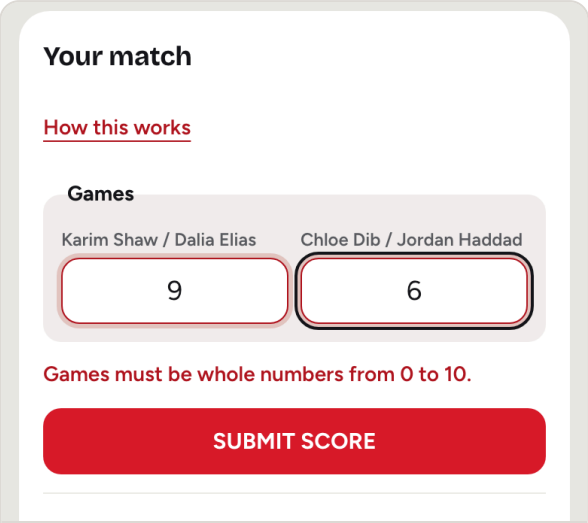
Either captain can enter the score, as soon as the match has started. Do it straight after the match while everyone is still there.

1. Open the match. Under **Your match** you'll see a box for each team.
2. Type the **games won by each team** — e.g. **9** and **6**. For a knockout match, enter the games for each set played.
3. Check it, then tap **SUBMIT SCORE**.

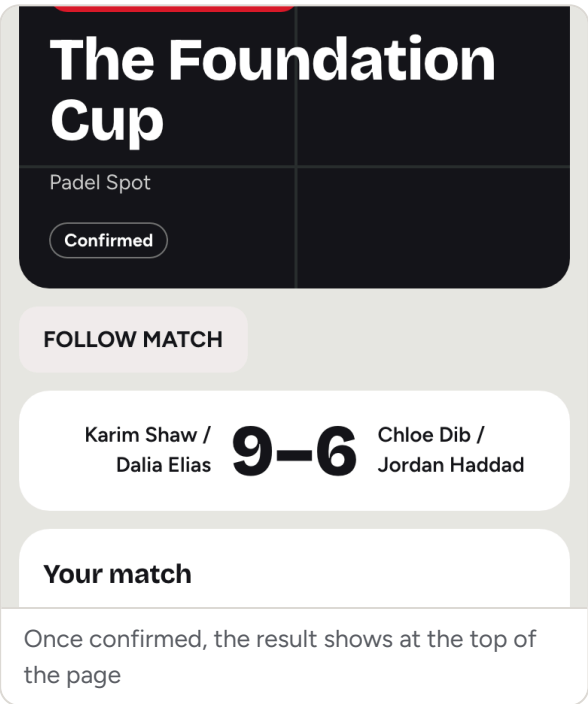
The status changes to **Awaiting Confirmation** and the other captain is emailed to confirm it.

- **Made a mistake?** Tap **EDIT SCORE** — you can change it any time before the other captain responds.
- **Only one score is needed per match.** If the other captain has already entered it, you'll see **CONFIRM SCORE / REJECT** instead (next page).
- The app only accepts a valid score: in a group match the winner must reach 9 (or 10 after 8–8).

Don't see the boxes? Scores can only be entered once the match has started and only by a captain. If you're the captain and it's past the start time, pull down to refresh.



Type each team's games, then SUBMIT SCORE



Once confirmed, the result shows at the top of the page

6 Confirm or reject a score

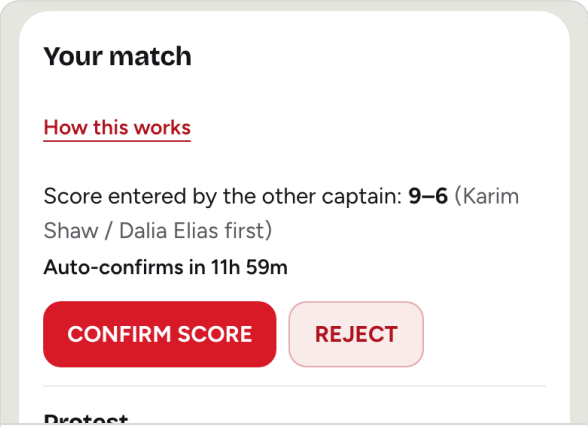
When the other captain enters a score, you get an email and the match page asks you to check it.

You have 12 hours. The page shows exactly how long is left. **If you do nothing, the score is confirmed automatically.**

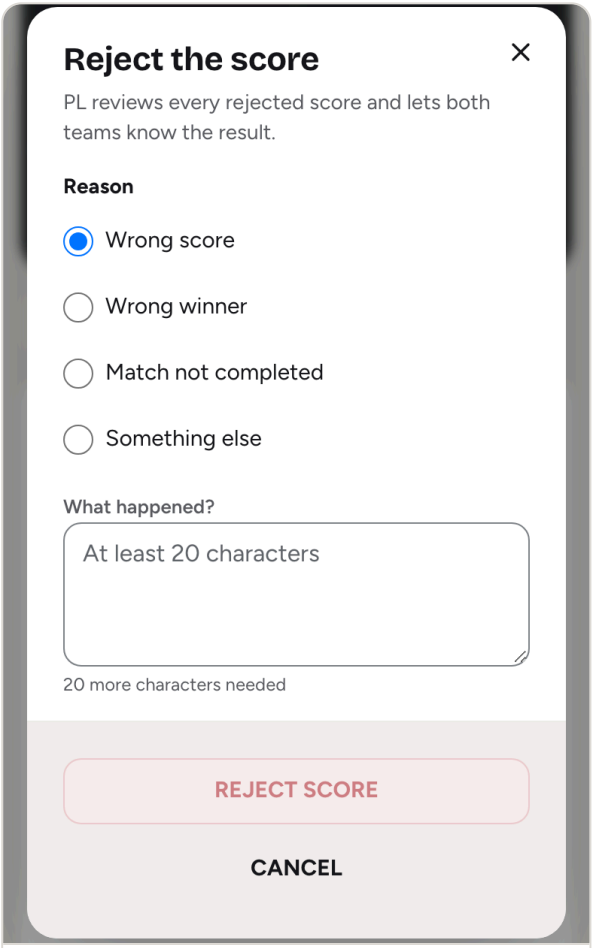
- **The score is right** → tap **CONFIRM SCORE**. The result is final, the table updates and the Player of the Match vote opens.
- **The score is wrong** → tap **REJECT**, pick a reason (*Wrong score*, *Wrong winner*, *Match not completed*, *Something else*) and say what you think the correct score is. Be specific — PL uses this to decide.

Rejecting marks the match **Disputed**. All four players are told, PL reviews both sides and decides the result. PL may contact you for more detail.

Only reject a score that is actually wrong. For anything else that happened in the match — a rule breach, a late start, an injury — use **Lodge a protest** or **Report a problem** (section 8).



The other captain's score, the countdown, CONFIRM SCORE or REJECT



Rejecting: pick a reason and explain

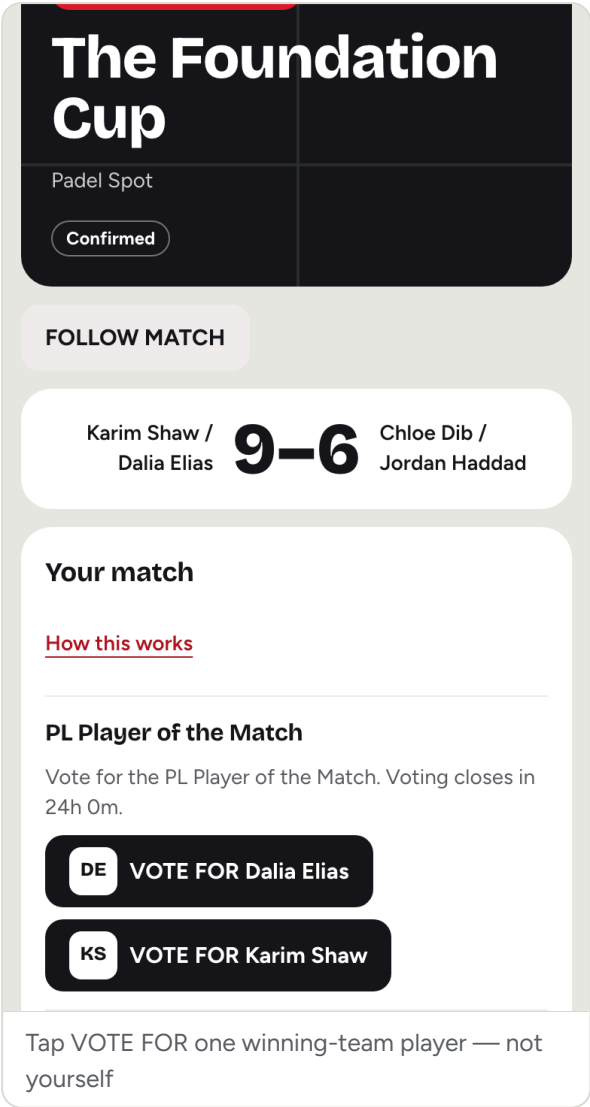
7 Player of the Match vote

The moment a result is confirmed, all four players who played can vote.

1. Open the match (you'll also get an email and an **Action needed** card on Home).
2. Under **PL Player of the Match**, tap **VOTE FOR** the player you think was best on court. It can be one of the two players on the **winning team — but not yourself**.
3. That's it. Your vote is saved and can't be changed.

- Voting closes **24 hours** after the result is confirmed.
- If the vote ends **2–2**, the **losing team's captain** gets a deciding vote and is emailed. If that's you, open the match, pick one of the two winning-team players and submit.
- There is no vote after a forfeit.
- Player of the Match awards feed into **ranking points** — see **How points work** on the Leaderboards page.

> Vote promptly, while the match is fresh — the award is announced once voting closes.



Tap VOTE FOR one winning-team player — not yourself

8 Problems: report & protest

Two tools on the match page, for two different situations. Both go to PL only — your opponents don't see what you wrote.

Report a problem — when the match can't be played or finished normally:

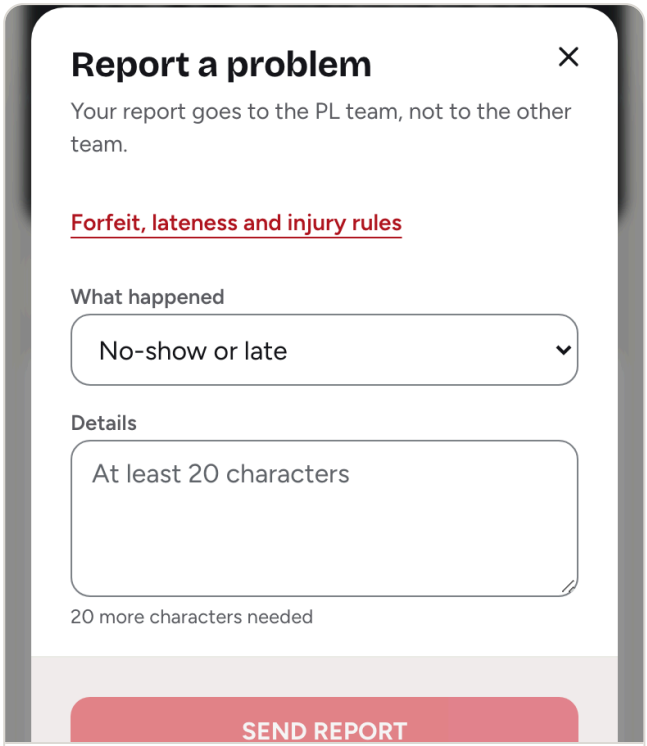
- the other team didn't turn up, or wasn't ready after the 5 minutes' grace
- your team can't play
- a player was injured and the match couldn't be finished

Pick what happened, describe it (with times where they matter) and tap **SEND REPORT**. PL reviews it, may contact both captains, and records the result. Forfeits are recorded 4–0 in the group stage.

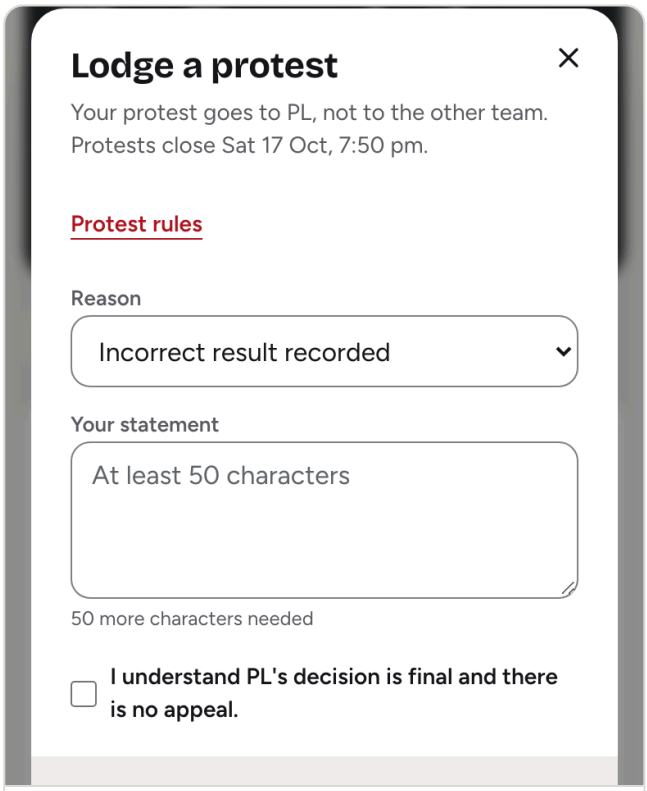
Lodge a protest — for a problem with *how* the match was played, such as a rule breach:

- available from the scheduled start until **12 hours after** it — the deadline is shown on the page
- explain what happened clearly and calmly, add up to **6 photos or videos** (each video up to **60 seconds** — trim to the moment that matters)
- tick that you understand **PL's decision is final**, then **SEND PROTEST**

Which one? Wrong score → **Reject** (section 6). Can't play / no-show / injury → **Report a problem**. Rule breach or conduct → **Lodge a protest**.



Report a problem — goes to PL only



Lodge a protest — within 12 hours of the start

9 Draw & leaderboards

You don't need to log in for these — share them with family and friends.

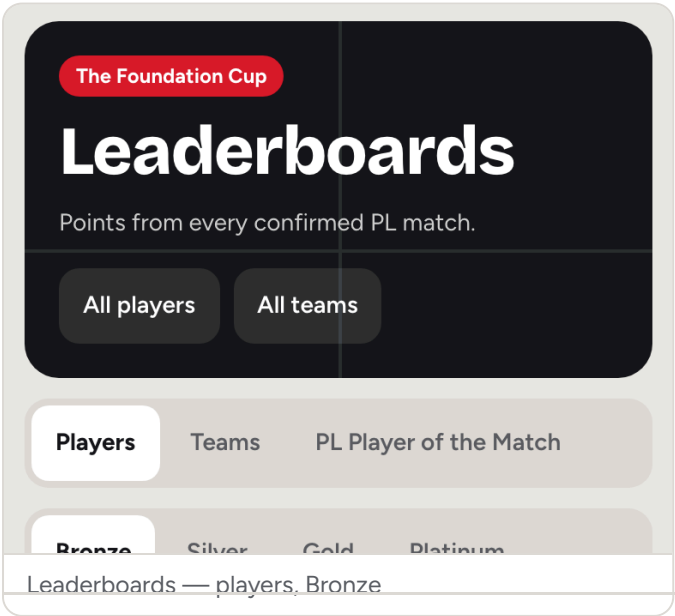
Draw (app.thepadelleagueau.com/draw)

- Pick your **tier** (Bronze / Silver / Gold / Platinum) and your **club**.
- **Groups** — the table (P = played, GD = games difference, Pts = points) and every fixture with date, time and court. The red marks show who qualifies.
- **Knockouts** — the semi-finals and Club Final, filled in as the groups finish.
- **Inter-Club** and **Final** — the later stages, once the live draw is made.

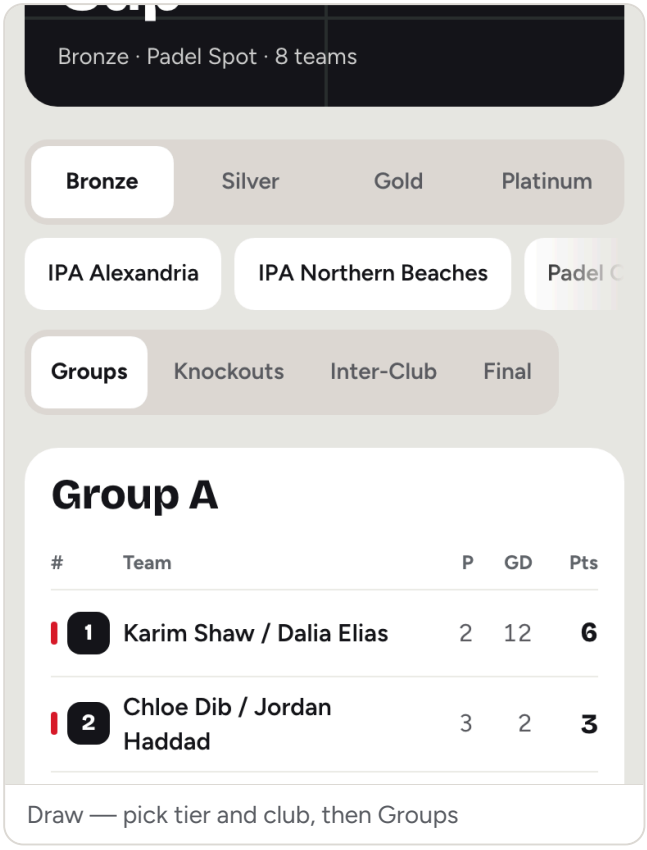
Leaderboards (app.thepadelleagueau.com/leaderboards)

- **Teams** and **Players** rankings for each tier, plus the **Player of the Match** leaders. Every team is listed from day one.
- Filter by club; tap **How points work** for the scoring.

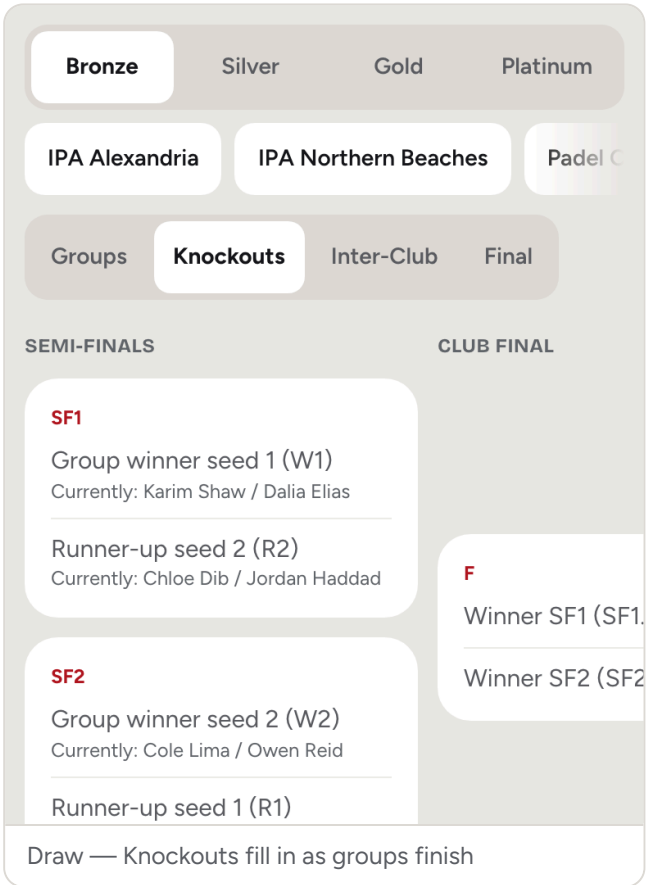
Champions and **Clubs** round out the public pages — club pages have **Directions**, the courts and every team by tier.



Leaderboards — players, Bronze



Draw — pick tier and club, then Groups



Draw — Knockouts fill in as groups finish

Points: 3 win, 1 played loss, 0 forfeit · Top two in groups of four; top four in IPA Alexandria Silver and Padel Club Silver

10 Profile, following & help

Profile — add a photo (PL approves it before it shows), your racket, favourite club, preferred side, a short bio and your Instagram. Your name, club and tier are set by PL — contact us to change them.

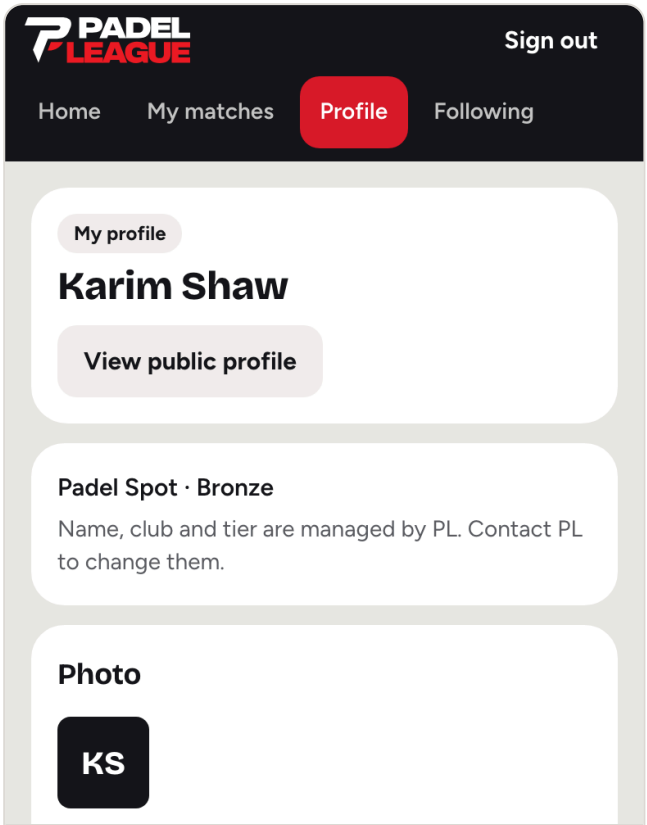
Following — follow clubs, teams and players. **For You** collects their results, Player of the Match awards and news, and you can get a daily digest by email. Manage emails under **Profile → Notification settings**.

Replacements — Players can't arrange replacements. Contact PL.

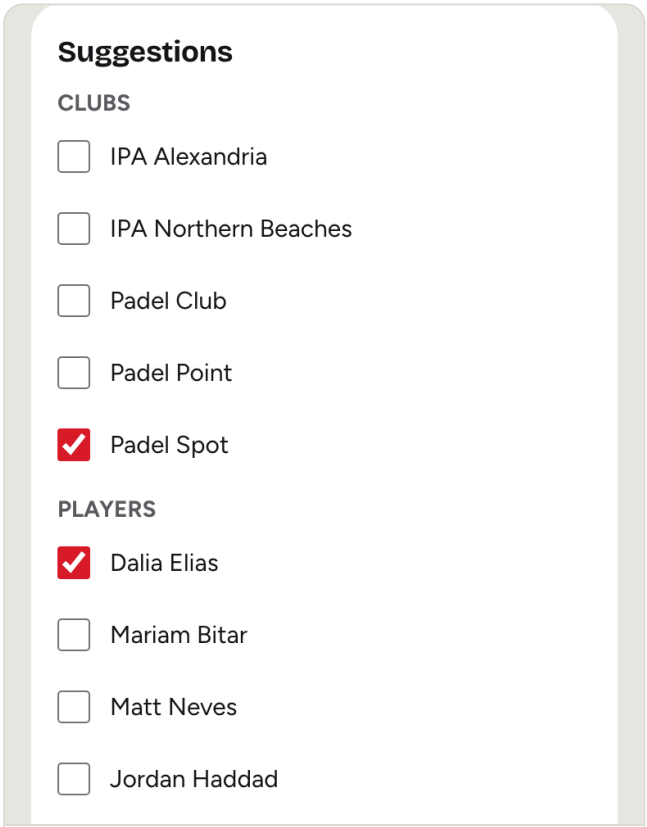
Need help? Message PL in your club's WhatsApp group with your team, club, tier and the match you're asking about. For a forfeit, no-show or injury use **Report a problem**; to disagree with a score, **Reject** it; for anything else that affected a match, **Lodge a protest** within 12 hours. Using the app keeps a record and reaches PL fastest.

Quick links

- Log in — **app.thepadelleagueau.com/login**
- Rules & Captain Guide — **app.thepadelleagueau.com/rules**
- App help — **app.thepadelleagueau.com/help**
- Draw — **/draw** · Leaderboards — **/leaderboards** · Champions — **/champions**



Profile — photo, racket, Instagram



Following — clubs, players and teams