THE PADEL LEAGUE AUSTRALIA · SEASON 1 · SYDNEY

OFFICIAL COMPETITION RULE BOOK

THE FOUNDATION CUP

GROUP MATCHES

First to 9 games, 10 from 8-8. Win 3 points, loss 1.

KNOCKOUTS

Best of three sets, tie-break at 6-6.

SCORES

Entered in the PL app. 12 hours to confirm.

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Version 2 · Updated 18 October 2026 · Replaces all earlier versions

01 COMPETITION OVERVIEW

The Padel League Australia (PL) is an independent inter-club padel competition. Players compete at their own club, win the right to represent it, then take on rival clubs on the way to PL Grand Final Day.

Season 1 is The Foundation Cup, a men's doubles competition in Sydney across four tiers: Bronze, Silver, Gold and Platinum.

PARTNER CLUB	LOCATION
Padel Spot	Minto
Padel Club	North Rocks
Padel Point	Bankstown
Indoor Padel Australia (IPA)	Alexandria

Pathway: Win your club, represent your club, beat rival clubs, reach the Grand Final, become PL Champion.

02 SEASON 1 CALENDAR

STAGE	DATES
Group stage	Mon 19 October to Mon 2 November 2026
Club semi-finals and Club Finals	2 to 9 November 2026
Inter-Club draw (Instagram Live)	Sun 8 November 2026
Inter-Club Leg 1	Mon 9 to Thu 12 November 2026
Inter-Club Leg 2	Sat 21 or Sun 22 November 2026
PL Grand Final Day	Sun 29 November 2026 (venue announced by PL)

Fixtures, times and courts are published in the PL app (app.thepadelleagueau.com). All times are Sydney time.

03 REGISTRATION, ENTRY AND PRIZES

- Registration per player: Bronze $199, Silver $209, Gold $219. Platinum players are nominated by their club.
- Registration covers every scheduled PL match. There are no extra court fees for scheduled PL matches.
- Players compete at the partner club and in the tier for which PL accepts them. PL may approve an eligibility exception.
- Every player is guaranteed at least 3 competition matches.
- Season 1 prize money: $12,500 cash. Bronze $2,000, Silver $2,500, Gold $3,500, Platinum $4,500, paid to each tier's PL Champions and split equally between the two players.

04 SEASON 1 CLUB FORMATS

Each division is played as one of the formats below, set by the size of the division at that club. The format for every division is shown in the published draw.

FORMAT	HOW IT WORKS	WHO GOES THROUGH
Group of four	Everyone plays everyone once (3 matches each).	Top two play the Club Final.
Two groups of four	3 matches each within the group.	Top two in each group. Semi-finals A1 v B2 and B1 v A2, then the Club Final.
Single group of more than four (e.g. round-robin of five, table of seven)	Round-robin of five: everyone plays everyone once. Table of seven: each team plays 4 of the other 6 teams.	Top four. Semi-finals 1st v 4th and 2nd v 3rd, then the Club Final.
One team only	No group stage.	Qualifies automatically as Club Champion.
Platinum	No club group stage. Each club nominates one team of two.	Goes straight to the Inter-Club stage.

05 GROUP MATCHES

- One extended set in a one-hour slot. First to 9 games.
- At 8-8, the target becomes 10 games. 10-8 and 10-9 are both valid. There is no win-by-two.
- No deuce: golden point at 40-40. Next point wins; receiving team chooses who receives.
- Points: 3 for a win, 1 for a loss.
- Tables show Played (P), Won (W), Lost (L), Games For (GF), Games Against (GA), Games Difference (GD) and Points (PTS).

06 GROUP TIE-BREAKS

Teams are ranked on points. If teams are level on points, they are separated in this order:

1. Games difference
2. Fewest games conceded
3. Most games won
4. Head-to-head result (two teams only)
5. Organiser decision or an official PL draw

The same order applies when comparing teams from different groups.

07 KNOCKOUT MATCHES

Every match after the group stage (club semi-finals, Club Finals, Inter-Club and Grand Final Day) uses normal padel scoring:

- Best of three sets, with normal deuce. Sets to 6 games, normal tie-break at 6-6.
- Club semi-finals, Club Finals and Inter-Club Leg 1 are booked for 90 minutes. Inter-Club Leg 2 is booked for 2 hours.
- If a match runs over, the court is extended and the match is finished in the same session. A match is never suspended, shortened or decided on the current score.

08 CLUB CHAMPIONS

- The Bronze, Silver and Gold Club Final winners at each club are PL Club Champions.
- Each Club Champion team receives an official PL Club Champion trophy and official shirts with PL and applicable sponsor branding, and represents its club in the Inter-Club stage.

- Platinum players are Club Representatives. Selection alone does not earn a Club Champion trophy.

09 INTER-CLUB STAGE

- The Club Champions in Bronze, Silver and Gold, and each club's Platinum team, enter the Inter-Club stage.
- Inter-Club pairings are made by a random live draw on Sun 8 November.
- Each tie is played over two legs between the same two teams, one at each club. PL sets the hosts and times after the draw.
- There is no aggregate score. Each leg is a separate match.
- A team that wins both legs goes through to Grand Final Day.
- If the legs are shared 1-1, a deciding super tie-break is played straight after Leg 2, in the same session: first to 9 points, no win-by-two. The winner goes through.

10 PL GRAND FINAL DAY

- The Bronze, Silver, Gold and Platinum finals are played on the same day at one neutral venue.
- Each final is best of three sets, with a 2.5-hour court booking.
- The winners of each tier are crowned PL Champions.

11 PLATINUM

- Platinum is PL's elite club-representative tier. Public registration is reserved.
- Each partner club nominates one team of two before registration closes. A nominee may be a coach at that club, a nationally ranked player, or another player chosen by the club.
- A coach or nationally ranked player may only represent their own club.
- After registration closes, a Platinum player can only be replaced in a genuine exceptional circumstance, with PL Board approval. Tactical or performance-based swaps are not allowed.

12 MATCH NIGHT

Ready to play	Teams must be on court and ready at the scheduled time.
Warm-up	A maximum 5-minute warm-up before the match starts.
Grace period	A maximum of 5 minutes after the scheduled start. A team not ready to play by then forfeits, unless PL accepts a genuine exceptional circumstance.
Balls	PL supplies the balls for every official match.
Change of ends	Players change ends after every odd-numbered game (1, 3, 5, 7 and so on) in every PL match.
Coaching	Normal padel rules apply. PL adds no extra coaching restriction.
Agree the score	Both teams agree the final score on court before leaving.

13 SCORES AND RESULTS

Entering the score	Either captain enters the score in the PL app once the match has started, ideally straight after the match. The app only accepts a valid score.
Confirming	The other captain has 12 hours to confirm or reject it. If they do nothing, the score is confirmed automatically.
Rejecting	A captain who rejects a score must give a reason and the score they believe is correct. The match is marked Disputed and PL decides the result.
After confirmation	A confirmed result is final, except where PL corrects its own administrative or data-entry error.

14 FORFEITS, INJURIES AND RESCHEDULING

Group-stage forfeit	Recorded as a 4-0 win to the opposition. The winning team gets 3 points (4 GF, 0 GA). The forfeiting team records a loss, 0 points (0 GF, 4 GA).
Knockout forfeit	Recorded as a 6-0 6-0 win to the opposition, who go through.
No-show	A team that does not attend forfeits, unless PL accepts a genuine exceptional circumstance.
Injury or withdrawal during a match	The team that cannot continue forfeits. The forfeit score replaces the score on court (4-0 in the group stage, 6-0 6-0 in knockouts).
Exceptional circumstances	PL only considers genuine exceptional circumstances such as a serious injury, a medical emergency or a family emergency. PL may ask for proof. Otherwise the forfeit rule applies.
Rescheduling	There is no ordinary rescheduling and no notice period that lets a team cancel or move a match. Only PL can move a fixture. Players must tell their opponents and PL immediately if they are running late or cannot play.
Repeated forfeits	There is no automatic removal for repeated forfeits. PL deals with each case and keeps its disciplinary powers.
Player of the Match after a forfeit	There is no Player of the Match vote after a forfeit.

15 REPLACEMENTS

- Captains and players cannot arrange replacement players. Only PL can approve a replacement, and only in a very exceptional circumstance with PL Board approval.
- A replacement must have the same or a lower Playtomic level than the player replaced, and cannot already be playing in Season 1 or registered to another PL team.
- Replacements are only possible during the group stage. After that, a team that cannot field its registered players forfeits.

16 DISPUTES AND PROTESTS

On court	Captains first try to settle any disagreement. If they cannot, host-club staff or a PL official at the venue steps in.

Forfeit points corrected to 0 by PL, 18 October 2026.

Wrong score	Use Reject in the PL app within the 12-hour confirmation window.
Match could not be played or finished	Use Report a problem in the PL app (no-show, team cannot play, injury).
Formal protest	For a rule breach or conduct issue, lodge a protest in the PL app within 12 hours of the scheduled start.
Evidence	PL considers statements from both captains and relevant host-club staff, and photos and videos submitted with a protest (up to 6 files; videos up to 60 seconds each).
Final decision	PL's decision on a dispute or protest is final. There is no appeal.

17 PLAYER OF THE MATCH

- Every official PL match has one PL Player of the Match, except a forfeit.
- All four players who played vote. Only players from the winning team can be chosen, and players cannot vote for themselves.
- Voting closes 24 hours after the result is confirmed. The player with the most votes wins.
- If the vote is tied 2-2, the losing team's captain casts the deciding vote between the two winning-team players. PL may make the final pick if voting does not finish.

18 RANKINGS

PL rankings are separate from group tables. They start with the first group match of Season 1 and build a long-term record for players and teams.

RANKING	PLAYED	WIN	PLAYER OF THE MATCH
Player	+1	+3	+2
Team		+3	

PL may add or deduct ranking points, for example as a misconduct penalty.

19 CAPTAINS

Each team has a captain, who is the team's official contact with PL. The captain enters or confirms the score, casts any deciding Player of the Match vote, lodges protests and handles match communication with PL.

20 CONDUCT

- Misconduct includes abuse, threats, deliberate cheating, fighting, racket abuse, damage to facilities or property, and any other serious conduct against PL standards.
- PL may issue a warning, deduct ranking points, fine up to $1,000, suspend or remove a player.
- For serious misconduct, PL may suspend or remove a player immediately without a warning.

21 PRIVACY AND MEDIA

By registering, players consent to PL publishing competition information: name, club, tier, results, wins and losses, rankings, ranking points, Player of the Match awards and competition history. PL never publicly displays phone numbers, email addresses, dates of birth or payment details.

22 PL AUTHORITY

PL has final authority over competition administration, player eligibility, interpretation of PL rules, disputes, disciplinary matters and exceptional circumstances. PL's decision is binding.