

COMPETE & EARN

RULES & REGULATIONS

WHO CAN PLAY?

Compete & Earn is open to any player with a recommended UTR of 7.0 or higher. We operate events for everyone from aspiring juniors to former professional players. The events delivers a format that provides level-based and progressive opportunity for all, with cross-age & cross-gender competition.

TOURNAMENT FORMAT

Different to the conventional win/loss of a linear draw format, dynamic draws will see players play four quality matches across the two day event, facing a differing degree of pressure from match to match. There is no pre-determined draw, meaning every player has the opportunity to 'win' from the first match until the last. Each game, each set, and each match has equal value. The winner or 'performer of the event' will be determined by a weighted algorithm that calculates a player's overall performance throughout their matches.

SCORING FORMAT

All matches will use a standard tie-break set format (up to 6 games), with a deciding championship tie-breaker third set. Sudden death deuce points (no-ad) will be played in each of the four rounds of the event.

WITHDRAWAL POLICIES

- Any withdrawal received after the advertised entry deadline will forfeit their entry fee. Withdrawals after the draw has been completed or during the course of the event (without medical evidence) will activate a penalty, as follows:
 - 1st offence per circuit - No penalty
 - 2nd+ offence per circuit - Player precluded from the circuit for 30 days from the date of offence and deducted 10 circuit points.
- If a player withdraws during any match during an event, they will be precluded from any other matches during the event and will receive no circuit points/prizes otherwise due.
- If a player does not step onto the court for their final match of the event, they will not receive any circuit points, or prizes/prize money otherwise due.

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- A coin toss or spin of the racket will determine who can decide who starts serving/returning.
- Maximum 4 minute match warm-up before the start of the match.
- Matches will be best of three sets with a deciding championship tie-break
- At 6 games all (during short sets) a standard tie-break is played to decide the set.
- All games will operate with deciding deuce point, receivers choice.
- In case of a third set, a championship tie-break (first to 10 points, 2 points clear) will be played to decide the match.
- In the event of bad weather, match formats may be shortened accordingly, at the discretion of the Progress Tour referee.
- Rest between matches is at the discretion of the Progress tour referee, and a recommended minimum rest of 20 minutes for short set matches, and 45 minutes for full set matches.
- Players must make themselves available to play on all days of the event and agree to participate in all scheduled matches at any stage of the event in order to be awarded their circuit points/prize money for any given event.
- Compete & Earn events are dual gender events, and while this presents a unique competitive format, players must be aware that any form of discriminatory language towards another player will not be tolerated and will result in disciplinary action.
- The Progress Tour Code of Conduct will be in operation and will apply to all parties behaviour prior to, during and after a Progress Tour event.