

# THE PROGRESS TOUR

## COMPETE EARN *and*

## RULES AND 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, and delivers a format that ensures level-based and progressive competition for all, with cross-age & cross-gender competition.

### TOURNAMENT FORMAT

Two day events with a (maximum) 24-player staggered entry draw format providing each participant with 4-6 matches. Lower-rated players will start in a qualifying draw and compete to progress to the main draw. All players, regardless of results, will be provided with the minimum number of advertised matches throughout the weekend, and involved for BOTH days.

### MATCH FORMAT

Preliminary rounds will be played using a short set format, with main draw and consolation matches using a full set format, all matches will have a deciding championship tie-breaker in the third set.

### 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 a match during an event, they will be precluded from any other matches during the event.
- If a player does not step onto the court for their final match of the event, they will not receive any circuit points or prize money due, irrespective of what position they are playing for.



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### RULES

- 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.
- Standard yellow tennis balls should be used for all matches.
- Matches will be best of three sets with two short/full tie-break sets
- 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.

### ENTRY/WITHDRAWAL REGULATIONS

- Withdrawals received after entry deadline will lose their entry fee.
- Repeated withdrawals after the draw has been done or during the course of the event (without providing proof of reason for withdrawal) will activate a penalty, as follows:
  - 1st offence in a circuit - No penalty
  - 2nd offence in a circuit - Player precluded from Compete & Earn events for 30 days from the date of offence, and deducted 10 circuit points.
- If a player withdraws during a match during an event, they will be precluded from any other matches during the event.
- If a player does not step onto the court for their final match of the event, they will not receive any circuit points or prize money due, irrespective of what position they are playing for.