UPT // OFFICIAL DOCUMENT

OFFICIAL RULES & REGULATIONS

Ultimate Pickleball Tournament – Powered by MILO®

9–10 January 2027 • Tomaz Pickleball Club, Subang USJ

DAY 1 TEAM EVENT / DAY 2 MEN'S + MIXED DOUBLES / BOOST CARD FORMAT

ORGANISED BY VERTEX ESPORTS

01 EVENT OVERVIEW & RULE HIERARCHY

ITEM	OFFICIAL POSITION
Event	Ultimate Pickleball Tournament (UPT) – Powered by MILO®
Dates	Saturday, 9 January 2027 and Sunday, 10 January 2027
Venue	Tomaz Pickleball Club, Subang USJ
Organiser	Vertex Esports Productions Sdn Bhd
Registration	SportsSync: **www.sportssync.asia/tournament/535**
Entry fees	Day 1 Team Event: **RM800 per team** (4–6 players). Day 2 Men's Doubles and Mixed Doubles: **RM300 per pair**, per category
Prize pool	Competition prize pool: **RM20,000** (cash prizes and gift equivalent). Audience giveaways worth **RM10,000** are separate and for spectators only, not players
Competition basis	These UPT Official Rules & Regulations, with the current USA Pickleball Official Rulebook applying where these regulations are silent
Final authority	Tournament Manager / Tournament Committee

RULE HIERARCHY

These UPT Official Rules & Regulations govern the tournament. Where they are silent, the current USA Pickleball Official Rulebook applies. Where they differ from it – including scoring format, game length, timeouts, Boost Cards, tiebreaks and progression – these regulations take precedence. The Tournament Manager has final authority over interpretation, disputes and operational matters.

1.1 Sporting Schedule

HOW "NOT BEFORE" TIMES WORK

UPT runs on a rolling schedule, so every match time below is a "not before" time. A match will never start earlier than its listed time. It starts on time if the court is free; if the previous match runs over, it starts as soon as that match ends. Be at your court at least 10 minutes before the listed time and follow live match calls on SportsSync.

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Day 1 – Saturday, 9 January 2027 · Team Event

TIME	SESSION
8:15 AM – 8:45 AM	Team registration and check-in
8:45 AM	Team Leaders' briefing
Not before 9:00 AM	Group Stage – Round 1
Not before 10:00 AM	Group Stage – Round 2
Not before 11:00 AM	Group Stage – Round 3
12:00 PM – 1:00 PM	Break and main stage programme (no matches)
Not before 1:00 PM	Quarter-finals
Not before 2:15 PM	Semi-final 1
Not before 3:30 PM	Semi-final 2
Not before 4:45 PM	3rd Place Match
Not before 6:00 PM	Final
Not before 7:00 PM	Prize presentation and closing

Day 2 – Sunday, 10 January 2027 · Men's Doubles and Mixed Doubles

TIME	SESSION
8:15 AM – 8:45 AM	Men's Doubles – registration and player check-in
Not before 9:00 AM	Men's Doubles – Group Stage
Announced on SportsSync	Mixed Doubles – registration and player check-in
Not before 11:30 AM	Mixed Doubles – Group Stage
Not before 1:15 PM	Men's Doubles – Round of 16
Not before 1:45 PM	Mixed Doubles – Round of 16
Not before 2:15 PM	Men's Doubles – Quarter-finals
Not before 2:45 PM	Mixed Doubles – Quarter-finals
Not before 3:15 PM	Men's Doubles – Semi-finals (back-to-back, Show Court)
Not before 4:15 PM	Mixed Doubles – Semi-finals (back-to-back, Show Court)
Not before 5:15 PM	Men's Doubles – 3rd Place Match
Not before 5:45 PM	Mixed Doubles – 3rd Place Match
Not before 6:45 PM	Men's Doubles – Final
Not before 7:15 PM	Mixed Doubles – Final
Not before 7:45 PM	Prize presentation (both categories) and closing

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02 GENERAL TOURNAMENT REGULATIONS

- All players must complete official registration, eligibility verification (including DUPR checks) and any required waiver before competing.
- Registration may close once the applicable team/category capacity is reached.
- Players are responsible for checking official event communications for bracket, timing, court and operational updates.
- Players must report to their assigned court at least 10 minutes before the announced match time.
- A player/team more than 5 minutes late may be defaulted or forfeited at the Tournament Manager's discretion.
- A maximum interval of 15 seconds between serves applies and is managed by the referee.
- Proper sporting attire and non-marking court shoes are required. Slippers, flip-flops and sandals are not permitted on court.
- Player eligibility, including any age requirement, is governed by the published registration criteria for the relevant event/category.

2.1 Paddles & Equipment

- **Approved paddles only:** every paddle must be approved by USA Pickleball or UPA-A (United Pickleball Association – Approved) and appear on either body's current approved paddle list.
- Any player may ask the referee to review a paddle used in their match. The referee, with the Tournament Manager where needed, decides whether the paddle is legal, and that decision is final.
- If a paddle is found not to be legal, penalties may apply, up to and including forfeiture of the game or match, or disqualification.
- **No replacement paddles are available.** The Organiser does not provide paddles, so players are advised to bring a legal spare.

2.2 Team Leader & Coin Toss

- Each Day 1 team and each Day 2 pair must appoint one **Team Leader** from its own registered players, and name that person at check-in.
- The Team Leader is the team's point of contact with the referee. Only the Team Leader speaks with the referee on the team's behalf, including queries, disputes, line-up submissions and the DreamBreaker line-up. Players on court still call their own lines, declare Boost Cards and call timeouts as normal.
- **Coin toss:** before each game, the referee holds a coin toss between the two Team Leaders. The Team Leader who wins the toss chooses whether their team serves or receives first.
- The side that loses the toss has no choice to make, because court sides are already set by the bracket.

03 CONDUCT, OFFICIATING & DISPUTES

- Players must show respect to opponents, referees, officials, staff, spectators and venue personnel at all times.
- Swearing directed at others, taunting, discriminatory remarks, aggressive behaviour, deliberate equipment abuse, persistent arguing and intentional delay are prohibited.

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- Penalties may include a verbal warning, technical penalty, loss of rally/point, game or match forfeiture, or disqualification, depending on severity.
- **Players call their own lines:** each team is responsible for line calls on its own side of the court; however, the referee has final authority in any line-call dispute.
- From the **Semi-finals onward**, the assigned referee controls line calls, faults, score confirmation, Boost Card administration and procedural rulings on court.
- Scores must be confirmed with the referee immediately after each game/match. Later score appeals may be rejected.
- Disputes must first be raised calmly with the referee by the Team Leader and may then be escalated to the Head Referee or Tournament Manager.
- The Tournament Manager's final ruling is binding. Play must continue promptly once a ruling is made.
- A ball touching any part of a line is in. Service foot faults and obvious non-volley zone (NVZ/Kitchen) faults may be called by the referee.

04 DAY 1 – TEAM EVENT

ELEMENT	RULE
Maximum field	16 teams
Group stage	4 groups of 4 teams, played as a round robin – every team plays every other team in its group at least once
Roster	Minimum 4 players, maximum 6 players; at least 2 men and 2 women
Recommended roster	6 players – 3 men and 3 women
Entry fee	**RM800 per team** – the same fee whether the team registers 4, 5 or 6 players
DUPR eligibility	Maximum DUPR 3.299 per individual player
NR player	Treated as DUPR 3.200 for eligibility
Match format	All 4 games are always played; if the Match is level at 2–2, Game 5 – the DreamBreaker – decides it
Progression	Group Stage → Quarter-finals → Semi-finals → 3rd Place → Final
Qualification	Top 2 teams from each group advance to the Quarter-finals

TERM	MEANING
Group	A group of 4 teams. Every team plays every other team in its group at least once (3 Matches per team, 6 Matches per group).
Match	One team against another. Each Match consists of a minimum of 4 games and a maximum of 5 (if the DreamBreaker is triggered).
Game	Each of the games within a Match. Games 1–4 are played to 15 (win by 2 from the Semi-finals onward). The DreamBreaker is played to 21.
DreamBreaker	Game 5, played only if a Match is level at 2–2. A Singles game in which each team's 2 men and 2 women rotate every 4 rallies.

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STRONGLY RECOMMENDED: REGISTER A FULL TEAM OF 6

We strongly recommend registering 6 players – 3 men and 3 women. A team that cannot field eligible players for a game forfeits that game, and a team that cannot continue a Match forfeits the remaining games. A 4-player team has no cover if a player is injured, late or unavailable, so a single absence can cost your team the Match.

4.1 Match Format & Game Order

GAME	FORMAT
1	Mixed Doubles 1
2	Men's Doubles
3	Women's Doubles
4	Mixed Doubles 2 – must use two different players from Mixed Doubles 1
5	Singles DreamBreaker – played only if the Match is level at 2–2 (Section 4.2)

- **All 4 games are always played**, in the order above, whatever the score – even if one team wins the first 3 games, Game 4 is still played. Matches therefore finish 4–0, 3–1, or 2–2 followed by the DreamBreaker.
- If the Match is level at 2–2 after Game 4, Game 5 – the DreamBreaker – decides the winner. There are no drawn Matches.
- The Team Leader submits the line-up for each game from the registered roster. Except as restricted below, a player may appear in more than one game within the same Match.
- Both Mixed Doubles games **must each use** one male and one female player.
- **Game 4 restriction:** both players selected for Mixed Doubles 2 must be different from the players who competed in Mixed Doubles 1. Players who participated in Mixed Doubles 1 may not participate in Mixed Doubles 2.
- Line-up submission deadlines and the match-call procedure will be communicated by the Tournament Manager before play.

4.2 Game 5 – Singles DreamBreaker

If a Match is level at 2–2 after the four doubles games, Game 5 – the **Singles DreamBreaker** – decides the Match winner. The team that wins the DreamBreaker wins the Match **3–2**.

THE DREAMBREAKER RULE

Each team must field 2 men and 2 women, who rotate in a fixed order: Man 1 → Woman 1 → Man 2 → Woman 2. A team that cannot field or continue a legal rotation – for any reason, including injury – is out: it forfeits the DreamBreaker and the Match.

- **Player eligibility:** each team nominates exactly **2 men and 2 women** from its registered roster of 4–6 players. A line-up of any other mix (for example, 3 men and 1 woman) is not allowed.
- **Line-up submission:** after Game 4, each Team Leader has **1 minute** to privately submit the team's complete DreamBreaker line-up to the referee. Both line-ups are revealed at the same time and stay fixed for the whole DreamBreaker. The Team Leader chooses which nominated player fills each slot.

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- **Order of play:** both teams follow the same rotation – Man 1 → Woman 1 → Man 2 → Woman 2 – so each player always faces the opposing player in the corresponding slot.
- **Player rotation – 4 rallies (serves played):** each player plays 4 rallies, then both teams rotate at the same time. Rotation counts rallies, not points: a 2-point BOOST UP rally still counts as one rally. After Woman 2's turn, the rotation repeats from Man 1 until the DreamBreaker ends.
- **Scoring – first to 21, hard cap:** rally scoring applies throughout, and the score carries forward between rotations. The first team to reach **21** wins, even at 21–20 – there is no win-by-2.
- **Service:** the coin toss before the DreamBreaker decides which team serves first (Section 2.2). After that, the team that wins each rally serves the next one. The server serves from the right service court when their team's score is even and from the left when it is odd. Rotations do not reset the score or the service.
- **Timeout:** each team has **one timeout of up to 1 minute** during the DreamBreaker, in every stage. From the Semi-finals onward, this is the same technical timeout as in Section 6.1, not an extra one.
- **Boost Cards:** each team receives **2 Boost Cards** for the DreamBreaker, drawn from the reduced Singles pool (Section 7.4). Cards belong to the team and may be played by whichever player is on court.

Example rotation (both teams rotate together):

TURN	RALLIES	PLAYERS ON COURT
1	1–4	Man 1 v Man 1
2	5–8	Woman 1 v Woman 1
3	9–12	Man 2 v Man 2
4	13–16	Woman 2 v Woman 2
5	17–20	Man 1 v Man 1
...	...	The order repeats until one team reaches 21

4.3 Group Stage (Round Robin)

- **Round robin:** the 16 teams are drawn into 4 groups of 4. Every team plays every other team in its group at least once – 3 Matches per team and 6 Matches per group.
- **All 4 games of every Match are played to completion**, regardless of score. Every game and every point counts towards the group standings.
- If a Match is level at 2–2, the DreamBreaker (Section 4.2) decides the winner.
- All games use rally scoring: a point is scored on every rally, by whichever side wins it. Rally scoring follows the USA Pickleball rally-scoring provisions for serving, server rotation and score calling.
- Games 1–4 are **first to 15** points. **No win-by-2: the first side to 15 wins, even at 15–14.** The DreamBreaker is first to 21, no win-by-2.
- A Match win earns 1 Match Point in the group standings; a loss earns 0 Match Points.
- Group standings are ranked by: (1) Match Points (1 per Match won), (2) Game Differential (games won minus games lost, including any DreamBreaker), (3) Point Differential (points won minus points lost, across all games), (4) Head-to-Head Result, then (5) a Deciding Playoff if still required.

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- Head-to-Head applies only when exactly two teams remain tied. Where three or more teams are tied, the next criterion is used instead.
- **Deciding playoff:** the tied teams play a Singles DreamBreaker under the same rules as Section 4.2 – 2 men and 2 women per team, rotating every 4 rallies, first to 21 with no win-by-2. If more than two teams are tied, the Tournament Manager will announce the playoff order before it begins.

4.4 Worked Example – Group Standings

Four teams play each other once – 6 Matches in total. **Team A** wins all three of its Matches. **Teams B, C and D** win one Match each, so they finish level on Match Points and the second qualifying spot comes down to games. A 3–2 result means the Match was decided by the DreamBreaker.

MATCH	WINNER	GAMES
A v B	A	4–0
A v C	A	3–1
A v D	A	3–2
B v C	B	4–0
C v D	C	3–1
D v B	D	3–2

RANK	TEAM	MATCH POINTS	GAMES WON	GAMES LOST	GAME DIFF.	RESULT
1	Team A	3	10	3	+7	**Qualifies**
2	Team B	1	6	7	–1	**Qualifies**
3	Team D	1	6	8	–2	Out
4	Team C	1	4	8	–4	Out

- **Step 1 – Match Points:** Team A tops the group with 3. Teams B, C and D are tied on 1.
- **Step 2 – Game Differential:** Team B (–1) ranks above Team D (–2) and Team C (–4), so Team B finishes 2nd and qualifies with Team A. Team D won as many games as Team B but lost more – it is the difference that counts.
- Only if teams were still level on Game Differential would Point Differential decide, followed by Head-to-Head (two teams only) and, as a last resort, a Deciding Playoff.

4.5 Knockout Stage

- **Single elimination:** every knockout Match is decisive – the losing team is eliminated from the competition.
- Knockout Matches use the same format: all 4 games are always played, and the DreamBreaker decides any Match level at 2–2. The Game 4 restriction still applies.
- **Quarter-finals:** Games 1–4 are first to 15. No win-by-2: the first side to 15 wins, even at 15–14.
- **Semi-finals onward** (Semi-finals, 3rd Place match and Final): Games 1–4 are **first to 15, win by 2, capped at 21 (at 20–20, the next rally wins 21–20).** Each team may also call one technical timeout per game (Section 6.1).

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- **DreamBreaker in every knockout round:** first to 21, no win-by-2.
- Show Court / Centre Court assignments are operational and may be adjusted by the Tournament Manager.

4.6 Day 1 Prizes

PLACE	CASH PRIZE	TROPHY	MEDALS	MILO HAMPER
1st	RM5,000	1 per team	Every registered player	1 per team
2nd	RM2,500	1 per team	Every registered player	1 per team
3rd	RM1,500	1 per team	Every registered player	1 per team
4th	RM1,000	1 per team	Every registered player	1 per team
5th–8th (Quarter-finalists)	–	–	–	1 per team

- Total Day 1 cash prizes: **RM10,000**.
- **Trophies:** one trophy per team for 1st, 2nd, 3rd and 4th place.
- **Medals:** every player on the registered roster of the 1st, 2nd, 3rd and 4th placed teams receives a medal (up to 6 medals per team).
- **MILO hampers:** 1st–4th place receive a MILO hamper; the four teams eliminated in the Quarter-finals (5th–8th) each receive a MILO hamper.

05 DAY 2 – INDIVIDUAL DOUBLES EVENTS

ELEMENT	MEN'S DOUBLES / MIXED DOUBLES
Maximum field	32 pairs per category
Entry fee	**RM300 per pair**, per category
Format	Group Stage → Round of 16 → Quarter-finals → Semi-finals → 3rd Place → Final
DUPR eligibility	Combined pair DUPR must not exceed 5.700
NR player	For eligibility calculations, an NR player is treated as DUPR 3.200
Group stage, Round of 16 & Quarter-finals	Single game to 15 using rally scoring. No win-by-2: the first side to 15 wins, even at 15–14.
Semi-finals, 3rd Place & Final	Single game, first to 15, win by 2, capped at 21 (at 20–20, the next rally wins 21–20); one technical timeout per pair (Section 6.1)

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5.1 Group Qualification & Tiebreaks

- The Organiser may adjust group size if final registration numbers require it, while preserving a fair route into the Round of 16.
- Unless otherwise published before the start of the category, standings are ranked by: (1) Match Wins, (2) Point Differential (points won minus points lost), (3) Head-to-Head Result, then (4) a Deciding Playoff if required.
- Head-to-Head applies only when exactly two pairs remain tied. Where three or more pairs are tied, the next criterion is used instead.
- Any playoff format will be announced by the Tournament Manager before the playoff begins.
- **Day 2 alternates between the two categories round by round** (see Section 1.1). Players entered in both categories may have short rests between matches; the Tournament Manager may adjust the call order so that no player is due on two courts at once.

5.2 Day 2 Prizes – Per Category (Men's Doubles and Mixed Doubles)

PLACE	CASH PRIZE	TROPHY	MEDALS	MILO HAMPER
1st	RM1,500	1 per pair	Both players	1 per pair
2nd	RM1,000	1 per pair	Both players	1 per pair
3rd	RM750	1 per pair	Both players	1 per pair
4th	RM500	1 per pair	Both players	1 per pair
5th–8th (Quarter-finalists)	–	–	–	1 per pair

- Cash prizes per category: **RM3,750**. Total Day 2 cash prizes across both categories: **RM7,500**.
- **Trophies:** one trophy per pair for 1st, 2nd, 3rd and 4th place.
- **Medals:** both players of the 1st, 2nd, 3rd and 4th placed pairs receive a medal.
- **MILO hampers:** 1st–4th place receive a MILO hamper; the four pairs eliminated in the Quarter-finals (5th–8th) each receive a MILO hamper.
- **Competition prize pool: RM20,000** in cash prizes and gift equivalent (trophies, medals and MILO hampers) for teams and players.
- **Audience giveaways worth RM10,000** will also be given out to spectators at the event. These are for the audience only – they are not player prizes and do not form part of the competition prize pool.

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06 TIMEOUTS, INJURY & WITHDRAWAL

6.1 Technical Timeouts (Semi-finals onward)

- In the Semi-finals, 3rd Place match and Final (both days), each team/pair may call **one technical timeout of 1 minute per game**.
- A technical timeout may only be called between rallies, by declaring it to the referee before the next serve. The referee times the minute and restarts play.
- Unused technical timeouts do not carry over to the next game.
- **DreamBreaker:** in every stage, each team has one 1-minute timeout during the DreamBreaker. From the Semi-finals onward, this is the same technical timeout, not an extra one.
- Apart from the DreamBreaker, there are no team timeouts in the Group Stage, Round of 16 or Quarter-finals. Medical timeouts (Section 6.2) and stoppages called by the referee are separate and still apply.

6.2 Medical & Injury

- Participants compete at their own risk and must immediately inform an official of any injury or condition affecting safe participation.
- A medical timeout is limited to a maximum of 15 minutes, including evaluation.
- **A player who is injured and unable to continue a game is considered to have forfeited that game, and the game is awarded to the opposing team/pair**, scored as set out in Section 6.3.
- **Day 1:** the team may continue the remaining games of the Match using eligible players from its registered roster, subject to the Game 4 restriction (Section 4.1). This does not apply in the DreamBreaker: a nominated player who cannot continue means the team is out (Section 4.2).
- **Day 2:** the match is awarded to the opposing pair.
- No mid-game substitution is permitted during an individual game.

6.3 Forfeits, Defaults & Withdrawal

- **Game not started** (for example, a no-show, late default, or no eligible players available): the opponent wins **15–0** (**21–0** in a DreamBreaker).
- **Game stopped part-way** (for example, a player retires injured): the opponent is awarded the game. The retiring side keeps the points already scored, and the opponent's score is raised to the winning score – 15 in games with no win-by-2, 21 in a DreamBreaker, or two points clear of the retiring side (maximum 21) in win-by-2 games. Examples: retirement at 9–6 becomes 15–6; retirement at 14–14 in a Semi-final becomes 16–14.
- Forfeit scores count towards Game Differential and Point Differential in the group standings.
- **No replacement players are allowed on the event day, including for medical reasons.** Any replacement request must be made to the Organiser before the event day (see below).
- Day 2: once a pair has completed event check-in, no change to the pair is permitted, except an administrative correction (for example, a name or registration error) expressly approved by the Tournament Manager before the first match.
- **Refunds are not allowed**, except in the case of force majeure where the event cannot go ahead as planned – please contact the Organiser to arrange a refund. Otherwise, a replacement player may be considered on a case-by-case basis, and only for medical or other special circumstances, before the event day.

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- **Force majeure** refers to extraordinary events beyond the Organiser's control – such as natural disasters, pandemics, or government-ordered restrictions – that make it impossible to hold the event as planned.

07 UPT BOOST CARDS – ENHANCED GAME MECHANIC

CORE PRINCIPLE

Boost Cards create strategic, temporary rule changes. The referee controls activation, timing and interpretation. Safety instructions from the referee always take priority over a card effect.

7.1 Official Doubles Card Pool

CARD	TYPE	OFFICIAL EFFECT
MIMIC	**Defence**	Copies the effect of the opponent's just-declared eligible Boost Card for the same rally. MIMIC cannot copy another MIMIC or ULTIMATE BOOST.
BOOST UP	**Attack**	If your team wins the next rally, your team scores 2 points instead of 1. If you lose the rally, normal scoring applies.
LEFTY RIGHTY	**Attack**	For the next rally, both opposing players must use their non-dominant hand.
TAG TEAM	**Defence**	For the next rally, opposing players must alternate every shot. The same player may not hit two consecutive shots for their team.
INVISIBLE PARTNER	**Attack**	Choose one opposing player to sit out the next rally. The opponent plays that rally with one player.
THE CHEF	**Attack**	For the next rally, the activating team may volley from inside the non-volley zone (Kitchen).
CARD BLOCK	**Defence**	Cancels an opponent's Boost Card that has just been declared, before the rally begins.
ULTIMATE BOOST	**Ultimate**	Combines BOOST UP and INVISIBLE PARTNER for the next rally: choose one opposing player to sit out the rally, and if your team wins it, your team scores 2 points instead of 1.
GROUNDED	**Defence**	For the next rally, the opposing team may not volley. Any volley by the opposing team is an immediate fault.

7.2 How Cards Are Played

- For each doubles game, each side receives/draws 3 Boost Cards **at random** for that game.
- Unused cards expire at the end of the game and cannot be carried into another game.
- A card must be clearly declared to the referee before the serve for the affected rally.
- A team may play a maximum of one initiating Boost Card per rally. Counter cards may be used only where their card text permits.
- Cards are not stackable. Each card affects one rally only.
- The referee has final authority on whether a card was declared in time and how it applies.

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7.3 BOOST UP & ULTIMATE BOOST at the End of a Game

- **Games with no win-by-2** (group stage, Round of 16 and Quarter-finals): the score stops at 15. A 2-point rally won at 14 counts as 1 point and ends the game at 15 (for example, 15–13).
- **Win-by-2 games** (Semi-finals onward): both points count in full. A 2-point rally won at 14–14 ends the game 16–14 immediately; a 2-point rally won by the trailing side at 13–14 makes it 15–14 and play continues.
- **DreamBreaker** (always first to 21, no win-by-2): the score stops at 21. A 2-point rally won at 20 counts as 1 point and ends the game at 21 (for example, 21–19).
- No game can go above 21. A 2-point rally won at 20–20 ends the game 21–20.

7.4 DreamBreaker Card Pool (Singles)

The Singles DreamBreaker uses a reduced Boost Card pool. Each team receives **2 cards** from this pool for the DreamBreaker.

CARD	USABLE IN THE DREAMBREAKER?	NOTE
MIMIC	**Yes**	
BOOST UP	**Yes**	
LEFTY RIGHTY	**Yes**	The opponent must use their non-dominant hand
THE CHEF	**Yes**	
CARD BLOCK	**Yes**	
GROUNDED	**Yes**	
TAG TEAM	No	Not usable in Singles
INVISIBLE PARTNER	No	Not usable in Singles
ULTIMATE BOOST	No	Not usable in Singles

- In Singles, card effects that refer to “both opposing players” or “your team” apply to the single opponent or player.
- The same declaration, timing and referee-authority rules apply.

08 MEDIA, PRIVACY & PARTICIPATION

- Event photography, video recording, livestreaming and other media coverage will take place throughout UPT.
- By registering and participating, players acknowledge that their image, voice and match participation may appear in legitimate event, promotional, social-media and sponsor-related content, subject to applicable law and the event privacy notice.
- Any marketing/database consent requested during registration will be handled separately from tournament participation and in accordance with the stated consent terms.
- Participants must notify the Organiser of any relevant medical or accessibility requirement that may affect safe participation or event operations.
- The Organiser will take reasonable event-safety precautions; participants remain responsible for playing within their own physical ability.

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09 OPERATIONAL AUTHORITY & CHANGES

- The Tournament Manager may adjust match sequence, court assignment, call times, group size or operational procedures where necessary to preserve safety, fairness and event timing.
- A rules amendment that materially changes scoring, eligibility or progression will be communicated to affected players and Team Leaders before it takes effect.
- Matters not expressly covered by these regulations will be decided using the USA Pickleball Official Rulebook and/or the Tournament Manager's ruling.
- The Head Referee and all referees assigned to the tournament are **appointed and managed by an independent third-party officiating provider.**
- All officiating-related matters shall be handled by the appointed officiating provider in accordance with the applicable tournament rules and regulations.

9.1 Force Majeure, Postponement & Cancellation

- **Force majeure** refers to extraordinary events beyond the Organiser's control – such as natural disasters, pandemics, or government-ordered restrictions – that make it impossible to hold the event as planned.
- Separately, the Organiser may delay, suspend or adjust play for other circumstances beyond its control, such as severe weather, power or venue failure, or safety and security threats.
- If a force majeure event occurs, the Organiser may delay, suspend, shorten, relocate, reschedule or cancel all or part of the tournament. Player and spectator safety takes priority over completing the schedule.
- To complete the tournament fairly, the Tournament Manager may modify the competition format, including game length, the number of games in a Match, group sizes or bracket structure. Any such change will be announced before play resumes.
- If a category cannot be completed, the Tournament Manager will determine final placings and the allocation of prizes based on results achieved up to that point. This decision is final.
- If the tournament is rescheduled, existing registrations remain valid for the new date. Where force majeure means the event cannot go ahead as planned, participants may contact the Organiser to arrange a refund (Section 6.3).
- The Organiser is not liable for travel, accommodation or other costs incurred by participants or spectators as a result of a force majeure event.
- All updates will be published through SportsSync and official UPT channels.

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10 QUICK REFERENCE – WHAT PLAYERS MUST REMEMBER

BEFORE PLAY	DURING PLAY	AFTER PLAY
Check in and verify eligibility	Follow referee instructions	Confirm the score/result immediately
Be at court 10 minutes early	Declare Boost Cards before the serve	Raise any dispute before leaving court
Bring your own approved paddle (USA Pickleball or UPA-A)	Respect the 15-second serve interval	Check the next match call / bracket update
Know your team/pair DUPR status	Maintain sportsmanship	Remain available for the ceremony if placed
Day 1: plan line-ups so Mixed Doubles 2 uses different players from Mixed Doubles 1 – and be ready to submit your DreamBreaker line-up (2 men, 2 women) within 1 minute of Game 4	Semi-finals onward: 1 technical timeout per game	Collect trophies, medals and hampers at the ceremony

10.1 Scoring at a Glance

STAGE	DAY 1 – TEAM EVENT (MATCHES OF 4–5 GAMES)	DAY 2 – DOUBLES (SINGLE GAME)
Group stage	Games 1–4: first to 15, no win-by-2; all 4 games always played	First to 15, no win-by-2
Round of 16	–	First to 15, no win-by-2
Quarter-finals	Games 1–4: first to 15, no win-by-2	First to 15, no win-by-2
Semi-finals, 3rd Place & Final	Games 1–4: first to 15, win by 2, capped at 21; 1 technical timeout per team per game	First to 15, win by 2, capped at 21; 1 technical timeout per pair
Game 5 – Singles DreamBreaker (if 2–2)	First to 21, no win-by-2; 2 men and 2 women rotate every 4 rallies; 1 timeout per team	–
Deciding playoff	Singles DreamBreaker, first to 21, no win-by-2	Format announced by the Tournament Manager
Forfeited game	15–0 if not started (21–0 in a DreamBreaker); opponent raised to winning score if stopped part-way	Same as Day 1

OFFICIAL CONTACT POINT

Tournament questions, protests and rules clarifications must be directed to the Tournament Control Desk / Tournament Manager during the event. Social-media messages are not an official protest channel.

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11 TOURNAMENT REGISTRATION

- All participants are required to register through the official **SportsSync** tournament platform: **www.sportssync.asia/tournament/535**
- All tournament registrations and participant details must be submitted through SportsSync.
- Participants are responsible for ensuring that their personal details, team information and player profiles are accurate.
- All tournament brackets, group standings, match schedules and progression will be published through SportsSync.
- Participants should regularly check SportsSync for their match assignments, court allocations, match times and results.
- SportsSync will serve as the official reference platform for tournament-related information and updates.

12 OFFICIAL EVENT ORGANISER

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