



# THE PROGRESS TOUR

## COMPETE EARN *and*

## RULES AND REGULATIONS

### WHO CAN PLAY?

Compete & Earn is open to any player with a UTR of 5 or higher . We operate events for everyone from aspiring juniors to former professional players and integrate a format that ensures level-based and progressive competition for all, with cross-age and cross-gender events.

### TOURNAMENT FORMAT

Two day events with a 16-player compass draw format (8 player draws operate with a Round-robin format) providing each participant with a minimum of 4 matches. Every event will yield a tournament winner, prize money and additional prizes as well as offering circuit points based on the draws finals standings.

### MATCH FORMAT

A standard scoring format will be used with two tie-break sets and a championship tie-breaker to determine the match. Every player is guaranteed four long format matches across the weekend event.

### TIERED SYSTEM

Compete & Earn events are separated into three tiers:

Tier I: UTR 9.00+

Tier II: UTR 7.00-8.99

Tier III: UTR 5.00-6.99

Winners and Runner's up at each event also earn their right of passage as qualifiers into the next tier up, and the opportunity to pitch themselves against higher level players at their next chosen Compete & Earn event. Players across all three tiers will accumulate circuit points and compete for final top three standings. Whether you are competing in Tier 1, 2, or 3 everyone will get the same opportunity to win the bonus prize.



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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 full tie-break sets
- At 6 games all (during short sets) a standard tie-break is played to decide the set.
- All games with 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 60 minutes.
- 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 for any given event.
- 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.