

1.1 MATCH STRUCTURE — CORE DEFINITION

A PTL match consists of:

A. Four Simultaneous Doubles Lines

Exactly 4 doubles matches per team

All 4 lines are played simultaneously

Matches must begin within a 5-minute synchronization window

A match is not considered valid unless at least 3 of 4 lines begin on time

B. Court Requirement

Minimum of 4 playable courts required for official match start

Courts must be assigned prior to warm-up start

Courts must be confirmed by both captains before play begins

C. Match Validity Conditions

A match is considered OFFICIAL only if:

At least 3 lines complete play to valid result OR are defaulted under PTL rules

AND no league violation overrides validity

If fewer than 3 lines are completed:

→ MATCH = FULL TEAM DEFAULT (4–0)

1.2 MATCH START PROCEDURE

Step 1 — Captain Check-In

Both captains must confirm roster readiness in PTL app

No match may begin without dual confirmation

Step 2 — Lineup Lock

Lineups are locked in system prior to start

No changes permitted after lock

System automatically reveals matchups simultaneously

Step 3 — Warm-Up Window

Maximum warm-up: 10 minutes total

Includes all hitting + serves

Warm-up begins only after courts are assigned and captains confirm readiness

Step 4 — Match Start Trigger

All 4 courts must begin within a 5-minute window

If delay exceeds 15 minutes total → PTL procedural violation review triggered

1.3 SCORING SYSTEM (FULL SPEC)

Game Format

No-ad scoring system used for all games

Receiver chooses side on no-ad point

Gender-matched rules apply in mixed contexts

Set Format

Sets are first to 6 games

Must win by 2 games OR reach 7–6 tiebreak

Tiebreak = 7-point standard

Match Format

Best of 3 sets per line

Full third set must be played unless officially terminated under PTL rules

1.4 MATCH COMPLETION RULES

A match line is valid if:

Completed normally OR

Completed via retirement OR

Completed via official default

A match is fully valid only if:

At least 3 of 4 lines are validly completed

If not:

→ automatic full-match default applies

1.5 DEFAULT SYSTEM (FULL ENGINE RULE)

Full Match Default Conditions:

Triggered when:

fewer than 3 lines are completed

team fails to field minimum roster requirement

match abandoned under disciplinary ruling

Default Result:

Match score = 4–0

Each line recorded as 6–0, 6–0

1.6 DISRUPTION EVENTS

Allowed Interruptions:

weather

injury

facility failure

PTL-approved emergency

System Behavior:

Completed lines are frozen and count

Incomplete lines resume at exact score position

No replay of completed sets allowed

1.7 PTL OVERRIDE AUTHORITY

PTL may:

pause match validity

suspend match completion

override scheduling outcomes

enforce penalties or adjustments

ONLY in cases involving:

integrity violations

safety issues

system failures

disciplinary enforcement

2.1 LINEUP STRUCTURE (CORE DEFINITION)

Each PTL match requires:

Exactly 4 doubles pairings per team

Each pairing assigned to one of 4 simultaneous match lines

All line assignments must be submitted before lineup lock

Key Rule:

Lineups are hidden until lock time, then revealed simultaneously.

2.2 LINEUP SUBMISSION PROCESS

Step 1 — Captain Submission

Captains submit 4 doubles pairings via PTL platform

Each pairing includes:

Player A

Player B

Optional designation notes (internal only)

Step 2 — Validation Engine (SYSTEM CHECK)

PTL system automatically verifies:

A lineup is INVALID if:

fewer than 4 pairings submitted

same player appears more than once

unregistered player included

roster violation detected

If invalid:

→ captain is notified immediately

→ must correct before lock deadline

→ failure to correct results in administrative intervention or default assignment

Step 3 — Lock Timing

Lineups lock at a fixed PTL-defined time window

No edits allowed after lock

Lock time is identical for both teams

Step 4 — Simultaneous Reveal

At lock time:

both lineups are revealed at the same moment

matchups are auto-generated by system pairing logic

2.3 LINE MATCHING SYSTEM (ENGINE LOGIC)

PTL uses deterministic line assignment:

Line 1 vs Line 1

Line 2 vs Line 2

Line 3 vs Line 3

Line 4 vs Line 4

No reshuffling after lock.

2.4 FLEXIBILITY RULES (STRATEGIC FREEDOM)

Captains may:

assign any player combination to any line

stack stronger pairings on any line

adjust strategy weekly

BUT:

no changes allowed after lock

no late substitutions

no match-day restructuring

2.5 SUBSTITUTION RULES (CRITICAL)

Before Lock:

full flexibility allowed

After Lock:

no substitutions allowed under normal conditions

Exceptions:

Substitutions ONLY allowed if:

player injury before match start AND verified

PTL approves emergency substitution

substitution occurs before first serve on any court

If match already started:

→ substitution not allowed

→ line defaults if necessary

2.6 LINEUP DISPUTES

A lineup may be challenged if:

ineligible player used

duplicate player detected

roster violation suspected

Dispute Window:

must be filed within 48 hours post-match

2.7 SYSTEM ERROR HANDLING

If PTL system failure occurs:

lineups are frozen at last valid submission

PTL may reconstruct lineup from audit logs

captains cannot manually override system state

2.8 LINEUP VIOLATION PENALTIES

Violations include:

improper lineup submission
eligibility violations
intentional misrepresentation

Penalties may include:

line default
match default
team penalty points
captain disciplinary action

2.9 CAPTAIN RESPONSIBILITY RULE

Captains are fully responsible for:

lineup accuracy
roster compliance
submission timing

System errors caused by user input = captain liability

3.1 CORE SCHEDULING MODEL

PTL operates on a:

Weekly Match Cycle System

Each team plays:

exactly 1 match per week

Key Constraint:

No team may play more than 1 official match per week unless PTL grants an exception

3.2 SEASON STRUCTURE

A PTL season is divided into:

Phase 1 — Regular Season

round-robin style within division

fixed weekly match cadence

standings accumulate over time

Phase 2 — Playoff Qualification Lock

all regular season matches must be completed

no early playoff seeding allowed

Phase 3 — Postseason

playoff bracket system activated

promotion/relegation matches occur

3.3 MATCH WINDOWS (CRITICAL SYSTEM RULE)

Each market operates under:

Defined Weekly Match Windows

Example structure:

Saturday window

Sunday window

or weekday assigned windows depending on market

Rules:

PTL defines allowed match days per market

Home teams select exact match time within window

Matches outside approved windows are invalid unless PTL approves exception

3.4 SCHEDULING AUTHORITY STRUCTURE

Scheduling control is split:

PTL Controls:

season calendar

match windows

buffer weeks

league-wide structure

conflict resolution

Home Team Controls:

exact match timing within allowed window

facility selection (approved list)

court assignment (pre-match)

3.5 SCHEDULING CONFLICT RESOLUTION

If scheduling conflict occurs:

Priority Order:

PTL directive overrides all

Facility availability constraints

Home team preference

Away team accommodation (when possible)

If no resolution:

→ PTL assigns final match time

3.6 RESCHEDULING RULES

Matches may only be rescheduled for:

Valid Reasons:

weather

facility closure

emergency (PTL-approved only)

Invalid Reasons:

player availability issues

casual scheduling preference

travel inconvenience

3.7 BUFFER WEEK SYSTEM

Each season includes:

built-in buffer weeks

Purpose:

reschedule delayed matches

resolve incomplete fixtures

maintain competitive integrity

3.8 WEATHER INTERRUPTION SYSTEM

If match is interrupted:

Completed Lines:

fully count and are locked permanently

Incomplete Lines:

resume at exact score state

no replay of completed games

3.9 MATCH VALIDITY RULE

A match is valid only if:

scheduled within PTL-approved window

played on approved facility

lineup system followed correctly

If invalid:

→ PTL may void, reschedule, or default match

3.10 MULTI-MARKET TIMING SYSTEM (IMPORTANT FOR SCALE)

PTL supports staggered league start times in future:

Phase 1 (Launch)

synchronized national season start

Phase 2 (Expansion)

regional staggered season calendars

Each market may operate:

different season start dates

different weekly windows

BUT:

governed under same PTL rule structure

3.11 SCHEDULING FAILURE CONDITIONS

A match is considered scheduling-failed if:

not completed within allocated window + buffer

no PTL-approved extension exists

Result:

→ PTL determines outcome (reschedule, default, or adjusted result)

3.12 SYSTEM PRINCIPLE

All scheduling rules follow one core principle:

Competitive integrity always overrides convenience.

4.1 PLAYOFF QUALIFICATION RULES

4.1.1 Qualification Threshold

Top 2 teams per division qualify for playoffs (base 8-team division model)

4.1.2 Eligibility Requirement

To qualify for playoffs:

team must complete full regular season schedule

all match results must be verified and locked

no outstanding disputes may remain unresolved

If disputes remain unresolved:

→ PTL may delay seeding lock

4.2 PLAYOFF STRUCTURE

4.2.1 Format Type

PTL playoffs use:

single elimination structure

no aggregate scoring

no multi-leg matches

4.2.2 Match Format Consistency Rule

All playoff matches MUST use:

identical format to regular season matches:

4 doubles lines

no-ad scoring

best of 3 sets

7-point tiebreak at 6–6

No format deviation allowed.

4.3 SEEDING SYSTEM

4.3.1 Seeding Basis

Seeding is determined by:

total points

head-to-head record

total match wins

line differential

set differential

game differential

PTL final resolution (if needed)

4.3.2 Tiebreak Integrity Rule

No seeding is finalized until:

all matches are completed

all disputes resolved

all results locked

4.4 HOME ADVANTAGE RULE

4.4.1 Hosting Rights

Higher seed hosts playoff match

Facility must be PTL-approved

Facility must meet 4-court requirement

4.4.2 Hosting Failure

If higher seed cannot host:

match is moved to next eligible facility

PTL may assign neutral venue if necessary

4.5 PLAYOFF MATCH VALIDITY

A playoff match is valid only if:

all 4 lines are completed OR properly defaulted

no unresolved rule violations exist

PTL confirms match integrity

If invalid:

→ PTL may order replay or adjusted ruling

4.6 POSTSEASON DISPUTE RULE (STRICTER THAN REGULAR SEASON)

Dispute window remains 48 hours

However, PTL may extend review period if:

championship integrity is in question

eligibility violations are suspected

4.7 GOLDEN LINE SYSTEM (POSTSEASON ONLY)

If playoff match ends 2–2:

4.7.1 Activation

Golden Line is immediately triggered

4.7.2 Format

one pro set to 8 games

at 7–7 → 7-point tiebreak

4.7.3 Player Selection

must be chosen from players who competed in that match

captains select lineup

PTL may intervene if eligibility dispute exists

4.7.4 Purpose

Golden Line determines:

advancement

elimination outcome

championship progression

4.8 PLAYOFF SCHEDULING RULE

playoffs occur in a dedicated postseason window

no regular season matches overlap

all matches scheduled by PTL centrally

4.9 COMPETITIVE INTEGRITY RULE

PTL may intervene in playoffs if:

lineup manipulation is suspected

eligibility violations occur

match integrity is compromised

external conditions affect fairness

PTL authority overrides all playoff outcomes if necessary.

5.1 CORE LEAGUE STRUCTURE MODEL

PTL operates on a tiered pyramid system:

Each market contains:

multiple divisions (tiers)

each division ideally structured in 8-team blocks

divisions stacked vertically by competitive strength

5.2 BASE DIVISION STRUCTURE (LAUNCH MODEL)

At launch:

2 divisions per market

8 teams per division

Total:

→ 16 teams per market ecosystem minimum

5.3 PROMOTION RULES

5.3.1 Automatic Promotion

At end of season:

1st place team in lower division → promoted automatically

5.3.2 Scaling Rule (IMPORTANT)

As divisions grow:

16-team divisions:

2 automatic promotion spots

24-team divisions:

3 automatic promotion spots

5.3.3 Promotion Eligibility Requirement

A team is eligible for promotion only if:

all matches completed

no outstanding disputes

roster compliance maintained

PTL integrity approval passed

5.4 RELEGATION RULES

5.4.1 Automatic Relegation

Bottom team(s) in upper division are relegated automatically

5.4.2 Scaling Rule

Same scaling logic applies:

16 teams → 2 relegation spots

24 teams → 3 relegation spots

5.4.3 Relegation Protection Exception

PTL may override relegation if:

extreme imbalance occurred (injury anomalies, schedule disruption)

integrity of division is compromised

extraordinary circumstances exist

5.5 PROMOTION/RELEGATION PLAYOFF SYSTEM

5.5.1 Playoff Match Structure

In addition to automatic movement:

next-highest lower division team

vs

lowest safe upper division team

They play:

single PTL match

higher division team hosts

5.5.2 Outcome Rules

Winner plays in higher division next season

Loser plays in lower division next season

5.6 SEASON RESET SYSTEM

At season end:

all divisions reset for restructuring

new schedules generated

new competitive balance applied

teams redistributed based on movement rules

5.7 EXPANSION INTEGRATION RULE

When new teams enter PTL:

They are placed:

at bottom of lowest division

NOT in top tiers

This preserves:

competitive integrity

earned advancement structure

5.8 MARKET SCALING MODEL

As markets grow:

Division structure expands:

8-team base → standard unit

16-team → dual tier system

24-team → multi-tier pyramid

5–6 tier markets allowed long-term

5.9 COMPETITIVE BALANCE RULE

PTL reserves authority to:

rebalance divisions

adjust tier composition

restructure markets

ONLY between seasons

5.10 CORE PRINCIPLE

Promotion/relegation exists to ensure:

Teams always play at their true competitive level.