

## Around The Net - Format

There will be at least **7 players per team**.

Total budget per manager - **4 million**

Total number of teams - **10**

5 players will be playing in a particular fixture.

	<b>Team 1</b>	<b>Team 2</b>
<b>Match 1</b>	Player A	Player X
<b>Match 2</b>	Player B	Player Y
<b>Match 3</b>	Player C	Player Z
<b>Match 4 (Doubles)</b>	Players D and E	Players V and W
<b>Match 5</b>	Player A	Player Y
<b>Match 6</b>	Player B	Player X

Every singles match is worth 1 point.

The doubles match is worth 2 points.

Total Points-7 (4 points to win a fixture.)

Any player that has played **singles** in a fixture **can not play doubles** in that **particular fixture**.

<b>Group A</b>	<b>Group B</b>
Team 1	Team 6
Team 2	Team 7
Team 3	Team 8
Team 4	Team 9
Team 5	Team 10

The league stage will be conducted in a **Single Round Robin Format**.

The 1st placed teams from respective groups will directly qualify into **Semifinals**.

Similarly the 3rd placed Team from Group A competes with the 2nd placed Team from Group B. The winning team qualifies for **Semifinals 1**.

The 2nd placed Team from Group A competes with the 3rd placed Team from Group B. The winning team qualifies for **Semifinals 2**.

The same is shown below:



A **Third-place match** will be played between the teams defeated in Semifinal 1 and Semifinal 2.

## Tournament Rulebook

The tournament will be conducted as per [International Table Tennis Federation \(ITTF\) handbook](#) unless otherwise specified.

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Each fixture consists of **6 matches**- 3 Singles, 1 Doubles and 2 Reverse Singles. Singles matches are worth 1 point each and Doubles matches are worth 2 points. First team to win 4 points wins the Fixture.

Each set will consist of **11 points**.

Group Stage Matches will be Best of **3 Sets**.

Semi-Finals and Finals will be Best of **5 Sets**.

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### Timeouts Allowed:

Group Stage- 1 Timeout per Match (1 minute)

Semi-Finals and Finals- 2 Timeouts per Match (1 minute)

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**It is the responsibility of the manager/captain for the teams to report to SAC 15 minutes before the scheduled start time. Any delay caused by a team will result in a walk-over given to the opposite team.**

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Players should refrain from any form of verbal communication, distraction, or unsporting conduct, **while a point is in progress**.

The **Match Umpire's decision** will be final and binding.

If there are still any disputes or clarifications, they must be raised **immediately after the match** with the **organising committee**.

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The Organizing Committee reserves the right to:

- Modify rules, match formats, or scheduling,
- Handle unforeseen circumstances appropriately.

# Official Auction Rulebook

## 1. Tournament Context

Each team will be formed through a player auction. Managers are responsible for bidding, budgeting, and completing their squad within rules stated below.

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## 2. Team Purse

- Every team receives a fixed purse of **4 Million**.
  - Teams **cannot exceed** their purse while bidding.
  - Any remaining purse after the auction has **no in-game advantage**.
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## 3. Squad Composition Rules

Each team must have:

- **At least 7 total players.**
  - Teams must ensure they can field **3 singles + 1 doubles** lineup.
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## 4. Auction Player Order

- Auction will proceed in a predetermined **category-wise manner**.
  - The players **inside each category are pre-decided** and will be displayed before the auction begins. The order of players inside each category will be randomised.
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## 5. Bidding Procedure

- Bidding starts at the **base price** of the player's category.
  - Bid increment will be **25K** till the bid reaches **1M**. Post **1M**, the increments will be **50K**.
  - A bid is valid only if the paddle is raised by the designated team bidder.
  - Once Auctioneer announces:
    - **"Going Once... Going Twice... SOLD"** → The player is assigned to the highest bidder.
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## 6. Representation Rule

- Only **one representative per team** may speak during bidding.
  - Any interference or shouting from others may result in a **warning**.
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## 7. Captain Assignment Rule

- The **first player acquired** by a team becomes the **Team Captain** for the course of the auction.
  - The captain may assist the manager in strategy for remaining bidding rounds.
  - The manager is allowed to change their captain from the first player to any other player after the auction.
  - Once the team captain is finalised by the manager, they are not allowed to change their captain after that point.
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## **9. Unsold Players**

- If a player remains unsold in the first round, they may be brought back later into the **Accelerated Round**.
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## **9. Post-Auction Trade Window**

- After auction, teams may trade players provided:
    - Both team's managers and captains agree.
    - Transfer is documented and approved by the Organizing Committee.
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## **10. Auction Authority**

- **The Auctioneer's decision will be final.**
  - Any disputes must be raised respectfully and will be resolved immediately.
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