

MEN OF THE MILE — LEAGUE HANDBOOK

Official rules and format.

1. About the League

The Men of the Mile League is a level-based padel competition run across MOTM's weekly socials. Players compete on an individual table over a season of game weeks, with rotating partners throughout, then the leading players are seeded into a Finals Night to decide the champions.

The format is built around a simple idea: your result is earned by you, not by the partner you happen to draw. Everyone partners everyone in their court, so the table reflects the player, not the pairing.

2. Definitions

League: One level-based competition (Beginner, Intermediate or Advanced) run over a single season.

Season: The competition period, 10 to 12 game weeks followed by a Finals Night.

Game week: A scheduled MOTM social at which League matches are played.

Court of four: A group of four players who play a rotating set of matches together in one session.

Match: A single set between two pairs.

Member: A current MOTM member on a Monthly or Annual membership.

Admin: MOTM staff responsible for running the League, entering results and managing the table.

3. Structure and Levels

Three separate leagues run in parallel each season:

- Beginner
- Intermediate
- Advanced

Each league holds 12, 16 or 20 players (multiples of four, so every session divides cleanly into courts of four).

Level entry. Entry to each level is guided by WPPR rating:

- Beginner: D- to D (0.0 to 2.2)
- Intermediate: D+ to C- (2.3 to 3.2)
- Advanced: C to C+ (3.3 to 4.2)

MOTM also takes a player's social and tournament history into account. Final placement is at Admin's discretion, to keep each league fairly matched.

Movement between seasons. Players may move up or down a level from one season to the next based on how they finish and on Admin's assessment.

Multiple leagues. Players may request to join more than one level in the same season. Admission to a second league is at the discretion of League Admin, to protect competitiveness and fair play.

4. Season Length

Each League runs over a season of 10 to 12 game weeks, followed by a Finals Night.

A player must take part in a minimum of 8 game weeks to qualify for Finals Night.

The table resets at the start of every season, so each season is a fresh climb.

5. Eligibility and Registration

Who can play. The League is open to MOTM community members and guests who register for a place and meet the standard of the level they enter.

Registration fee. Registration is 100 AED per league.

Member benefit. MOTM members receive one free registration per season. A member joining a second league in the same season pays the standard registration fee for that

second league.

Membership condition. Monthly members must remain members for the full duration of any league they are enrolled in. If a member's membership lapses during a season, the player has 24 hours to renew, or to pay the standard registration fee. Failure to do either results in elimination from the League.

Registration is confirmed once the fee is received, or once a member's free registration is applied.

6. Fees and Payment

Registration: 100 AED per league.

Game-day fee: 130 AED per person per game week, discounted for members in line with their membership tier.

Finals Night fee: 275 AED per person, discounted for members in line with their membership tier.

When fees are due. Registration is payable on entry. Game-day and Finals Night fees are payable in advance of play, by the payment methods MOTM makes available.

Refunds. Registration fees are refunded only if a League does not begin. A game-day fee may be refunded only at Admin's discretion, and only where a suitable replacement player is found for the session.

Non-payment. Places are held on the basis of payment. Unpaid registration or session fees may result in a player being held out of a session or removed from the League.

7. How a Game Week Works

Play happens only at scheduled MOTM socials, across MOTM's partner venues.

Court seeding. Players are seated into courts of four by their current position on the table. The top four players share a court, the next four share the next court, and so on. In the first game week, where there is no table yet, courts are drawn at random.

The rotation. Each court of four plays three matches, one set each. Across those three matches you partner all three of your courtmates once. This is what keeps the League individual: over the session, no one keeps the same partner.

Session length. One 90-minute slot per court.

8. Match Format

One set per match. Each of the three matches in a court is a single set, played as a race to 6 games.

Golden point, no advantage. Games are played without advantage. At deuce, a single golden point decides the game.

Tiebreak. At 5 games to 5, a tiebreak to 7 points is played, won by two clear points. The tiebreak is the deciding game, so a set won this way is recorded as 6 to 5.

Winner. The pair that wins the set wins the match. There are no drawn matches.

Scores are recorded game by game (for example 6 to 3, or 6 to 5 on a tiebreak), because game difference is used as a tiebreaker on the table.

9. Scoring and Standings

Match points. Win a match and both players bank 100 points. Lose and both players still bank 25 points.

Accumulation. Points accumulate across the whole season. Every match counts.

The table. Players are ranked by:

1. Total points
2. Matches won
3. Game difference (games won minus games lost)

Points come first. Where players are level on points, matches won separates them. Where they are still level, game difference decides. This rewards winning outright, then winning often, then winning by clear margins.

10. Keeping Score on Court

The server keeps score. The server is responsible for keeping and calling the game score.

Disputed points. Any point that is disputed and cannot be agreed between the players is replayed.

Foul play. Any suspicion of foul play on a replayed point must be flagged to Admin immediately.

Players are responsible for agreeing the final score of their own matches. Results are entered by Admin and shown on the table. Any correction should be raised with Admin promptly.

11. Availability and Scheduling

Fixtures. Fixtures are published on Monday morning of each game week.

Availability deadline. Players must confirm their availability for the coming game week by 9pm on the Sunday evening beforehand at the latest.

Confirming availability is how you are seated into a court. Players who do not confirm by the deadline may not be placed for that week.

12. Cancellations

Cancellations must be made at least 24 hours in advance of the session.

Cancellations made inside 24 hours are still charged the full game-day fee.

13. Lateness and No-Shows

Lateness. Players have a 10-minute grace period from the scheduled start. A player more than 10 minutes late forfeits the affected match by walkover, recorded as 6 to 0. The late player's partner for that match is not penalised.

No-show. A player who is placed in a court and does not attend at all, without cancelling in line with Section 12, is a no-show. A no-show forfeits all their points for that session and is still charged the game-day fee.

Protecting the players who attend. No player who turns up is penalised for a partner's absence. Where an absence leaves a court short, one of two things happens:

- A reserve is called in to complete the court, so every attending player gets their full three matches, or
- Where no reserve is available, the match affected by the absence is credited as a win to

the players who attended.

Reserve list. A reserve list is maintained for each level. Reserves keep courts full when a player drops out and cover game weeks where turnout does not divide evenly into fours.

14. Finals Night

Eligibility. Players must take part in a minimum of 8 game weeks across the season to qualify for Finals Night. Falling short of this may lead to exclusion from the finals. The minimum rewards consistent participation across the season, with some flexibility built in.

Fee. The Finals Night fee is 275 AED per person, discounted for members in line with their membership tier.

The table freezes. At the end of the season, the table is frozen. Final positions are final.

Invitation. Every qualifying player is invited to Finals Night.

Seeding. Pairs are seeded top-down by final table position among the players available on the night. The top two available players form the top seed. If the second-placed player cannot attend, the first and third form the top seed, and so on down the table. A higher finish earns a stronger partner.

Format. Finals Night is played as a seeded-pairs Americano. Every pair stays on court across the night and points decide the champions. This keeps everyone playing rather than knocking players out early.

Prizes.

- First place: 1,000 AED
- Second place: 500 AED
- Third place: 250 AED

Each player finishing in the top three also receives one free month of MOTM membership. Sponsor prizes may be available through prize draws on the night.

15. Conduct and Fair Play

Standards. Players are expected to play in good spirit, respect opponents, partners and venue staff, and keep to the timing of each session so courts run on schedule.

Disputes. Where a scoring or eligibility dispute cannot be resolved between players, Admin's decision is final.

Removal. MOTM may remove any player whose conduct is unsafe, abusive or repeatedly disruptive, or who brings the League or MOTM into disrepute. Removal for conduct does not carry a refund.

16. Membership, App and Data

Tracking. Live standings, fixtures and results are run through The Player Series app. Players can view the table and their own results at any time.

Verification. Membership is verified at partner venues through a membership QR code.

Data. To run the League, MOTM holds basic participant information, including name and membership status. This information is used only to operate the League and MOTM's community activities.

17. Before You Play

Fitness. Padel is physical. Enter the level that suits you, play within your limits, and sit out if you are injured or unwell. You take part at your own risk.

Photos and video. We take photos and video at sessions and Finals Nights and use them to share what the community is up to, including on social media. If you would rather not appear, let Admin know before you play.

Changes. We may occasionally adjust the format, schedule, fees or venues to keep the League running well. Any material change will be shared with players in advance.

18. Contact

For registration, availability, results queries and anything else League-related, contact MOTM Admin through the usual MOTM channels.
