

Regulamento Oficial do Torneio

Taça Lusitana

O presente documento tem por objetivo elucidar as regras gerais da competição. Todos os atletas inscritos na competição estão vinculados ao cumprimento das regras estabelecidas neste regulamento.

1) Competição

1.1 – A *Taça Lusitana* é uma competição profissional de Frescobol/ Beach Racket.

1.2 – Data e Local

a) A competição ocorrerá no dia 26, 27 e 28 de Setembro de 2024 na Praia de Carcavelos, no campo de Futebol de Praia;

1.3 – Os jogos começam às 9h00.

1.4 – Cada Equipa terá de eleger um Capitão de Equipa com as seguintes obrigações:

- a) Representar a sua equipa perante a organização e as outras equipas;
- b) Controlar a pontualidade e desportivismo dos seus jogadores e equipa técnica;
- c) Cumprir e fazer cumprir o regulamento junto dos seus jogadores e equipa técnica;

1.5 – Todos os dias os Atletas têm de fazer Check-In no Evento, junto da Mesa de Jogo até 30 minutos antes do seu jogo

1.6 – Categorias e Regras de Jogo

- a) A competição será dividida em duas categorias: Masculina e Mista;
- b) Para cada categoria existem 12 vagas por equipas inscritas, sendo as restantes inscrições incluídas na lista de espera;
- c) A partir da 30ª queda de bola o jogo termina;
- d) Será permitida apenas uma pausa por jogo de até 60 segundos
- e) O jogo termina ao fim de 7 minutos ou ao atingir 30 quedas de bola;
- f) Bola caída que possa ser repostada em jogo pela raquete do parceiro não interrompe a sequência nem penaliza a dupla;
- g) Todas as questões disciplinares e competitivas que surjam durante os encontros devem ser comunicadas ao Árbitro da Prova e/ou ao Diretor de Prova.
- h) No caso de uma equipa apurada para a final negar a sua participação nessa fase, esta será substituída pela equipa com a melhor pontuação da fase das qualificatórias.
- i) Cada jogador só pode dar um toque na bola antes de passar ao parceiro.
- f) Para ver todas as regras oficiais BRWL, consultar o Documento “**Beach Racquet (Racket) World League (BRWL) - Basic Regulations Handbook For The Developing BTTL Sport**” que se encontra no fim deste documento

1.7 – Constituição das equipas

- a) As equipas devem ser compostas por 2 atletas e com a hipótese de equipa técnica;
- b) As equipas podem ser masculinas ou mistas;

- c) Um dos elementos da equipa técnica tem o direito de dar instruções e informar os Atletas na arena sobre os aspectos relacionados com o jogo;
- d) Durante o jogo, apenas um dos membro da equipa técnica pode estar presente na zona técnica;
- f) Cada dupla será independente, pelo que os elementos não poderão ser substituídos ou trocados por elementos de outra dupla na prova, mesmo sendo do mesmo país ou em caso de lesão.

1.8 – Formato do Evento

A prova disputar-se-á em duas fases: Qualificatórias e Finais.

Qualificatórias (Sexta-feira e Sábado):

- a) 1º volta por sorteio da ordem de jogos
- b) 2º e 3º volta pela ordem de classificação ascendente* da 1º volta
- c) Passam à final os 5 primeiros classificados
- d) A Classificação de cada dupla é a soma dos 2 melhores jogos;
- e) As duplas poderão decidir participar ou não na 3º volta da classificatória;

Finais (Domingo):

- a) 1º volta por sorteio da ordem de jogos;
- b) 2º volta pela ordem de classificação ascendente* da 1º volta;
- c) A pontuação da dupla é a soma dos 2 jogos;
- d) A Classificação da cada dupla na final é a soma dos dois jogos;

*Classificação ascendente: do último classificado até ao primeiro classificado da ronda precedente

1.9 – Os horários, pontuações e classificação de cada prova serão publicados nos Instagrams oficiais da APF- Associação Portuguesa de Frescobol e BRWL- Beach Racket World League e no grupo WhatsApp, um dia antes da respectiva prova.

1.10 – No caso de empate, são aplicáveis, sempre por esta ordem, os seguintes critérios:

- a) Queda de bolas
- b) Média de Velocidade
- c) Sorteio

1.11 – Falta de comparência, apresentação insuficiente de atletas e cancelamento

- a) Entende-se por Falta de Comparência quando uma equipa não compareça no dia e hora da sua prova, com uma tolerância máxima de 10 minutos (a organização reserva-se no direito de alterar esta tolerância), ou em condições que a organização considere necessárias para disputar o torneio.
- b) Uma segunda falta de comparência na mesma fase da prova, será punida com a eliminação da equipa.
- c) A desistência injustificada de uma equipa durante uma eliminatória, uma vez iniciada, ou a recusa em iniciar a mesma, será sancionada com Falta de Comparência.

2) Inscrição

2.1 - Fases de venda

-1º Fase: Junho - Julho - Agosto (€50)

-2º Fase: Setembro (€65)

*Inscrição em mais de uma categoria acresce 20€

2.2 – O pagamento da inscrição deve ser feita para o NIB: 0007 0000 00722323984 23 - APF – Associação Portuguesa de Frescobol;

2.3 – O valor da inscrição inclui:

- seguro de acidentes pessoais;
- Acesso à Área de Atletas com sombra; Zona de Aquecimento
- Acesso ao torneio de preparação dia 21 de Setembro em piso sintético

2.4 – As inscrições das duplas decorrem a partir do dia 17 de Junho de 2024 até às 17h do dia 20 de Setembro de 2024 ou até as vagas serem preenchidas.

2.5 – Haverá limite de equipas admitidas em cada categoria. Quando o número de equipas for superior ao limite estabelecido para cada categoria, os critérios aplicados para determinar a inscrição admitida na prova são sequencialmente os seguintes:

a) Data e hora do pagamento.

2.6 – Os limites estimados por categoria são os seguintes:

a) Categoria Masculina: 13 Duplas

b) Categoria Mista: 13 Duplas

2.7 – O número de vagas máximo por categoria não deverá ser alterado, no entanto, as vagas de uma categoria que não foram preenchidas na totalidade podem ser atribuídas à outra categoria, sem nunca penalizar o bom funcionamento da prova.

2.8 – Apenas é realizado 1 pagamento por equipa, correspondente ao valor total dos 2 atletas inscritos e as respectivas categorias;

2.9 – O comprovativo de pagamento da inscrição deve ser enviado para o email ***apfrescobol@gmail.com***. A equipa só será considerada após comprovativo de pagamento e recebimento da mensagem de confirmação;

2.10 – Não será efetuado reembolso em caso de desistência. Nesse caso, a equipe poderá substituir o(s) atleta(s) desistente(s) por outro(s), sem necessidade de novo pagamento de inscrição (já pago pelo(s) atleta(s) desistente(s)). No caso de haver substituição deverá ser comunicada a identificação à organização dos novos atletas com 5h de antecedência da hora do jogo.

2.11 – Contactos úteis:

a) ***apfrescobol@gmail.com***

b) Grupo WhatsApp apenas para os Atletas inscritos e Organização do Evento (pedir acesso enviando mensagem com número de telemóvel para o email ou para https://www.instagram.com/ap_frescobol/ ; só serão adicionados ao grupo atletas com a

inscrição confirmada.

- c) Cada equipa deve ter um capitão no grupo de WhatsApp para notificações da Organização, do Árbitro e/ou, eventualmente, dos capitães das outras equipas em prova.
- d) Directores da prova: *Mário Melo; Bruno Valente e João Carreira*

2.12 – Os atletas devem conhecer o regulamento e aceitar as regras no momento da sua inscrição.

3) Regra e Pontuação do Sistema BRWL International

3.1 – A pontuação e classificações dos jogos serão publicadas o mais brevemente possível após a realização do evento;

3.2 – O Árbitro da prova tem como função a coordenação e desenvolvimento da mesma, aplicando critérios disciplinares caso seja necessário, assim como qualquer intervenção para a boa prática da modalidade e desenrolar da prova.

3.3 – O sistema de pontuação usado na *Taça Lusitana* é o BRWL International

3.4 – Cada dupla realiza no mínimo 3 jogos nas qualificatórias e adicionalmente 2 jogos na eventualidade de se qualificarem para a Final.

4) Conduta

4.1 - É considerado mau comportamento qualquer atitude menos própria, física ou verbal perante outro atleta, árbitro, público e/ou voluntário, e esta resultará na desqualificação automática da equipa.

4.2 – A decisão do árbitro é soberana, sendo vetado ao atleta e/ou equipe técnica recorrer a vídeos ou outros meios para contestar o resultado;

4.3 – Todos os atletas devem demonstrar conduta desportiva exemplar, cumprindo as regras e respeitando todos os membros da organização, árbitros, atletas e público;

5) Equipamentos

5.1 – Não são permitidas raquetes de Padel;

5.2 - São permitidas raquetes de Frescobol constituídas por madeira e/ou materiais compósitos;

5.3 – Os atletas da mesma equipa devem utilizar equipamentos idênticos ou semelhantes, não sendo permitido competir em tronco nu ou totalmente nu nem com equipamentos com mensagens menos próprias, (cariz político/sexual/ideologia de género/racista/etc) que seja considerada desadequada ou ofensiva pela organização, podendo o atleta trocar por outro equipamento à primeira interpelação e que este também não seja considerado desadequado.

Caso a troca não seja efectuada será considerado pela organização má conduta, fazendo cumprir o descrito no ponto(4.1).

6) Prémios

Categoria Masculina

1º - Medalhas

2º - Medalhas

3º - Medalhas

Categoria Mista

1º - Medalhas

2º - Medalhas

3º - Medalhas

6.1 – As medalhas serão entregues aos 3 primeiros classificados de cada categoria; A Taça é propriedade da APF, após ser levantada pelas 2 duplas vencedoras de ambas as categorias ficará na posse da APF para futuras edições da *Taça Lusitana*.

7) Proteção de dados e consentimento

Nos termos do Regulamento Geral de Proteção de Dados (RGPD), a inscrição no Evento Taça Lusitana implica a aceitação e o consentimento para a recolha e tratamento dos dados pessoais para os fins relacionados com a participação no evento, bem como para o registo de imagem em formato de fotografia e vídeo. Nesse sentido, ressalta-se que tais registos poderão ser utilizados para partilha, divulgação e publicidade do evento nas redes sociais da organização e de parceiros. O jogador inscrito reserva-se ao direito de revogar este consentimento a qualquer momento e de solicitar a eliminação dos dados, devendo para isso apresentar esse pedido por escrito para o mail da APF ponto 2.10 alínea a).

Prometendo-se a APF a partir desse momento de não partilhar/divulgar qualquer tipo de informação/vídeo ou foto desse mesmo jogador, excluindo desde já qualquer responsabilidade sobre todo o tipo de conteúdo já divulgado/partilhado até esse momento.

*“Beach Racquet (Racket) World League (BRWL) - Basic Regulations Handbook For
The Developing BTTL Sport”*



BEACH RACKET WORLD LEAGUE

OFFICIAL RULES



For More Information
fb.com/beachracketworldleague

2024

RULES

Beach Racket World League (BRWL)

BASIC REGULATIONS HANDBOOK FOR THE DEVELOPING BTTL SPORT

FORWORD

Beach Racquet (Racket) is an athletic team game, played with wooden racquets or ones made of synthetic material, such as, for example, carbon fiber, and a specialized ball, on various surfaces, yet mainly on sandy beaches. This team sport demands both fitness and special capabilities, including dynamic techniques and collegial team management. BRWL is a fast-growing team sport, with enthusiastic fans sprouting in multiple nations, both among men and women. Its intentionality and scoring hinge on ball speeds, gauged by the DOPPLER radar software, which captures, processes and displays the following data, accompanied by distinct audible signals:

- a) The ball speed of every single hit
- b) The total ball exchanges between a team's two players
- c) Each player's average speed limit
- d) The number of ball drops
- e) Hit bonus awards for hits that exceed a certain speed limit
- f) Service bonus award for serving above a certain speed limit
- g) Reverse hits
- h) Ball savings during each rally
- i) The Improvisation and spontaneity involved in specialized technical hits

REGULATIONS FOR THE FAST DEVELOPING BRWL SPORT General characteristics and team composition

- 1) BRWL participants are team players, whose purposefulness is to exchange as many ball hits as possible between them, while using their wooden racquets.
- 2) Each team is composed of 2 (two) players, competing with other teams.
- 3) Besides the basic players, each team has one or more alternates. All players and alternates can be either male or female, and must be registered, prior to the game, at the BTTL coordinating desk.
- 4) The length of each competitive game time is exactly 7 (seven) minutes.
- 5) Each ball exchange or hit must have a base speed of 60 km/h or above, and the team that exceeds said speed is rewarded with the ball speed value from racket to racket, with distinct audible feedback. E.g. a ball exchange at 60 km/h is rewarded with 60

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points, while a ball exchange at 70 km/h is rewarded with 70 points and so on. All ball exchanges and rewards are accumulated until the ball drops on the sand.

6) A 'set' consists of the ball exchange duration between the players, from ball drop to ball drop.

7) Once the ball drops, each set is over and is penalized. It is therefore to each team's advantage to complete the entire game with as few sets as possible.

8) Each and every time the ball falls on the sand, the team that drops it is penalized through the deduction of that ball's speed from the team's accumulated total score. Moreover, each ball drop ends a set, and interrupts and suspends the competitive game time.

9) During each BRWL game, a luminous board keeps all competing teams informed about the time left, their score, their number of exchanges, their average ball speed, ball drops or sets and so on.

10) The BRWL court or playing surface is 5 (five) meters by 9 (nine) meters long and is marked by colorful straps placed on the sand. The distance between the DOPPLER radar and the BRWL court or playing surface must be at least 10 meters long.

11) All player movements take place strictly inside the court. If a player must step outside the boundaries in an effort to save a ball or by performing an aggressive hit, then that player must immediately return to the court for the next successive hit.

12) All team members must wear the same uniform.

13) Each team is entitled to a one-minute break, as soon as the referee is informed.

14) There are 3 (three) competing categories in the BRWL:

- a) Men's doubles
- b) Women's doubles
- c) Mixed doubles

15) Depending on the number of teams competing in the BRWL, the best teams might have to compete in: quarterfinal, semifinal and final games.

BRWL competition coordination

a) The BRWL competition coordination relies on its referees, who are responsible for the entire BRWL competitive experience, such as drawing up and signing participating team forms, signaling the start and the end of every set, through the use of a whistle, restoring order among players who subvert the BRWL regulations, for example, by using foul language and by standing or stepping inexcusably on the court lines. Each referee must also diligently arbitrate the radar operator, preventing possible delayed reactions, particularly regarding ball drops.

CONT.

- b) The radar operator must press the start key on the DOPPLER radar, immediately after the referee's whistle, thereby activating the start of a new set. Furthermore, the radar operator must stop the DOPPLER radar, immediately after the ball drops or comes in contact with the court.
- c) Concurrently with the DOPPLER radar operator, using a portable computer, a second operator tallies another dataset, regarding heroic ball rescues or saves and specialized technical hits.
- e) Clearly, the countdown of each and every set must begin immediately after the referee signals the start of that set.
- d) It is necessary that a team of teenagers assume the responsibility of fetching the ball collecting, that the game's flow is not interrupted for retrieving faraway balls.

The BRWL sport competition outline

1. **Ball service:** is the first ball of each set than can be a rather aggressive hit. The player ready to serve the first ball may-this is not obligatory-hit an aggressive shot. It is mandatory, however, that s/he executes the hit within the court lines. The service hit must be performed after the distinct sound of each set start, immediately after the referee's whistle signal. Each service is automatically recorded on the DOPPLER radar computer and is recorded as a statistical datum for each player.
2. **Ball rescue or save:** the heroic rescue or save of the ball by a player entails the following traits: the player must rescue a ball after a difficult hit, by preventing the ball from dropping on the terrain, and s/he accomplishes this either by running and/or through a dive or 'le plongeon' on the sand. If necessary, both actions of running and/or diving to save the ball can take place outside the court line limits. If the rescue tactic is valid, it will be awarded 100 points. Namely, the second operator presses the appropriate key corresponding to each player, commencing the process of recording the heroic ball rescue or save, which the computer software in turn depicts as a brave 'SOS'. The heroic effort will be credited 100 points and will be accompanied a distinct audible feedback. In case the second operator makes a wrong choice concerning an SOS tactic, and once an objection filed proves that the rescue maneuver was invalid, then it is possible to retract the 100 points of said SOS score bonus. Each ball rescue maneuver is recorded as a statistical datum for each player.
3. **Bonus score:** is achieved through a rather simple, uncomplicated method that begins with the base ball speed of 65 km/h. E.g., a ball speed of 65km/h does not gain any bonus score points whatsoever. If, however, the ball speed reaches 66 km/h, then the team gains a 2 (two) bonus point, at 67 km/h the team gains 4 (four) bonus points, at 68 km/h it gains 6 (six) bonus points, at 75 km/h it gains twenty (20) points, and at 90 km/h the team gains a bonus of seventy (50) points.
4. **Exchange Dencity:** a great innovation, our intellectual property too, has been achieved by awarding bonuses according to the length of the nail-to-nail time.

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Namely the density of exchanges is rewarded. This is achieved by using a multiplier that each nail activates, with a value of 133/100, and stops after two seconds, with a value of 0/100, causing players to answer as soon as possible, in order to achieve a high score. A quick, less than half a second return, i. e., via a blocking technique, each end every time receives a double-value score, accompanied by a characteristic sound.

5. Ball drops: each BRWL group and team category has a limit of 20 ball drops. If a team surpasses this limit before the end of a game, then each extra ball drop will lose double its kilometric value, plus all the team's bonuses.

6. Competition time: its management and usability are of critical importance. In principle, the only interruptions of the game ensue by the referee's whistling after a ball drop, which ends a set, and a team requesting a one-minute break from the referee.

7. Civic, ethical and moral ideals: must for aye permeate our BRWL sport. The impeccable behavior of a team's players, who throughout a BRWL competition adhere to the Olympic spirit, i.e., the civil and gentle emulation among the better ones, so that the best ones emerge, must be nominated for and awarded with a very special BRWL prize.

PENALTIES

Following the collegial decision of a BRWL organizing committee, a competing team, a referee and a DOPPLER radar and a computer tally operator can be expelled from a BRWL championship if and when:

- a) one or both of a team's partners take part in a simultaneous aggravated assault or intensive offensive attack, be it verbal or via physical contact, involving a spectator, a referee, the DOPPLER radar operator or the computer tally operator.
- b) when a player's, a referee's or the electronic equipment operators' actions brutally insult the BRWL championship.
- c) when a team has lost its bonus score points twice during a BRWL competition.
- d) when a person brutally insults, either through action or through public communication, the BRWL championship and its participants.

SPECIAL NOTE: This is a rather unofficial, impromptu translation.
Technical Design: L. Zois.
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BEACH

RACKET
WORLD
LEAGUE

2024

English Version

Tournament Regulations Lusitana Cup

This document aims to elucidate the general rules of the competition. All athletes enrolled in the competition are bound to comply with the rules established in this regulation.

1) Competition

1.1 – The Lusitana Cup is a professional Frescobol/Beach Racket competition.

1.2 – Date and Location

a) The competition will take place on September 26, 27, and 28, 2024, at Carcavelos Beach, on the Beach Football field.

1.3 – Games start at 9:00 a.m.

1.4 – Each Team must select a Team Captain with the following obligations:

- a) Represent their team to the organization and other teams;
- b) Control the punctuality and sportsmanship of their players and technical team;
- c) Comply with and enforce the regulations among their players and technical team.

1.5 – Every day, athletes must Check-In at the Event, at the Game Table, up to 30 minutes before their game.

1.6 – Categories and Game Rules

- a) The competition will be divided into two categories: Male and Mixed;
- b) For each category, there are 12 slots per registered team, with the remaining registrations included in the waiting list;
- c) The game ends after the 30th ball drop;
- d) Only one pause per game of up to 60 seconds is allowed;
- e) The game ends after 7 minutes or reaching 30 ball drops;
- f) A fallen ball that can be put back into play by the partner's racket does not interrupt the sequence or penalize the pair;
- g) All disciplinary and competitive issues that arise during the matches must be communicated to the Tournament Referee and/or Tournament Director.
- h) In the event that a team qualified for the final refuses to participate in that phase, it will be replaced by the team with the best score from the qualifying phase.
- i) Each player can only touch the ball once before passing it to their partner.
- f) To see all official BRWL rules, refer to the document "Beach Racquet (Racket) World League (BRWL) - Basic Regulations Handbook For The Developing BTTL Sport," which is found at the end of this document.

1.7 – Team Composition

- a) Teams must consist of 2 athletes and have the option of a technical team;
- b) Teams can be male or mixed;
- c) One member of the technical team has the right to give instructions and inform the Athletes in the arena about aspects related to the game;

- d) During the game, only one member of the technical team can be present in the technical area;
- f) Each pair will be independent, so members cannot be replaced or exchanged for members of another pair in the competition, even if they are from the same country or in case of injury.

1.8 – Event Format

The competition will take place in two phases: Qualifying and Finals.

Qualifying (Friday and Saturday):

- a) 1st round by drawing the order of games
- b) 2nd and 3rd rounds by the ascending classification order* of the 1st round
- c) The top 5 ranked teams advance to the final
- d) Each pair's score is the sum of the 2 best games;
- e) Pairs may decide whether or not to participate in the 3rd round of the qualifiers;

Finals (Sunday):

- a) 1st round by drawing the order of games;
- b) 2nd round by the ascending classification order* of the 1st round;
- c) The pair's score is the sum of the 2 games;
- d) Each pair's Ranking in the final is the sum of the two games;

*Ascending classification: from the last classified to the first classified of the previous round

1.9 – The schedules, scores, and classification of each event will be published on the official Instagrams of APF - Portuguese Frescobol Association and BRWL - Beach Racket World League, and on the WhatsApp group, one day before the respective event.

1.10 – In case of a tie, the following criteria apply, always in this order:

- a) Ball drops
- b) Average Speed
- c) Drawing

1.11 – Non-appearance, insufficient presentation of athletes, and cancellation

- a) Non-appearance is understood when a team does not show up on the day and time of their match, with a maximum tolerance of 10 minutes (the organization reserves the right to change this tolerance), or under conditions that the organization deems necessary to compete in the tournament.
- b) A second non-appearance in the same phase of the tournament will result in the team's elimination.
- c) Unjustified withdrawal of a team during a round, once started, or refusal to start it, will be penalized with Non-appearance.

2) Registration

2.1 - Sales phases

-1st Phase: June - July - August (€50)

-2nd Phase: September (€65)

*Registration in more than one category incurs an additional €20

2.2 – Payment of registration must be made to the NIB: 0007 0000 00722323984 23 -APF - Portuguese Frescobol Association;

2.3 – The registration fee includes:
personal accident insurance;
Access to the Athlete Area with shade; Warm-up Area
Access to the tournament on September 21st on synthetic ground*

2.4 – Pair registrations run from June 17, 2024, until 5:00 p.m. on September 20, 2024, or until slots are filled.

2.5 – There will be a limit on the number of teams admitted in each category. When the number of teams exceeds the established limit for each category, the criteria applied to determine the admitted registration in the tournament are as follows:

a) Date and time of payment.

2.6 – The estimated limits per category are as follows:

a) Male Category: 13 Pairs

b) Mixed Category: 13 Pairs

2.7 – The maximum number of slots per category should not be changed; however, slots from a category that were not fully filled can be allocated to another category, without penalizing the smooth running of the tournament.

2.8 – Only one payment per team is made, corresponding to the total value of the 2 registered athletes and their respective categories;

2.9 – Proof of payment of registration must be sent to the email apfrescobol@gmail.com. The team will only be considered after proof of payment and receipt of the confirmation message;

2.10 – There will be no refund in case of withdrawal. In this case, the team may replace the withdrawing athlete(s) with other(s), without the need for a new registration payment (already paid by the withdrawing athlete(s)). In the event of a replacement, the identification of the new athletes must be communicated to the organization 5 hours before the game time.

2.11 – Useful contacts:

a) apfrescobol@gmail.com

b) WhatsApp Group only for registered Athletes and Event Organization (request access by sending a message with your phone number to the email or to https://www.instagram.com/ap_frescobol/; only athletes with confirmed registration will be added to the group.

c) Each team must have a captain in the WhatsApp group for notifications from the Organization, the Referee, and/or, possibly, the captains of the other teams in the competition.

d) Tournament Directors: Mário Melo; Bruno Valente and João Carreira

2.12 – Athletes must know the regulations and accept the rules at the time of their registration.

3) Rule and Scoring of the BRWL International System

3.1 – The scoring and rankings of the games will be published as soon as possible after the event;

3.2 – The Tournament Referee's role is to coordinate and develop the event, applying disciplinary criteria if necessary, as well as any intervention for the good practice of the sport and the progress of the event.

3.3 – The scoring system used in the Lusitana Cup is the BRWL International

3.4 – Each pair plays a minimum of 3 games in the qualifiers and an additional 2 games if they qualify for the Final.

4) Conduct

4.1 - Any improper physical or verbal behavior towards another athlete, referee, audience, and/or volunteer is considered misconduct and will result in the automatic disqualification of the team.

4.2 – The referee's decision is final, and the athlete and/or technical team are not allowed to use videos or other means to dispute the result;

4.3 – All athletes must demonstrate exemplary sportsmanship, following the rules and respecting all members of the organization, referees, athletes, and the public;

5) Equipment

5.1 – Padel rackets are not allowed;

5.2 - Frescobol rackets made of wood and/or composite materials are allowed;

5.3 – Athletes from the same team must use identical or similar equipment, not being allowed to compete shirtless or totally naked or with equipment displaying inappropriate messages (political/sexual/gender ideology/racist/etc.) considered unsuitable or offensive by the organization. The athlete can replace the equipment upon the first request, and if this is not done, it will be considered misconduct by the organization, enforcing what is described in point (4.1).

6) Prizes

Male Category

1st - Medals

2nd - Medals

3rd - Medals

Mixed Category

1st - Medals

2nd - Medals

3rd - Medals

Female Category

1st - Medals

2nd - Medals

3rd - Medals

6.1 – Medals will be awarded to the top 3 ranked teams in both categories; The Cup is the property of the APF, after being picked up by the 2 winning pairs of both categories, it will remain in the possession of the APF for future editions of the Lusitana Cup.

7) Data Protection and Consent

In accordance with the General Data Protection Regulation (GDPR), registration for the Lusitana Cup Event implies acceptance and consent to the collection and processing of personal data for purposes related to participation in the event, as well as for image recording in the form of photographs and videos. In this sense, it is emphasized that such records may be used for sharing, disclosure, and advertising of the event on the organization's and partners' social networks. The registered player reserves the right to revoke this consent at any time and to request the deletion of the data, for which they must submit a written request to the APF email point 2.10 item a). From that moment on, the APF undertakes not to share/disclose any type of information/video or photo of that player, excluding any responsibility for any type of content already disclosed/shared up to that moment.