



v1.4 • 1 OCT 2026

PADDLEUP PICKLEBALL & CAFE
PRESENTS

DINK TANK

THE RULE BOOK

Six teams. One tank. Every rule.



30 - 31 OCTOBER 2026

JAMNAGAR

THE TEAMS



LIONS
LIO • GOLD



SHARKS
SHK • NAVY



STINGRAYS
RAY • TEAL



BULLS
BUL • RED



STALLIONS
STA • ORANGE



FALCONS
FAL • SILVER

This is the master rule book. The Scoring Manual, Auction Book and Organisers’ Handbook explain these rules in detail; if anything in them differs from this book, this book prevails.

Every team fields a squad of **twelve**: ten men and two women.

THE MARQUEE PLAYER

- Each team names one marquee player, man or woman. All marquee players are announced before the auction begins.
- A marquee player costs double the reserve price of their set, and counts toward the team's quota in that set.
- If two teams want the same player, the order of choice is decided by lot.

THE 30+ RULE

Every squad should include at least two 30+ men: born on or before 1 October 1996.

At the auction this is a warning, not a block: see Section 03.

Squads are built by auction in Tank Tokens. Every team has 1,00,00,000. Sets run in this order, IPL-style.

ORDER · SET	RESERVE	PLAYERS	EACH TEAM
1 · Men · Set A	7,50,000	6	1
2 · Men · Set B	5,00,000	18	3
3 · Women · Set A	6,00,000	6	1
4 · Men · Set C	3,00,000	36+	6
5 · Women · Set B	3,00,000	6	1

- Every raise is at least 25,000; bigger jumps are allowed.
- A team may never bid more than its remaining budget minus the reserve prices of the players it still needs.
- Only the budget rule and the set quotas stop a bid. If a bid would leave a team unable to reach two 30+ men, the auctioneer warns the team, and the bid stands.

- Men · Set C may have extra players; those not bought become Set C Reserves. All sales are final; no trades.

Full procedure: the Dink Tank Auction Book.

When two teams meet, they play a Tie of eight matches, in this order. Points decide the table, not match wins.

	MATCH	POINTS
01	Men's Doubles	10
02	Men's Doubles	8
03	Mixed Doubles	10
04	Split Age Doubles (30+ / 30-)	10
05	Women's Doubles	8
06	Men's Singles	10
07	Men's Doubles	6
08	Rapid Round	10
TOTAL PER TIE		72

The winner of each match takes its full value. Points for the losing side are in Section 07; the Rapid Round loser gets nothing.

THE GROUPS

The six teams are drawn by lot into Group A and Group B, three teams each. Every team plays the other two in its group.

GROUP POSITIONS

FINISH	GROUP A	GROUP B
Group winner	A1	B1
Runner-up	A2	B2
Third	A3	B3

THE KNOCKOUTS

TIE	WHO PLAYS
Semi-Final 1	A1 v B2
Semi-Final 2	B1 v A2
Third Place	Semi-final losers
THE FINAL	Semi-final winners

- Every match is a **single game**, with **side-out scoring**: only the serving side scores.
- Games are played to **11**, win by two.
- At 10–10, play continues on win-by-two, capped at **15**.
- At 14–14, the next point is the **Golden Point** and wins the game.
- Each team has **one 60-second timeout** per game. There are no timeouts in the Rapid Round.
- Standard pickleball service rules apply.

The Rapid Round has its own format: Section 13.

POINTS FOR THE LOSING SIDE

LOSING SCORE	10-PT	8-PT	6-PT
0 – 3	0	0	0
4 – 6	3	2	1
7 – 9	4	3	2
10 and above	5	4	3

Rapid Round: the winner takes all 10 points. The loser gets zero, however close it was.

THE GROUP TABLE

Teams add up every point won in their group Ties.

IF TEAMS FINISH LEVEL

If teams finish level on points in any position, the level teams play a Rapid Round play-off. The play-off is decided by play-off points; wins don't count. If they are still level, the Rapid Round is played again. Net points are shown in the table but never decide a position.

A three-team play-off, where each team plays the other two, happens only when all three teams finish level.

A knockout Tie that ends level on points is decided by playing the Rapid Round again.

- Fifteen minutes before each Tie, each captain submits a **sealed line-up** in the Dink Tank app, naming the players for every match. The same players play the matching Rapid Round category.
- Until Go, only that captain can see it, and they may change it.
- A Committee member presses Go: both line-ups are revealed together.
- Once revealed, line-ups are fixed. They change only through the Wild Card or an injury substitute.
- If the app can't be used, each captain hands the referee a **sealed envelope** instead; both are opened together, in front of both captains.
- If a line-up is late, the Committee decides what follows.

MEN

- Each man plays only one match in the Tie, except as a Wild Card.

WOMEN

- Both women play the Women's Doubles. One of them also plays the Mixed Doubles.

THE RAPID ROUND

- Each Rapid Round category is played by the same players who played that match in the Tie, as named in the line-up.

A replacement must come from a later set (a lower reserve price), or from the lowest set if the player replaced is already in it. Men: A → B or C, B → C, C → C. Women: A → B, B → B.

- By 17:00, Thursday 29 October: an unavailable man may be replaced by a Set C Reserve, approved by the Committee.
- After that: only the team's own squad. A player may play a second match only under the same rule.
- No women's reserves. If a woman is unavailable, the other woman plays the Mixed and the Women's Doubles is conceded 0-11.
- If a team has no 30+ man available (or no man under 30), Split Age Doubles is conceded 0-11.

MEDICAL TIME-OUT

- One per player per match, up to 10 minutes. The score is held.

INJURY SUBSTITUTE

- If the player cannot continue, a squad member from a later set (or the lowest set) steps in, and play resumes from the current score.
- Same sex, and in Split Age Doubles the same age group. A player who has already played in the Tie may be used.
- The injured player sits out the rest of the Tie. An injury substitute does not use the Wild Card.

RETIREMENT

- If no substitute is available, the opponent wins the match at full value.
- The retiring side earns losing-side points from the score when the referee confirms the retirement.

SPLIT AGE DOUBLES

One 30+ man and one 30- man per pair, on both sides of the net.

30+ means born on or before 1 October 1996.

- Every squad should include at least two 30+ men. A team with none available concedes Split Age Doubles.
- A Wild Card or substitute in Split Age Doubles must be of the same age group as the player replaced.
- A team with no 30+ man available (or no man under 30) concedes Split Age Doubles 0-11, and its Rapid Round category 3-0.

THE RAPID ROUND

- Played last in every Tie. Seven categories, in the Tie's order: Men's Doubles, Men's Doubles, Mixed, Split Age, Women's Doubles, Men's Singles, Men's Doubles.
- Each category is played by the same players who played that match in the Tie, as named in the line-up. No changes. A player replaced through injury is replaced here too. A conceded Women's Doubles or Split Age Doubles is conceded 3-0 here as well.
- Side-out scoring, as in every match. Each category lasts three points in total, scored by either side (3-0, 2-1, 1-2 or 0-3). After the third point, play moves straight to the next category.
- The round ends at a combined total of 21 points or after 15 minutes, whichever comes first.
- The side with the higher total wins the round. If the totals are level at 15 minutes, the next point wins.

The winner takes all 10 points. The losing side gets no points from the Rapid Round.

THE WILD CARD

- 01** Any squad member can come in as a Wild Card, once per team per Tie.
- 02** The Wild Card plays the next three points scored in the game, by either side, or until the game ends.
- 03** A Wild Card replaces a player of the same sex. In Split Age Doubles, the Wild Card must be of the same age group as the player replaced.
- 04** The team that calls the referee first holds the Wild Card. The other team can't call one until that turn ends.
- 05** No Wild Card in the Rapid Round.

SPORTSMANSHIP

Respect opponents, partners, officials and spectators. Raise disputes calmly with the referee, whose decision stands.

DISCIPLINE

Abuse, aggression or cheating: first offence, warning. Second, loss of the game. Third, disqualification from the Tie and possibly the tournament.

FAIR PLAY

A team found manipulating results is disqualified and forfeits all prize money.

KIT

Approved balls are provided. Paddles must meet standard specifications. Non-marking court shoes are required. Team colours are encouraged.

REGISTRATION & PRIZES

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ITEM	AMOUNT
Player registration fee	₹1,500
Champions — per player	[₹ —]
Runners-up — per player	[₹ —]
Third place — per player	[₹ —]

- Players not bought at the auction receive a full refund within 15 days of the auction: women beyond the 12 places, and Set C Reserves who are not called up as replacements.
- Prize money is credited within 15 days of the Final.
- If fewer players register than expected, the prize pool may be revised.
- A registered player who cannot attend receives no refund.

Committee decisions since v1.2.

- **Line-ups (v1.4):** sealed in the app, revealed together at Go; envelopes as backup.
- **Tiebreaks:** any level position goes to a Rapid Round play-off, decided by play-off points. Still level: play it again. No net points, no coin toss. A level knockout Tie: play the Rapid Round again.
- **The 30+ rule:** squads should include two 30+ men; at the auction it is a warning, not a block.
- **No 30+ man (or no man under 30) available:** Split Age Doubles is conceded 0–11, and 3–0 in the Rapid Round.
- **Wild Card:** once per team per Tie. In Split Age Doubles, same age group as the player replaced.
- **Registration fee:** ₹1,500 per player.
- **Refunds:** players not bought at the auction (women beyond the 12 places, and Set C Reserves not called up) get their fee back in full within 15 days of the auction.
- **Rapid Round:** each category lasts three points in total, scored by either side (clarified wording).

The tournament is run by its three organisers, who together form the Committee.

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Anything these rules don't cover is decided by the Committee, and its decision is final.