

Organiser Details

Company Name:

Sejiwa Social Club

Tournament Manage By

Official Club Name:

ReSkills Pickleball Club



Club Registration ID:

C-SGR-16965

Email Address:

Pickleball@reskills.com

Billing Address:

20-01, Menara Hextar, Empire City, Damansara, Perdana, 47820, Petaling Jaya

Person In Charge:

Qommy Gan | Cloey

Contact Number:

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Tournament Details

Tournament Title	: SEJIWA Pickle Countdown Slam
Tournament Date	: 29, 30, 31 December (Tuesday, Wednesday, Thursday)
Tournament Time	: EST 8AM - 10PM
Tournament Venue	: Sejiwa Social Club, Cyberjaya

Official Poster



Tournament Category

1. NOVICE PLUS Below 3.25
 - a. Men's Doubles (32 Teams Only)
 - b. Women's Doubles (32 Teams Only)
 - c. Mixed Doubles (32 Teams Only)
2. INTERMEDIATE Below 3.8
 - a. Men's Doubles (32 Teams Only)
 - b. Women's Doubles (32 Teams Only)
 - c. Mixed Doubles (32 Teams Only)
3. OPEN Team Event (16 Teams Only)

Tournament Prize Pool (RM32,900)

Novice Plus Categories

- Champion (RM1,200) + Medal
- 1st Runner Up (RM800) + Medal
- 2nd Runner Up (RM500) + Medal

Intermediate Categories

- Champion (RM2,000) + Medal
- 1st Runner Up (RM1,400) + Medal
- 2nd Runner Up (RM900) + Medal

Open Team Event

- Champion (RM7,000) + Medal + Trophy
- 1st Runner Up (RM3,500) + Medal
- 2nd Runner Up (RM2,000) + Medal

Sejiwa Social Club Floor Plan



Google: <https://share.google/WUhk1eWQVG9HKREAo>

Waze: <https://waze.com/ul/hw2828zpzg>

Novice Plus & Intermediate Tournament Matches Format

Group Stage & Round of 16

Game	: 1 Game Only
Winning Points	: 15 Points
Scoring Method	: Rally Scoring
Winning Method	: Golden Point (Sudden Death)
Change End	: 8 Points
Time Out	: No

Quarter Final & Semi Final

Game	: 1 Game Only
Winning Points	: 21 Points
Scoring Method	: Rally Scoring
Winning Method	: Golden Point (Sudden Death)
Change End	: 11 Points
Time Out	: 1Min Per Team Per Game

3rd Placing & Final

Game	: Best of 3 Game
Winning Points	: 15 Points
Scoring Method	: Rally Scoring
Winning Method	: Golden Point (Sudden Death)
Change End	: 8 Points
Time Out	: 1Min Per Team Per Game

OPEN Team Event Tournament Format

- Each team required a minimum of 4 Players (2 Male & 2 Female) & maximum 6 Players (3 Male & 3 Female)
- Each player can only play the maximum of 2 Games each round, and only 4 Players are eligible to participate in the tiebreaker team lineup.
- Game Format: Women's Doubles > Mixed Doubles 1 > Men's Doubles > Mixed Doubles 2 > Tiebreaker

Group Stage (No Tiebreaker)

Game	: Must Complete 4 Games
Winning Points	: 15 Points
Scoring Method	: Rally Scoring
Winning Method	: Golden Point (Sudden Death)
Change End	: 8 Points
Time Out	: No

Quarter Final & Semi Final, 3rd Placing & Final

Game	: Best of 5 Games
Winning Points	: 21 Points
Scoring Method	: Rally Scoring
Winning Method	: Golden Point (Sudden Death)
Change End	: 11 Points
Time Out	: 1Min Per Team Per Game

Round Robin Tie-Breaking Criteria

If two (2) or more teams finish the Group Stage with the same number of match wins, the final group standings will be determined using the following tie-breaking criteria, in the order listed below:

1. **Head-to-Head Result** – The winner of the match played between the tied teams will be ranked higher.
2. **Point Differential** – The team with the higher overall point differential (points scored minus points conceded) across all Group Stage matches will be ranked higher.
3. **Total Points Scored** – If teams remain tied, the team with the higher total points scored during the Group Stage will be ranked higher.
4. **Coin Toss** – If the tie cannot be broken using the above criteria, the final ranking will be determined by a coin toss conducted by the Tournament Committee.

Tournament Schedule

29 December 2026 (Tuesday) - Novice Plus DUPR 3.25 & Below

7:30AM - 8:00AM	- Players Registration & Check in
8:00AM - 9:30AM	- Mixed Doubles Group Stage
9:35AM - 9:55AM	- Round of 16
10:00AM - 10:20AM	- Quarter Final
10:25AM - 10:45AM	- Semi Final
10:50AM - 11:35AM	- 3rd Place & Final
11:40AM - 12:00PM	- Prizing Ceremony
12:30PM - 13:00PM	- Players Registration & Check in
13:00PM - 14:30PM	- Women's Doubles Group Stage
14:35PM - 14:55PM	- Round of 16
15:00PM - 15:20PM	- Quarter Final
15:25PM - 15:45PM	- Semi Final
15:50PM - 16:35PM	- 3rd Place & Final
16:40PM - 17:00PM	- Prizing Ceremony
17:30PM - 18:00PM	- Players Registration & Check in
18:00PM - 19:30PM	- Men's Doubles Group Stage
19:35PM - 19:55PM	- Round of 16
20:00PM - 20:20PM	- Quarter Final
20:25PM - 20:45PM	- Semi Final
20:50PM - 21:35PM	- 3rd Place & Final
21:40PM - 22:00PM	- Prizing Ceremony

30 December 2026 (Wednesday) - Intermediate DUPR 3.80 & Below

7:30AM - 8:00AM	- Players Registration & Check in
8:00AM - 9:30AM	- Mixed Doubles Group Stage
9:35AM - 9:55AM	- Round of 16
10:00AM - 10:20AM	- Quarter Final
10:25AM - 10:45AM	- Semi Final
10:50AM - 11:35AM	- 3rd Place & Final
11:40AM - 12:00PM	- Prizing Ceremony

12:30PM - 13:00PM	- Players Registration & Check in
13:00PM - 14:30PM	- Women's Doubles Group Stage
14:35PM - 14:55PM	- Round of 16
15:00PM - 15:20PM	- Quarter Final
15:25PM - 15:45PM	- Semi Final
15:50PM - 16:35PM	- 3rd Place & Final
16:40PM - 17:00PM	- Prizing Ceremony

17:30PM - 18:00PM	- Players Registration & Check in
18:00PM - 19:30PM	- Men's Doubles Group Stage
19:35PM - 19:55PM	- Round of 16
20:00PM - 20:20PM	- Quarter Final
20:25PM - 20:45PM	- Semi Final
20:50PM - 21:35PM	- 3rd Place & Final
21:40PM - 22:00PM	- Prizing Ceremony

31 December 2026 (Thursday) - Open Team Event

7:30AM - 8:00AM	- Players Registration & Check in
8:00AM - 12:00PM	- Group Stage
12:00PM - 13:20PM	- Quarter Final
13:25PM - 14:45PM	- Semi Final
14:50PM - 16:10PM	- 3rd Place
16:10PM - 17:30PM	- Final
17:40PM - 18:00PM	- Prize Ceremony

**The schedule may vary depending on on-court conditions and match progression.*

Terms & Conditions

These terms govern eligibility, match formats, player responsibilities and qualification disputes for the seven tournament divisions at Sejiwa Social Club. All dates and times are in Malaysia time. By registering, players acknowledge that they have read, understood and accepted these terms and conditions.

Available divisions

Category	Divisions	DUPR limit per player
Novice Plus	Men's Doubles Women's Doubles Mixed Doubles	Below 3.25
Intermediate	Men's Doubles Women's Doubles Mixed Doubles	Below 3.80
Open Team Event	Mixed team competition	No rating cap

Men's Doubles consists of two male players; Women's Doubles consists of two female players; Mixed Doubles consists of one male and one female player. Each doubles division accepts up to 32 pairs. The Open Team Event accepts up to 16 teams and follows Section 4.

DUPR eligibility

2.1. Both players in a Novice Plus or Intermediate pair must qualify individually. A lower-rated partner cannot offset an ineligible player's rating. The doubles DUPR rating will be used for all six doubles divisions.

2.2 Novice Plus players must have a doubles DUPR rating below 3.25; a rating of 3.25 or higher is not eligible. Intermediate players must have a doubles DUPR rating below 3.80; a rating of 3.80 or higher is not eligible. The Open Team Event has no DUPR rating cap.

2.3 A player must be below the applicable rating limit on the date of registration and must not have reached or exceeded that limit at any time during the 30 calendar days immediately before registration. A later decrease within that period does not restore eligibility.

2.4 Players must provide their correct name, DUPR ID or profile link, and dated rating evidence as requested. Entry remains pending until the organiser completes verification. False information, duplicate identities or misleading evidence may result in rejection or disqualification following a timely eligibility review.

2.5 Every player must have a doubles DUPR Reliability Score of at least 50% at registration. Players must provide evidence of their Reliability Score when requested. A score below 50% does not meet the entry requirement.

2.6 Tournament results will be submitted to DUPR. All players must provide their correct DUPR ID and ensure their profile details match their registration details.

2.7 The organiser will verify each player's registration date, rating history and supporting evidence before confirming eligibility. Players must provide sufficient dated evidence when requested. Entries whose eligibility cannot be verified may be declined.

Novice Plus and Intermediate match format

The top two pairs from each group advance to the Round of 16. At full capacity, each division has eight groups of four pairs. Group assignments and qualification arrangements will appear in the tournament system. Group ranking rules are in Section 6.

Rule	Group stage and Round of 16	Quarterfinal and Semifinal	Third place and Final
Games	One game	One game	Best of three
Scoring	Rally scoring	Rally scoring	Rally scoring
Target score	15	21	21 per game
Change ends	At 8	At 11	Game 3 only, at 11
Finish	Golden point	Golden point	Golden point
Timeout	None	One 1-minute timeout per team per game	One 1-minute timeout per team per game
Officials	Match monitor	Official referee	Official referee

A best-of-three match ends when one pair wins two games. Game 3 is played only if the first two games are split. There is no mid-game end change in Games 1 and 2; in Game 3, change ends when either pair reaches 11 points. Ends are exchanged between consecutive games.

Open Team Event roster and lineup

4.1 Teams may register four, five or six players, including at least two males and two females, with a maximum of three males and three females.

4.2 Each team appoints a captain to submit lineups and communicate with officials. Players may represent only one Open team.

4.3 A “team encounter” is one fixture against another team. Each player may play a maximum of two of its four regular doubles games.

4.4 The tiebreaker lineup must consist of exactly four registered players: two males and two females. The maximum of two regular doubles games per player per team encounter does not include the tiebreaker. A player who has already played two regular games may still play in the tiebreaker. 4.5 Captains must submit and lock all four regular-game lineups before the encounter starts. Officials check gender and participation limits. Substitutions require organiser approval. Each captain must submit the tiebreaker’s four-player order before that game begins.

Order	Game
1	Women’s Doubles
2	Mixed Doubles 1
3	Men’s Doubles
4	Mixed Doubles 2
5	Tiebreaker if required in knockout encounters

Open Team Event match format

The top two teams from each group advance to the Quarterfinals. At full capacity, the event has four groups of four teams and an eight-team knockout bracket.

Rule	Group stage	Quarterfinal through Final
Games	Complete all four regular games	Best of five; first to three game wins
Scoring	Rally scoring	Rally scoring
Target score	15 per game	Regular games: 21 Tiebreaker: 25
Change ends	At 8	Regular games: at 11 Tiebreaker: at 13
Finish	Golden point	Golden point
Timeout	None	One 1-minute timeout per team per game
Officials	Match monitor	Official referee
Tiebreaker	None; 2–2 draws permitted	Only if regular games finish 2–2

All four regular group-stage games must be completed, even if a team wins the first three. In a knockout encounter, play stops when a team reaches three game wins. A tiebreaker is played only when the four regular doubles games finish 2–2.

Open team tiebreaker

- The tiebreaker is one continuous singles game, with one player from each team on court at a time. Each captain chooses the starting player and the complete rotation order for the team's two male and two female players. The submitted order remains fixed throughout the game.
- Both teams rotate to their next player after every five combined points, regardless of which team scored them. Rotation occurs when the total of both teams' scores reaches 5, 10, 15, 20 and so on. For example, at 3–2 both teams rotate. Players 1, 2, 3 and 4 each play one five-point block, then the order repeats until the game ends.
- The first team to reach 25 points wins. At 24–24, the next rally is the golden point. Change ends once when either team reaches 13 points. The score and rotation sequence continue without resetting. Each team has one timeout of up to one minute for the entire tiebreaker game; the allowance does not reset when players rotate.

Group ranking rules

Group standings and tied results will be determined as follows.

6.1 Novice Plus and Intermediate: pairs are ranked by the number of matches won. If tied, apply head-to-head result for a two-pair tie; for three or more tied pairs, apply match wins within the tied group. If still tied, apply point difference within the tied group, then point difference across all group matches, then total points scored across all group matches. Resolve a remaining tie by a supervised draw.

6.2 Open teams: award two standings points for an encounter win, one for a 2–2 draw, and zero for a loss. An encounter win is 3–1 or 4–0. Rank by total standings points, then regular games won minus games lost across the group, then head-to-head standings points among tied teams, then total point difference across all group games, then total points scored. Resolve a remaining tie by a supervised draw.

6.3 For multi-team ties, calculate the relevant head-to-head comparison using only encounters among the tied teams. Reapply the sequence to any tied subset after a team is separated. Point difference means points scored minus points conceded.

6.4 The Tournament Director will determine how withdrawals, incomplete games, walkovers and forfeits are recorded and affect standings, game counts and point difference under the applicable event rules. These outcomes must be treated consistently. Unplayed or administratively awarded scores must be identified accurately when submitting results to DUPR.

Scoring and match administration

7.1 Rally scoring awards one point to the rally winner on every rally, including the winning rally. No two-point winning margin is required. At 14–14, 20–20 or 24–24, as applicable, the next rally is the golden point and decides the game.

7.2 Change ends when the first side reaches the specified end-change score, subject to the Game 3 rule in Section 3. An end change is not a team timeout. Where timeouts are permitted, each team has one timeout of up to one minute per game. Unused timeouts do not carry forward; the allowance resets for each new game.

7.3 All line calls are initially made by the players responsible for the ball landing on their side of the court. If a call is disputed, players may immediately refer it to the assigned match monitor or referee for confirmation. The official will decide under the applicable rules and observations. Once the match monitor or referee has made the final line-call decision, players must accept it and resume play without further argument. Match monitors also record scores and manage match progress; official referees officiate assigned matches.

7.4 Players must report to the assigned court and be ready to play within five minutes of the first official call of their name or team name. The five-minute period begins with that first call and does not restart with subsequent calls. Failure to appear within the period will result in a walkover for that match. In the Open Team Event, this applies to the players named for the called game; a walkover of one regular game does not automatically end the whole team encounter.

7.5 Entries must contain complete player details and meet the payment requirements. Replacement players require organiser approval and must meet all eligibility requirements. Any approved replacement must be confirmed no later than 27 December 2026 at 11:59 PM Malaysia time, the player-qualification dispute deadline.

7.6 Players are encouraged to check the tournament system frequently for the schedule, match progression, court assignments and updates. Listed times are estimates for basic reference only. A match may start earlier if previous matches finish ahead of schedule. Players are responsible for remaining available and responding to official match calls.

Participant responsibilities and event policies

8.1 Players must treat opponents, partners, officials, volunteers and spectators respectfully. Abuse, intimidation, deliberate disruption and intentional damage may result in a warning, loss of a game or disqualification, depending on the incident and the published disciplinary procedure.

8.2 The tournament follows the 2026 USA Pickleball Official Rulebook and applicable equipment standards, subject to the tournament-specific provisions stated in these terms. These provisions govern scoring, golden points, timeouts, end changes, the team tiebreaker, match reporting, line-call confirmation and muscle cramps wherever they differ from the USAP rules. Players must use compliant paddles, balls, clothing and footwear. The official tournament ball will be announced.

8.3 Players should be fit to participate, inform event staff of any immediate medical concern and stop play if continuing would be unsafe. Under this tournament's specific rule, muscle cramps alone do not qualify for a medical timeout. A player may use the team's available one-minute timeout, where permitted, for a brief rest, and must be ready to resume when it expires. No additional timeout is granted if none is available or the stage allows no timeouts. Failure to resume may result in a walkover for that game or match, as applicable. This rule keeps recovery breaks consistent for all competitors and avoids an additional interruption beyond the permitted timeout. Genuine medical concerns remain subject to the official's assessment and appropriate assistance. Any parental-consent requirement for minors will be published before registration.

8.4 Registration fees are not refundable upon a participant's request. Players are responsible for reading, understanding and accepting these terms before registering and paying. Exceptional cases may be considered and approved at the organiser's discretion. Submitting an exceptional request does not guarantee approval or a refund.

8.5 The Tournament Director and organiser reserve the final authority to amend any aspect of the tournament without prior notice, including rules, formats, scoring, schedules, court assignments, eligibility requirements and administrative arrangements. Changes may take immediate effect. Participants must comply with the decisions and instructions issued by the Tournament Director and organiser.

8.6 Players must review the final published terms and event briefing before participating. The organiser will identify the Tournament Director and the route for raising match-administration concerns. Decisions under these event rules do not remove any rights available under applicable law.

Player qualification disputes

9.1 All player-qualification disputes must be submitted in writing no later than 27 December 2026 at 11:59 PM Malaysia time. Submissions received after this deadline will not be entertained.

9.2 Submit qualification disputes in writing to the organiser through the official tournament registration or contact channel. Include the disputing person's name and contact details, the player's name, division, DUPR ID or profile link, the specific eligibility concern and supporting evidence with relevant dates.

9.3 The organiser will review timely disputes, give the affected player an opportunity to respond and communicate the outcome before the tournament starts. The organiser may confirm eligibility, decline an entry or offer a suitable division if space is available. Any refund exception requires organiser approval under Section 8.

9.4 No player-qualification dispute will be accepted after the deadline, including on any tournament day or after the first tournament match starts. This applies to every division, including divisions played on a later day.

9.5 This deadline applies to player qualification. It does not prevent a player from raising an immediate scoring, lineup or on-court conduct issue during a match.

Respect for match officials

All match monitors and referees are doing their best to uphold fairness and provide a consistent playing experience for every participant. Players, captains and supporters are expected to treat them with respect, cooperate with their instructions and accept their final calls. Your cooperation helps keep the tournament fair, enjoyable and running smoothly for everyone.