LUDUS BEACH PARK
Ljubljana

PRAVILNIK

LUDUS BEACH LIGA

2026 / 2027

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PRAVICA IGRANJA / RIGHT TO PLAY

V Ludus Beach Ligi lahko nastopajo vsi igralci, ki imajo **dovoljenje za igranje** od tekmovalne komisije in **plačano prijavnino**.

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*All players who have **permission to play from the competition comittee** and **have paid the registration fee** can participate in the Ludus Beach League.*

PRIJAVNINA IN PRIJAVE / APPLICATION FEE AND APPLICATIONS

Igralci sprejeti v ligaško tekmovanje, morajo **do petka, 18. septembra 2026 poravnati prijavnino oz. igralnino**. Višina igralnine znaša **185 € na igralca**.

Prijave zbiramo **do nedelje, 13. 9. 2026**.
Po zaključku zbiranja prijav, se ekipe še vedno lahko prijavijo, če jim prijavo odobri tekmovalna komisija. Ekipe, prijavljene po zaključku uradnega zbiranja prijav, se uvrstijo na trenutno zadnje mesto v zadnji ligi.

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*Players admitted to the league competition must **pay the registration fee due to Sunday 13th September 2026**. The application fee is **185 € per player**.*

***Applications** are being **collected until Friday 18th September 2026**.*
After the end of the collection of applications, teams can still apply if their application is approved by the Competition committee. Teams registered after the end of the official collection of applications are placed in the last place in the last league.

KATEGORIJE / CATEGORIES

Igralci oz. ekipe so razvrščeni v **več lig**. Začetno **razporeditev določi tekmovalna komisija**, na podlagi preteklih rezultatov in poznanj igralcev oz. ekip.

V sezoni 2026/2027 je predvideno:

- 6 moških lig (1. Liga bo ena sama, od 2. do 6. lige pa bodo te razdeljene na enakovredni A in B ligo);
- 3 ženske lige (1. Liga bo ena sama, 2. in 3. liga pa bosta razdeljeni na enakovredni A in B ligo);

Končno število lig v moški in ženski konkurenci bo dokončno znano po prejemu vseh prijav in bo poslano naknadno ali v prilogi *(priloga_1)*.

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*Players or teams are classified into **several leagues**. The **initial allocation is determined by the Competition Committee** based on previous results and knowledge of the players or teams.*

***For the 2026/2027 season, the following is planned**:*

- *6 men's leagues: League 1 will be a single league, while Leagues 2 to 6 will be divided into equivalent A and B leagues;*
- *3 women's leagues: League 1 will be a single league, while Leagues 2 and 3 will be divided into equivalent A and B leagues.*

The final number of leagues in the men's and women's competitions will be confirmed after all registrations have been received and will be sent at a later date or included in an attachment (attachment_1).

RAZPOREDITEV EKIP / DISTRIBUTION OF TEAMS

Začetno razporeditev ekip v lige določi tekmovalna komisija, ko prejme vse prijave.

Zadnji rok za pravočasno prijavo je nedelja, 13. 9. 2026. Razporeditev parov je **določena na podlagi preteklih rezultatov v Ludus Beach Ligi, poznanj igralcev/igralk in tekmovalne komisije** (vodja tekmovanja, koordinator lige, predstavnik igralcev/igralk).

Novo prijavljene ekipe se uvrstijo v nižje lige, kljub temu pa boljše pare uvrstimo v boljše lige, saj strmimo k čimbolj enakovredno sestavljenim ligam.

Razpored ekip bo znan vsaj 10 dni pred začetkom tekmovanja. Poslan bo naknadno ali v prilogi *(priloga_1)*.

Ekipe, ki zamudijo rok prijav (13. 9. 2026) in bi vseeno želele igrati, **so uvrščene v zadnjo ligo**.

The initial allocation of teams into leagues is determined by the competition committee when all applications are received.

*The deadline for early registration is 13/09/2026. The **distribution of pairs is determined on the basis of past results in the Ludus Beach League**, the **knowledge of the players** and the **competition committee** (competition manager, league coordinator, representative of the players).*

***Newly registered teams are placed in the lower leagues**, but the better pairs are placed in the better leagues, since we strive for as equal leagues as possible.*

***The schedule of the teams will be known at least 10 days before the start of the competition**. It will be sent subsequently or as an attachment (attachment_1).*

***Teams that miss the application deadline** (13/09/2026) and would still like to play are **relegated to the last division**.*

RAZPORED IGRANJA, PRIZORIŠČE / PLAYING SCHEDULE, VENUE

Vse tekme se odigrajo po **v naprej določenem urniku ob sobotah in nedeljah** v **Športnem parku Ludus Črnuče (Šlandrova ulica 11, Ljubljana** (Črnuče)).

Začetek tekmovanja je **ob 8.30 uri, s tekmami pričnemo ob 9.00**. Predviden **zaključek** vsakega turnirja je **ob 16. uri**.

Urnik in razpored (za prvi krog) bosta znana vsaj 10 dni pred začetkom tekmovanja. Razporedi za nadaljnje kroge, bodo objavljeni takoj (čim prej) po zaključku tekočega kroga.

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*All matches are **played according to a predetermined schedule on Saturdays and Sundays at the Ludus Črnuče Sports Park** (Šlandrova ulica 11, Ljubljana (Črnuče)).*

*The **competition starts at 8:30 a.m.**, with **matches starting at 9:00 a.m.** Each tournament is scheduled to **conclude at 4 p.m.***

The schedule (for the first round) will be known at least 10 days before the start of the competition. Schedules for further rounds will be announced immediately (as soon as possible) after the end of the current round.

ŠTETJE IN PRAVILA / COUNTING AND RULES

Tekme se igrajo na **dva dobljena seta do 15. točke**, na razliko 2 točk, z zgornjo mejo 21 točk. V primeru izenačenja, se odigra **dodatni, 3. set do 11. točke**, na razliko 2 točk, z zgornjo mejo 15 točk.

Višina mreže pri moških je 243 cm, pri ženskah 224 cm. Velikost igrišča je 8 x 16 m.

Ekipe si sodijo in štejejo same, zaželjen oz. obvezen je **fair-play**. V primeru nesoglasja se točko ponovi, če pride do spora, se obvesti tekmovalno komisijo.

Zgornji odboj pri sprejemu ni dovoljen. Prav tako z zgornjim odbojem ni dovoljeno poslati žoge v nasprotnikovo igrišče. Dvojna podaja je stvar dogovora med igralci, kjer se upošteva nivo njihovega znanja.

Ekipa ima na voljo **največ 1 time-out na set**.

Za vse ostalo se zgledujemo po uradnih pravilih CEV-a za odbojko na mivki (https://inside.cev.eu/media/zwfhs5ex/fivb-beachvolleyball_rules2025_2028-en-v01.pdf), si pa tekmovalna komisija pridržuje pravico do svoje odločitve v primeru nesoglasij.

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*Matches are played in **two sets to the 15th point**, with a ceiling of 21 points. In the event of a tie, an additional **3rd set is played to the 11th point**, with an upper limit of 15 points.*

The height of the net in males is 243 cm, in females 224 cm. The size of the court is 8 x 16 meters.

***Teams judge and count for themselves**, **fair play** is desirable or mandatory. In case of disagreement, the point is repeated, if there is a dispute, the competition committee is notified.*

***No upper rebound (with fingers) is allowed on reception. Also, with the top rebound, it is not allowed to send the ball into the opponent's court. A double pass is a matter of agreement between the players**, where their level of proficiency is taken into account.*

*Each team has a maximum **1 time-out per set** during the play.*

For everything else, we are inspired by the official rules of the CEV for beach volleyball. (https://inside.cev.eu/media/zwfhs5ex/fivb-beachvolleyball_rules2025_2028-en-v01.pdf), but the competition committee reserves the right to make its decision in case of disagreement.

TOČKOVANJE, LESTVICA IN SPOROČANJE REZULTATOV / SCORING, RANKING AND RESULTS REPORTING

Ekipe si skozi sezono nabirajo točke. Koliko jih osvojijo v posameznem krogu tekmovanja, je odvisno od njihove uvrstitve. **Upoštevalo se bo najboljših 6 uvrstitev** od sedmih. Končni seštevek točk, je osnova za izvedbo zaključnega, finalnega turnirja, na katerem lahko igrajo vse ekipe iz Ludus Beach Lige.

Koliko točk dobi ekipa v posameznem krogu za svojo uvrstitev, bo sporočeno naknadno ali napisano v prilogi *(priloga_2)*, ko zaključimo s prijavami in razvrščanjem ekip v lige.

Tekom vsakega posameznega turnirja se upošteva:
Za uvrstitev v skupinskem delu v posameznem krogu se upošteva naslednje:

- zmaga z 2 : 0 prinaša 3 točke,
- zmaga z 2 : 1 prinaša 2 točki,
- poraz 1 : 2 prinaša 1 točko in
- poraz 0 : 2 ne prinaša točk.

Za razvrstitev po končanem skupinskem delu posameznega turnirja se upošteva naslednji vrstni red kriterijev:

1. **število zmag**,
2. v primeru enakega števila zmag, **število osvojenih točk**,
3. v primeru enakega števila osvojenih točk, **medsebojna tekma**,
4. v primeru, da se naredi krog (ima več ekip enako število zmag, točk in se glede na medsebojne tekme ne more določiti vrstnega reda ekip za njihovo razvrstitev), **količnih dobljenih in izgubljenih setov**,
5. v primeru enakega količnika med dobljenimi in izgubljenimi seti, **količnik dobljenih in izgubljenih točk**, in
6. v primeru enakih količnikov med dobljenimi in izgubljenimi točkami, se upošteva **boljša začetna uvrstitev** v dotičnem krogu

Po vsaki odigrani tekmi je obvezno potrebno **sporočiti rezultat** vodji tekmovanja, ki je prisoten na turnirju **še pred začetkom naslednje tekme** na tistem igrišču .

V primeru **nesporočenega rezultata, obe ekipi prejmeta 0 točk** za tisto tekmo.

***Teams accumulate points throughout the season**. How many they win in each round of the competition depends on their ranking in that round. **The best 6 rankings out of seven will be taken into account**. The final sum of points is the basis for final tournament, in which all teams from the Ludus Beach League can play.*

How many points a team gets in each round for its placement will be announced later or written in an appendix (attachment_2) when we finish registering and classifying teams into leagues.

During everz single tournament following is taken into account:
***For the purpose of ranking in the group in each round**, the following shall be taken into account:*

- *a 2 : 0 win brings 3 points,*
- *a 2 : 1 win brings 2 points,*
- *a 1 : 2 defeat brings 1 point and*
- *a 0 : 2 defeat does not bring points.*

***For the purposes of classification after the group stage of each tournament, the following order of criteria shall be taken into account**:*

1. ***number of wins**,*
2. *in the case of an equal number of victories, the **number of points earned**,*
3. *in the event of an equal number of points earned, **a head-to-head match**,*
4. *in the event that a round is made (several teams have the same number of wins, points and it is not possible to determine the order of the teams for their ranking according to the mutual matches), **the ratio between** won and lost **sets**,*
5. *in the case of an equal ratio between the won and lost sets, the **ratio of points** gained and lost, and*
6. *in the event of equal ratios between points won and lost, the **better initial ranking** in the respective round shall be taken into account.*

*After each match played, it is **mandatory to report the result** to the head of the competition who is present at the tournament, yet before the next match starts at that court.*

***If the results are not reported, both teams receive 0 points** for that match.*

OBVEZNOSTI UDELEŽENCEV-IGRALCEV LIGE / OBLIGATIONS OF LEAGUE PARTICIPANTS-PLAYERS

Poleg sporočanja rezultatov in skrbi za žoge, ki jih prinese organizator za igro, morajo ekipe dosledno **sporočati oz. napovedati svoje izostanke in menjave** (če pride igrati rezervni igralec).

Igralci morajo **dosledno spremljati razporede turnirjev, poslana obvestila in dodatne informacije**, ki so tekom sezone objavljeni/poslani prek uradnih informacijskih kanalov Ludus Beach Lige (mail in Whatsapp skupina Ludus Beach Lige). Le na ta način bodo ustrezno informirani o poteku tekmovanja tekom sezone.

Na turnir oz. tekme morajo ekipe **prihajati točno**. S tekmami bomo začenjali ob 9.00 uri (čas za ogrevanje prvih ekip je od 8.30 do 9.00 ure oz. za ostale ob igrišču, ko poteka predhodna tekma) in nato nadaljevali eno za drugo s premorom največ 5-10 min za ogrevanje na mreži in servis.

V primeru **nesporočene zamude** ekipe več kot **10 min** se kaznuje z **izgubljenim 1. setom** (0 : 15), **nesporočena zamuda** več kot **20 min** pa z **izgubljeno tekmo** (0 : 2).

Če ekipa svoje **odsotnosti v določenem krogu ne sporoči vsaj 15 ur pred turnirjem** (do 18. ure en dan pred turnirjem), se ta **šteje kot nenapovedana odsotnost** ekipe in se njena **nenapovedana odsotnost kaznuje z odbitkom 20 točk** od skupnega seštevka točk, ki štejejo za končno uvrstitev v ligi in za zaključni turnir - 20 točke se odšteje od končnega skupnega seštevka točk. V primeru, da **ekipa v eni sezoni zbere 3 nenapovedane odsotnosti**, jo lahko tekmovalna komisija **izključi iz tekmovanja**, brez vračila prijavnine.

V kolikor ekipa na dan turnirja **namenoma ne odigra vseh tekem do konca** (razen zadnje tekme, tekme za 1./3./5./7. mesto, ki šteje le za razvrstitev), **ekipa avtomatsko konča tisti krog na zadnjem, 8. mestu in izpade iz lige**. **Izjeme** so **poškodbe** tekom turnirja in **drugi izredni dogodki**. Torej, če igralec ve, da turnirja tisti dan ne uspe odigrati do konca, si najde menjavo in se s tem izogne izpadu iz lige.

Po vsaki odigrani **tekmi** morajo igralci pograbiti oz. **poravnati igrišče** in **sporočiti rezultat** odigrane tekme, še pred začetkom naslednje tekme na tistem igrišču.

Igralci in igralke morajo **upoštevati pravilnik Ludus Beach Lige**. V primeru naupoštevanja pravilnika, si **tekmovalna komisija pridržuje pravico**, da igralce oz. igralke, ki ne upoštevajo pravilnika ali nasprotujejo in izpodbijajo odločitve tekmovalne komisije, ustrezno **sankcionira** (na primer: prepove nastop določenemu igralcu v naslednjem krogu, diskvalificira ekipo, prepove nastope ekipi do konca sezone brez vračila prijavnine ipd.).

In addition to reporting scores and taking care of the balls brought by the organizer for the play, teams must ***consistently communicate and predict their absences and substitutions****.*

Players must ***regularly and carefully monitor tournament schedules, announcements, and any additional information*** *published or sent throughout the season via the official Ludus Beach League communication channels (email and the Ludus Beach League WhatsApp group). This is the only way to ensure that they remain properly informed about the course of the competition through the season.*

Teams must ***arrive at the tournament or matches punctually****. The matches will start at 9:00 a.m. (warm-up time for the first teams is from 8:30 a.m. to 9:00 a.m., and for the rest by the courts when*

the preliminary match takes place) and then continue one after the other with a break of no more than 5-10 minutes for warm-up at the net and serve.

In case of an ***unannounced delay*** *of more than* ***10 minutes****, the penalty is with a* ***lost 1st set*** *(0:15), and an* ***unannounced delay*** *of more than* ***20 minutes*** *with* ***a lost match*** *(0:2).*

If a team ***fails to notify its absence at least 15 hours before the tournament starts*** *(untill 18:00 o'clock the day before) in a certain round, that counts as an unannounced absence and its unannounced absence is punished with a* ***deduction of 20 points*** *from the total points that count for the final league ranking and for the final tournament - 20 points are deducted from the final total score. In case that team* ***collects 3 unannounced absences*** *in one season, the Competition comitee* ***can rule them out from the competition****, without returning the registration fee.*

If a team ***intentionally does not play all matches on the day of the tournament*** *(except for the last match (set), the match for 1st/3rd/5th/7th place, which counts only for the standings), the* ***team automatically finishes that round in the last, 8th place and is relegated from the league****.* ***Exceptions are injuries*** *during the tournament* ***and other emergencies****. So, if a player knows that he will not be able to play the tournament that day, he finds a substitute player and thus avoids relegation from the league.*

After each game played, players must level the fields.

Players must ***follow the rules of the Ludus Beach League****. In the event of non-compliance with the rules,* ***the Competition Committee reserves the right to sanction players*** *who do not comply with the rules or oppose and challenge the decisions of the competition committee (for example: ban a certain player from playing in the next round, disqualify the team, ban the team from playing until the end of the season without a refund of the registration fee, etc.).*

NADOMEŠČANJE, ODSOTNOST, POŠKODBE / REPLACEMENT, ABSENCE, INJURIES

MENJAVA IGRALCA

Vsaka ekipa ima lahko dodatnega člana, ki ga izkoristi za **menjavo**, ko en od primarne ekipe ne uspe priti na turnir. **V vsakem trenutku pa mora vsaj en član primarne ekipe igrati**, sicer se uvrstitev ekipe ne upošteva (se smatra, kot da je ekipa odsotna)

V primeru **druge menjave** (torej četrtega igralca) ekipa vseeno normalno odigra turnir, vendar se ji na koncu dodelijo **polovične točke** glede na njihovo končno uvrstitev.

Če ima ekipa tudi **tretjo menjavo** (peti član ekipe), se ekipi prav tako na koncu dodelijo **polovične točke** glede na njeno končno uvrstitev, vendar njena uvrstitev ne šteje **in avtomatsko izpade v nižjo ligo** kot 8. uvrščena v ligi, v kateri je igrala (dobi polovične točke svoje uvrstitve, namesto nič točk, kot bi jih v primeru, da nebi prišla).

Menjava ne more biti igralec, ki je registriran in igra v 1. slovenski (ali tuji) državni ligi. Menjava prav tako ne more biti igralec, ki že igra za katero od drugih ekip Ludus Beach Lige (izjemoma, je lahko menjava igralec, ki v povprečju igra 2 ligi nižje od ekipe, ki potrebuje menjavo. Torej na primer, če potrebuje menjavo ekipa iz 2. lige, jo lahko najde med igralci, ki večino časa igrajo najvišje v 4. ligi. Takšno menjavo mora odobriti tekmovalna komisija.) Tudi vse ostale izjeme mora potrditi tekmovalna komisija.

Igralec, ki igra kot menjava, je lahko menjava samo eni ekipi in ne več različnim ekipam.
Izjeme lahko v redkih primerih na prošnjo ekip odobri tekmovalna komisija.

POŠKODBA

Če pride med tekmami **v skupinskem krogu** do **poškodbe igralca**, **lahko nastopi menjava** med turnirjem in ekipa normalno odigra turnir do konca (veljajo enaki pogoji kot zgoraj - potrditi jo mora tekmovalna komisija).

V primeru poškodbe igralca **po skupinskem delu tekem**, ko se igra tekme za napredovanje/ izpadanje **menjava ni več mogoča**, saj bi menjava igrala sveža in spočita, kar ne bi bilo pravično do nasprotnih ekip. V tem primeru ekipa izgubi nadaljnje tekme turnirja in je uvrščena glede na rezultat do trenutka poškodbe.

V primeru, da **ekipa zaradi poškodbe igralca ne uspe odigrati niti tekem skupinskega dela**, se ne glede na točke osvojene do takrat, ko je prišlo do poškodbe, uvrsti na **zadnje, 4. mesto v skupini**.

MENJAVA TERMINA

Menjava termina je možna le v izrednih, opravičljivih situacijah, ko nihče od igralcev ne uspe igrati v razpisanem terminu (bolezen, službene odsotnosti in drugi izredni dogodki obeh igralcev), **sicer se odsotnost enega igralca rešuje z menjvo igralca** po zgoraj opisanem principu. Menjave terminov niso namenjene odsotnostim zaradi osebnih potovanj, počitnic, praznikov ipd., kajti urnik tekmovanja je znan za celo sezono in se mu igralci in igralke lahko prilagodite.

Prošnjo za menjavo termina z navedenim tehtnim razlogom, mora ekipa **oddati po mailu ali preko spletnega obrazca najmanj 8 dni pred turnirjem**, ko bi ekipa igrala glede na razpisan razpored (torej najkasneje v petek v prejšnjem tednu pred turnirjem, ko igra).

Ko je enkrat **poslan razpored tekmovanja** vsem ekipam **za dotični krog** tekmovanja, **menjave termina niso več mogoče**.

Menjava termina je možna le za menjavo termina **s terminom nižje lige**. **Vsakršno menjavo termina mora odobriti tekmovalna komisija**.

Če se torej zgodi, da igralca ne bi uspela nastopiti v terminu, ko bi po urniku lige morala igrati, lahko **na njuno željo, njuno prazno mesto v ligi nadomesti ekipa iz nižje lige, onadva pa igrata ob drugem terminu v nižji ligi**.

Menjavo ekipe se išče **po naslednjem principu**: Najprej se možnost igranja v višji ligi (kot menjava ekipe, ki ne more igrati na svoj termin) ponudi 7. uvrščenemu iz iste lige, ki bi v tekočem krogu moral izpasti ligo nižje, nato 8. uvrščenemu iz iste lige, ki bi moral izpasti v tekočem krogu in nato naprej po vrsti drugemu, tretjemu, četrtemu itd. iz nižje lige, dokler se ne najde menjave. Ker se išče menjava tako v A kot v B ligi nižje, ima prednost ekipa z več osvojenimi skupnimi točkami. **Menjavo** lahko ekipa poišče **na dva načina**: **1.)** Ekipa sama po prej opisanem principu najde menjavo v eni ligi nižje in sporoči vodji tekmovanja o menjavi. Vodja tekmovanja mora menjavo odobriti in nato uredi razvrstitev obeh ekip v tekmovalni sistem. Ali **2.)** Ekipa svoj izostanek in željo o menjavi sporoči vodji tekmovanja, ki poskusi urediti menjavo in uvrsti ekipe v sistem tekmovanja.

Z menjavo si ekipa zagotovi, da vseeno dobi točke v tistem krogu, čeprav jih dobi nekaj manj, ampak še vseeno boljše kot nič, kolikor bi jih dobila ekipa, če ne bi prišla. Prav tako lahko en krog hitreje spet napreduje nazaj v višjo ligo.

PRIMER: Jaka in Luka bi morala igrati 2. krog v 2.ligi v nedeljo 15.11.. Ta dan sta zasedena/odsotna, imata pa čas v soboto 21.11., ko se igra 2.krog 3.lige. Pravočasno obvestita vodjo tekmovanja, da bi zamenjala ligi. Vodja tekmovanja pošlje mail Damjanu in Roku, ki sta bila v 1.kogu 2.lige na 7.mestu in bi morala izpasti v 3.ligo. Damjan in Rok imata čas v soboto 15.11. in ostaneta v 2.ligi, Jaka in Luka pa igrata v 3.ligi.

PLAYER SUBSTITUTION

Each team may have one additional player who can be used as a substitute *when one of the two primary team members is unable to attend a tournament.* ***However, at least one member of the primary team must play at all times****; otherwise, the team's result will not be counted (the team will be considered absent).*

In the case of a ***second substitute*** *(i.e. a fourth player being used by the team), the team may still play the tournament as usual, but at the end it will receive* ***half the points*** *corresponding to its final ranking.*

If the team also uses a ***third substitute*** *(i.e. a fifth team member), the team will likewise receive* ***half the points*** *corresponding to its final ranking. However, its final ranking will not count for this tournament placement, and the team will* ***automatically be relegated to the lower league*** *as the 8th-placed team in the league in which it competed. The team will still receive half the points corresponding to its actual finishing position instead of receiving zero points, as it would if it did not participate at all.*

A substitute may not be a player who is registered and competes in the Slovenian 1st National League or in an equivalent foreign national top division. A substitute may also not be a player who already competes for another team in the Ludus Beach League. As an exception, a player who generally competes 2 leagues lower than the team requiring a substitute may be allowed to substitute. For example, if a team from the 2nd League needs a substitute, it may use a player who normally competes no higher than the 4th League. Such a substitution must be approved by the Competition Committee. All other exceptions must also be approved by the Competition Committee.

A player who acts as a substitute may only substitute for ***one team*** *and may not act as a substitute for several different teams.*
In exceptional cases, exceptions to this rule may be approved by the Competition Committee upon a team's request.

INJURY

If a player is ***injured during the group-stage matches****, a* ***substitute may join the team during the tournament****, and the team may continue and complete the tournament as usual. The same conditions as described above apply, and the substitution must be approved by the Competition Committee.*

If a player is injured ***after the group stage****, during the promotion/relegation matches,* ***a substitution is no longer permitted****, as the substitute would enter the competition fresh and rested, which would be unfair to the opposing teams. In this case, the team forfeits its remaining matches and is ranked according to the results achieved up to the time of the injury.*

If, due to a player's injury, ***the team is unable to complete even the group-stage matches****, it will be placed* ***last, in 4th place in the group****, regardless of the points it had earned before the injury occurred.*

SCHEDULE CHANGE

Changing the scheduled date/time is only possible in exceptional, justifiable circumstances when neither player is able to play at the scheduled time *(illness, work-related absence, or other exceptional circumstances affecting both players).* ***If only one player is unavailable, the absence should instead be resolved by substituting that player*** *according to the procedure described above. Schedule changes are not intended for absences due to personal travel, holidays, vacations, etc., as the competition schedule is known for the entire season and players are expected to plan accordingly.*

A request to change the scheduled date/time, including a valid reason, must be submitted by the team by email or via the online form at least 8 days before the tournament *in which the team is scheduled to play (i.e. no later than the Friday in a week before the tournament they play).*

Once the competition schedule for the respective round has been sent to all teams, schedule changes are no longer possible.

A schedule change is only possible by switching with a playing slot in the lower league. Every schedule change must be approved by the Competition Committee.

Therefore, ***if both players are unable to compete*** *at the time when they are scheduled to play according to the league schedule,* ***at their request, their vacant place in the higher league may be taken by a team from the league below, while they compete at another time in the lower league.***

A replacement team is selected ***according to the following principle****: First, the opportunity to play in the higher league (as a replacement for the team unable to play in its scheduled slot) is offered to the team that finished 7th in the same league and would otherwise be relegated to the lower league for the current round. The opportunity is then offered to the 8th-placed team from the same league that would also be relegated, followed by the 2nd-, 3rd-, 4th-placed teams, etc. from the lower league, until a replacement is found. Since replacements are sought from both the A and B divisions of the lower league, priority is given to the team with the higher total number of points.*

A team can arrange a replacement in two ways: 1.) *The team finds a substitution itself from the league immediately below, following the procedure described above, and informs the competition manager about the proposed switch. The competition manager must approve the change and then places both teams in the appropriate competition groups in the competition system. Or* ***2.)*** *The team informs the competition manager of its absence and its wish to switch playing slots. The competition*

manager then attempts to arrange a replacement and assigns the teams accordingly in the competition system.

By arranging a switch, the team ensures that it can still earn points in that round. Although it may receive slightly fewer points, this is still better than receiving zero points, which would be the case if the team did not participate at all. It may also be able to earn promotion back to the higher league one round sooner.

EXAMPLE: Jaka and Luka are scheduled to play Round 2 in the 2nd League on Sunday, 15 November. They are both unavailable on that day, but they are available on Saturday, 21 November, when Round 2 of the 3rd League is being played. They inform the competition manager in due time that they would like to switch leagues. The competition manager contacts Damjan and Rok, who finished 7th in the 2nd League in Round 1 and would normally be relegated to the 3rd League. Damjan and Rok are available to play in the earlier 2nd League slot and therefore remain in the 2nd League, while Jaka and Luka play in the 3rd League.

PREHODI MED LIGAMI / LEAGUE TRANSITIONS

Ekipe prestopajo iz lige v ligo, glede na njihovo uvrstitev/rezultat po končanem posameznem krogu tekmovanja.

Prehajanje ekip med ligami:
Najboljša ekipa iz vsake lige se uvrsti na 7. mesto v eni ligi višje. Katera ekipa se uvrsti v A in katera v B eno ligo višje, se določi z žrebom. Druga najbolša ekipa iz vsake lige se uvrsti na 8. mesto v eni ligi višje. Katera ekipa se uvrsti v A in katera v B eno ligo višje, se določi z žrebom.

Najslabša ekipa iz vsake lige izpade na 2. mesto eno ligo nižje. Katera ekipa izpade v A in katera v B eno ligo nižje, se določi z žrebom. Druga najslabša ekipa izpade na 1. mesto eno ligo nižje. Katera ekipa izpade v A in katera v B eno ligo nižje, se določi z žrebom.

V prvi ligi (za razliko od vseh ostalih lig) vsak krog v eno ligo nižje, v drugo ligo, izpadejo 4 ekipe: ekipi uvrščeni kot 5. izpadeta na 1. mesto v 2. ligi, ekipi uvrščeni kot 7. in 8. pa izpadeta na 2. mesto v 2. ligi. Katera ekipa se uvrsti v A in katera v B eno ligo nižje, se določi z žrebom.

Za razvrstitev ekip znotraj posamezne lige, se upošteva sistem serpentine - razloženo v prilogi *(priloga_3)*.

Sistem tekmovanja:
V osnovi se posamezna liga razdeli na dve skupini po 4 ekipe (skupaj 8 ekip v eni ligi).
V skupinskem delu igra vsak z vsakim.
Potem se najboljša 2 iz skupin pomerita z najbolšima iz druge skupine v svoji ligi za napredovanje.
Po enakem sistemu, se najslabši 4 pari pomerijo za obstanek v ligi.
Najboljša 2 para iz vsake lige napredujeta eno ligo višje, najslabša pa izpadeta eno ligo nižje.

V prvi ligi (za razliko od vseh ostalih lig) je sistem tekmovanja nekoliko drugačen.
V skupinskem delu se enako igra vsak z vsakim.
Prav tako se odigrajo tekme med 1. in 2. uvrščenimi ter 3. in 4. uvrščenimi iz nasprotnih skupin.

Nato se zmagovalci med 1. in 2. uvrščenimi borijo za zmago, poraženci med 3. in 4. uvrščenimi pa za 7. mesto v Ligi.
Poraženci med 1. in 2. urščenimi iz skupin ter zmagovalci med 3. in 4. uvrščenimi iz skupin nazadnje odigrajo še drugo tekmo za obstanek v ligi (za 3. mesto).

Sistem tekmovanja je podrobneje razložen v naslednji točki pravilnika in v prilogi *(priloga_4)*.

Teams are promoted from league to league, depending on their ranking/result after each round of the competition has been completed.

Switching teams between leagues:
The best team from each league ranks 7th in one league higher. Which team ranks in A and which in B one league higher is determined by draw. The second-best team from each league ranks 8th in one league higher. Which team ranks in A and which in B one league higher is determined by draw.

The worst team from each league is relegated to 2nd place one league lower. Which team is relegated to A and which is relegated to B one league lower is determined by draw. The second-worst team is relegated to 1st place one league lower. Which team is relegated to A and which is relegated to B one league lower is determined by draw.

In the first league (unlike in all other leagues), four teams are relegated to the second league each round: the teams placed 5th drop to 1st place in the second league, while the teams placed 7th and 8th drop to 2nd place in the second league. Which team is placed in Group A and which in Group B of the lower league is determined by a draw.

For the classification of teams within each league, the serpentine system is taken into account. Explained in the annex (attachment_3).

The competition system:
Basically, each league is divided into two groups of 4 teams (a total of 8 teams in one league).
In the group stage, everyone plays against each other.
Then the top 2 from the groups will compete with the best from the second group in their league for promotion.
Under the same system, the worst 4 pairs compete for survival in the league.
The top 2 pairs from each league are promoted one league higher, and the worst are relegated one league lower.

In the first league (unlike in all other leagues), the competition system is slightly different.
In the group stage, the format is the same, with each team playing against all others.
Additionally, matches are played between the 1st and 2nd placed teams and between the 3rd and 4th placed teams from the opposite groups.
Then, the winners between the 1st and 2nd placed teams from group phase compete for the win, while the losers among the 3rd and 4th placed teams compete for 7th place in the league.

The losers from the 1st vs. 2nd teams and the winners from the 3rd vs. 4th teams from group phase finally play an additional match to stay in the league (for 3rd place).

The competition system is explained in more detail in the next section of the regulations and in the appendix (attachment_4).

SISTEM TEKMOVANJA / COMPETITION SYSTEM

1. LIGA:

Prva liga je samo ena (in NI razdeljena na A in B ligo).
V prvi ligi igra 8 ekip. V vsakem krogu 4 ekipe obstanejo v prvi ligi, 4 ekipe pa izpadejo v drugo ligo.
V prvi fazi turnirja so ekipe razdeljene v 2 skupini po 4 ekipe. Začetni razpored ekip v skupinah je odvisen od uvrstitve v prejšnjem krogu:

The first league is a single league (and is NOT divided into League A and League B).
There are 8 teams competing in the first league. In each round, 4 teams remain in the first league, while 4 teams are relegated to the second league.
In the first phase of the tournament, the teams are divided into 2 groups of 4 teams each. The initial group placement of the teams depends on their ranking from the previous round:

1. Liga - skupina A	1. Liga - skupina B
Ekipa 1	Ekipa 1
Ekipa 2	Ekipa 2
Ekipa 3	Ekipa 3
Ekipa 4	Ekipa 4

V skupinskem delu turnirja (2 skupini po 4 ekipe) odigrajo ekipe po principu “vsak z vsakim”. Sistem velja enak za obe skupini - vsaka skupina igra na svojem igrišču:

In the group stage of the tournament (2 groups of 4 teams), the teams play in a round-robin format (“each team plays against all others”). The system is the same for both groups – each group plays on its own court:

SKUPINSKI DEL	NASPROTNIK 1	NASPROTNIK 2
1. tekma (9:00)	Ekipa 2	Ekipa 3
2. tekma (9:40)	Ekipa 1	Ekipa 4
3. tekma (10:20)	Ekipa 1	Ekipa 2
4. tekma (11:00)	Ekipa 3	Ekipa 4
5. tekma (11:40)	Ekipa 1	Ekipa 3
6. tekma (12:20)	Ekipa 2	Ekipa 4

Po odigranem skupinskem delu, dobimo razvrstitev ekip v vsaki skupini od 1. do 4. uvrščene ekipe v vsaki skupini.
Za razvrstitev ekip v posamezni skupini se po naslednjem vrstnem redu upošteva:

1. Osvojene zmage
2. Osvojene točke
3. Zmagovalec medsebojne tekme
4. Količnik osvojenih/izgubljenih setov
5. Količnik osvojenih/izgubljenih točk

Razpored ekip po odigranem skupinskem delu:

After the group stage, the teams in each group are ranked from 1st to 4th place.
The ranking within each group is determined in the following order:

1. *Number of winS*
2. *Total points earned*
3. *Winner of the head-to-head match*
4. *Ratio of sets won to sets lost*
5. *Ratio of points won to points lost*

Team placement after the group stage:

1. Liga - skupina A	1. Liga - skupina B
A1	B1
A2	B2
A3	B3
A4	B4

Sledijo prve tekme za zmago ali obstanek v ligi. Glede na razvrstitev v posamezni skupini igra ekipa iz ene skupine z nasprotnikom iz druge skupine.
To so tekme med 3. in 4. uvrščenimi iz skupine za obstanek, ter tekme med 1. in 2. uvrščenimi iz skupine za zmago po naslednjem vrstnem redu:
A1 vs. B2 & A2 vs. B1 *(zmagovalca teh tekem se borita za prvo mesto v ligi)*
A3 vs. B4 & A4 vs. B3 *(poraženca teh tekem kot 7. ali 8. uvrščena izpadeta v nižjo ligo)*

Next come the first matches for the championship or for staying in the league. Based on the group rankings, each team plays against an opponent from the other group.
These are the matches between the 3rd and 4th placed teams from the groups for survival in the league, and the matches between the 1st and 2nd placed teams from the groups for the championship, in the following order:

A1 vs. B2 & A2 vs. B1 (the winners of these matches compete for 1st place in the league)
A3 vs. B4 & A4 vs. B3 (the losers of these matches, ranked 7th and 8th, are relegated to the lower league)

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
7. tekma (13:00)	A1	B2	Zmagovalec se bori za 1. mesto
7. tekma (13:00)	A2	B1	Zmagovalec se bori za 1. mesto
8. tekma (13:40)	A3	B4	Poraženec kot 7. ali 8. izpade v 2. ligo
8. tekma (13:40)	A4	B3	Poraženec kot 7. ali 8. izpade v 2. ligo

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Za temi tekmami se odigrajo tekme (en set to 15 točk) za razvrstitev: med najboljšima ekipama za končno 1. mesto v prvi ligi in med najslabšima za končno 7. mesto v prvi ligi:

After these matches, placement matches are played (one set to 15 points): between the two best teams for the final 1st place in the first league, and between the two lowest-ranked teams for the final 7th place in the first league:

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
9. tekma (14:20)	W (7. tekma)	W (7. tekma)	Zmagovalec osvoji 1. mesto v ligi
9. tekma (14:20)	L (8. tekma)	L (8. tekma)	Zmagovalec osvoji 7. mesto v ligi

Nazadnje sledita še drugi dve tekmi, ki omogočata obstanek v prvi ligi.
To sta tekmi med poraženci 7. tekem (tekmi med 1. in 2. uvrščenimi iz skupine) in zmagovalci 8. tekem (tekmi med 3. in 4. uvrščenimi iz skupine):

Finally, the last two matches are played, which determine which teams remain in the first league. These are the matches between the losers of the 7th matches (the matches between the 1st and 2nd placed teams from the groups) and the winners of the 8th matches (the matches between the 3rd and 4th placed teams from the groups):

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
10. tekma (15:00)	L (7. tekma)	W (8. tekma)	Zmagovalec obstane v 1. ligi - osvoji (deljeno 3. mesto) Poraženec kot 5. izpade v 2. ligo
10. tekma (15:00)	L (7. tekma)	W (8. tekma)	

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10. tekmi zmagovalcema omogočata obstanek v prvi ligi. In sicer zmagovalca 10. tekem osvojita (deljeno) 3. mesto v prvi ligi, poraženca pa kot 5. uvrščena izpadeta v nižjo, 2. ligo.
Vsak krog iz prve lige izpadejo 4 ekipe.

The winners of the 10th matches secure their place in the first league. Specifically, the winners of the 10th matches share 3rd place in the first league, while the losers are ranked 5th and are relegated to the lower, second league.
Each round, 4 teams are relegated from the first league.

SISTEM TEKMOVANJA / COMPETITION SYSTEM

2. A LIGA, **2. B** LIGA, **3. A** LIGA, **3. B** LIGA, **4. A** LIGA, ... :

Druga in vse ostale nižje lige so razdeljene na A in B ligo, ki so si med seboj enakovredne.
V drugi in v vseh ostalih nižjih ligah igra po 8 ekip. V vsakem krogu 6 ekip obstane v ligi, 2 ekipi pa izpadeta v eno nižjo ligo.
V prvi fazi turnirja so v vsaki ligi ekipe razdeljene v 2 skupini po 4 ekipe. Začetni razpored ekip v skupinah je odvisen od uvrstitve v prejšnjem krogu:

The second and all lower leagues are divided into League A and League B, which are equal in rank. In the second and all other lower leagues, 8 teams compete. In each round, 6 teams remain in the league, while 2 teams are relegated to a lower league.
In the first phase of the tournament, the teams in each league are divided into 2 groups of 4 teams each. The initial group placement of the teams depends on their ranking from the previous round:

1./2./3. ... Liga - skupina A	1./2./3. ... Liga - skupina B
Ekipa 1	Ekipa 1
Ekipa 2	Ekipa 2
Ekipa 3	Ekipa 3
Ekipa 4	Ekipa 4

V skupinskem delu turnirja (2 skupini po 4 ekipe) odigrajo ekipe po principu “vsak z vsakim”. Sistem velja enak za obe skupini - vsaka skupina igra na svojem igrišču:

In the group stage of the tournament (2 groups of 4 teams), the teams play in a round-robin format (“each team plays against all others”). The system is the same for both groups – each group plays on its own court:

SKUPINSKI DEL	NASPROTNIK 1	NASPROTNIK 2
1. tekma (9:00)	Ekipa 2	Ekipa 3
2. tekma (9:40)	Ekipa 1	Ekipa 4
3. tekma (10:20)	Ekipa 1	Ekipa 2
4. tekma (11:00)	Ekipa 3	Ekipa 4
5. tekma (11:40)	Ekipa 1	Ekipa 3
6. tekma (12:20)	Ekipa 2	Ekipa 4

Po odigranem skupinskem delu, dobimo razvrstitev ekip v vsaki skupini od 1. do 4. uvrščene ekipe v vsaki skupini.
Za razvrstitev ekip v posamezni skupini se po naslednjem vrstnem redu upošteva:

1. Osvojene zmage
2. Osvojene točke
3. Zmagovalec medsebojne tekme
4. Količnik osvojenih/izgubljenih setov
5. Količnik osvojenih/izgubljenih točk

Razpored ekip po odigranem skupinskem delu:

After the group stage, the teams in each group are ranked from 1st to 4th place.
The ranking within each group is determined in the following order:

1. *Number of winS*
2. *Total points earned*
3. *Winner of the head-to-head match*
4. *Ratio of sets won to sets lost*
5. *Ratio of points won to points lost*

Team placement after the group stage:

1./2./3. ... Liga - skupina A	1./2./3. ... Liga - skupina B
A1	B1
A2	B2
A3	B3
A4	B4

Sledijo tekme za napredovanje v višjo ligo ali obstanek v ligi. Glede na razvrstitev v posamezni skupini igra ekipa iz ene skupine z nasprotnikom iz druge skupine.
To so tekme med 3. in 4. uvrščenimi iz skupine za obstanek, ter tekme med 1. in 2. uvrščenimi iz skupine za napredovanje po naslednjem vrstnem redu:

A3 vs. B4 & A4 vs. B3 *(poraženca teh tekem kot 7. ali 8. uvrščena izpadeta v nižjo ligo)*
A1 vs. B2 & A2 vs. B1 *(zmagovalca teh tekem kot 1. ali 2. uvrščena napredujeta v višjo ligo)*

Next are the matches for promotion to a higher league or for staying in the league. Based on the group rankings, each team plays against an opponent from the other group.
These are the matches between the 3rd and 4th placed teams from the groups for survival in the league, and the matches between the 1st and 2nd placed teams from the groups for promotion, in the following order:

A3 vs. B4 & A4 vs. B3 (the losers of these matches, ranked 7th and 8th, are relegated to the lower league)
A1 vs. B2 & A2 vs. B1 (the winners of these matches, ranked 1st and 2nd, are promoted to the higher league)

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
7. tekma (13:00)	A3	B4	Poraženec izpade v eno nižjo ligo
7. tekma (13:00)	A4	B3	Poraženec izpade v eno nižjo ligo
8. tekma (13:40)	A1	B2	Zmagovalec napreduje v eno višjo ligo
8. tekma (13:40)	A2	B1	Zmagovalec napreduje v eno višjo ligo

Za temi tekmami sledijo tekme (samo en set do 15 točk) za razvrstitev.
To so tekme po naslednjem vrstnem redu:
• med poraženci 7. tekem (med 3. in 4. uvrščenimi iz skupine) za 7. mesto v ligi
• med zmagovalci 7. tekem (med 3. in 4. uvrščenimi iz skupine) za 5. mesto v ligi
• med poraženci 8. tekem (med 1. in 2. uvrščenimi iz skupine) za 3. mesto v ligi
• med zmagovalci 8. tekem (med 1. in 2. uvrščenimi iz skupine) za 1. mesto v ligi

After these matches, placement matches follow (single set to 15 points).
They are played in the following order:

- *Between the losers of the 7th matches (the 3rd and 4th placed teams from the groups) for 7th place in the league*
- *Between the winners of the 7th matches (the 3rd and 4th placed teams from the groups) for 5th place in the league*
- *Between the losers of the 8th matches (the 1st and 2nd placed teams from the groups) for 3rd place in the league*
- *Between the winners of the 8th matches (the 1st and 2nd placed teams from the groups) for 1st place in the league*

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
9. tekma (14:20)	L (7. tekma)	L (7. tekma)	Za 7. mesto - 1 set do 15 točk
9. tekma (14:20)	W (7. tekma)	W (7. tekma)	Za 5. mesto - 1 set do 15 točk
10. tekma (15:00)	L (8. tekma)	L (8. tekma)	Za 3. mesto - 1 set do 15 točk
10. tekma (15:00)	W (8. tekma)	W (8. tekma)	Za 1. mesto - 1 set do 15 točk

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To pomeni, da vsak krog iz vsake druge lige (in vseh ostalih nižjih lig) napredujeta 2 najboljši ekipi v eno višjo ligo in 2 najslabši ekipi izpadeta v eno nižjo ligo.

This means that in each round, from every second league (and all other lower leagues), the 2 best teams are promoted to the higher league, while the 2 lowest-ranked teams are relegated to the lower league

SISTEM TEKMOVANJA / COMPETITION SYSTEM

ZADNJA LIGA VSAKE KATEGORIJE / LAST LEAGUE OF EACH CATEGORY:

Sistem tekmovanja je lahko enak, kot za višje lige (enako kot 2. A, 2. B, 3. A …), ali pa je prilagojen na večje število ekip v posamezni ligi (odvisno od števila prijavljenih ekip).
V kolikor je število ekip v posamezni skupini večje od 8, je princip tekmovanja enak kot v 2. ligi in vseh ostalih nižjih ligah, le v začetni, skupinski fazi turnirja je v vsaki skupini več ekip.

The competition format may be the same as in the higher leagues (same as 2. A, 2. B, 3. A, etc.), or it may be adapted to accommodate a larger number of teams in an individual league, depending on the total number of registered teams.
If there are more than 8 teams in a particular group, the competition format follows the same principle as in the 2nd League and all lower leagues, except that there are more teams in each group during the initial group stage of the tournament.

PRIMER ZA 10 EKIP V POSAMEZNI LIGI / *EXAMPLE FOR 10 TEAMS IN LEAGUE:*

Začetni razpored ekip (odvisen od uvrstitve v prejšnjem krogu):
Innitial ranking of teams (depends on the ranking in previouse round):

1. Liga - skupina A	1. Liga - skupina B
Ekipa 1	Ekipa 1
Ekipa 2	Ekipa 2
Ekipa 3	Ekipa 3
Ekipa 4	Ekipa 4
Ekipa 5	Ekipa 5

Skupinski del turnirja (velja enako za A in B skupino - vsaka skupina igra na svojem igrišču):
Group phase (same for both (A and B) groups - each group plays on its own court)

SKUPINSKI DEL	NASPROTNIK 1	NASPROTNIK 2
1. tekma (9:00)	Ekipa 2	Ekipa 5
2. tekma (9:30)	Ekipa 3	Ekipa 4
3. tekma (10:00)	Ekipa 1	Ekipa 2
4. tekma (10:30)	Ekipa 3	Ekipa 5
5. tekma (11:00)	Ekipa 1	Ekipa 3
6. tekma (11:30)	Ekipa 4	Ekipa 5
7. tekma (12:00)	Ekipa 1	Ekipa 4
8. tekma (12:30)	Ekipa 2	Ekipa 3
9. tekma (13:00)	Ekipa 1	Ekipa 5
10. tekma (13:30)	Ekipa 2	Ekipa 4

Po odigranem skupinskem delu dobimo razvrstitev ekip v vsaki skupini od 1. do 5. Ekipe:
Za razvrstitev ekip v posamezni skupini se po naslednjem vrstnem redu upošteva:

1. Osvojene zmage
2. Osvojene točke
3. Zmagovalec medsebojne tekme
4. Količnik osvojenih/izgubljenih setov
5. Količnik osvojenih/izgubljenih točk

After the group stage has been completed, the teams in each group are ranked from 1st to 5th place. The ranking of teams within each group is determined according to the following criteria, in this order:

1. *Number of wins*
2. *Points won*
3. *Winner of the head-to-head match*
4. *Ratio of sets won to sets lost*
5. *Ratio of points won to points lost*

Razpored ekip po odigranem skupinskem delu:
Team rankings after group stage:

1./2./3. ... Liga - skupina A	1./2./3. ... Liga - skupina B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5

Sledijo tekme za napredovanje v eno višjo ligo:
Promotion matches for higher league:

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
11. tekma (14:00)	A5	B5	Tekma za 9. mesto v ligi (oba izpadeta)
12. tekma (14:30)	A3	B4	
12. tekma (14:30)	A4	B3	
13. tekma (15:00)	A1	B2	Zmagovalec napreduje v eno višjo ligo
13. tekma (15:00)	A2	B1	Zmagovalec napreduje v eno višjo ligo

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Nazadnje še tekma (set) za končno razvrstitev v ligi:
Match (set) for final standings in the league:

TEKMA	NASPROTNIK 1	NASPROTNIK 2	OPOMBE
14. tekma (15:30)	L (12. tekma)	L (12. tekma)	Za 7. mesto - 1 set do 15 točk
14. tekma (15:30)	W (12. tekma)	W (12. tekma)	Za 5. mesto - 1 set do 15 točk
15. tekma (16:00)	L (13. tekma)	L (13. tekma)	Za 3. mesto - 1 set do 15 točk
15. tekma (16:00)	W (13. tekma)	W (13. tekma)	Za 1. mesto - 1 set do 15 točk

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Najboljši dve ekipi iz vsake lige napredujeta v eno višjo ligo.
Best two teams are promoted in higher league.

OPREMA IN ŽOGE / EQUIPMENT AND BALLS

Igralci morajo tekme obvezno **odigrati v uradnih dresih Ludus Beach Lige**, ki jih prejmejo pred začetkom sezone.

Uradna **žoga** lige je **Mikasa** in jo priskrbi organizator. Dolžnost igralcev je, da **po vsaki tekmi**, ko pridejo sporočiti rezultat, **prinesejo nazaj tudi žoge**, sicer so ob izgubi žog dolžni poravnati strošek nakupa novih, enakih žog.

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*Players must **play games in official Ludus Beach League jerseys** that they receive before the start of the season.*

*The **official ball of the league is Mikasa** and is provided by the organizer. It is the **duty of the players to bring back the balls after each match**, when they come to announce the result, otherwise if they lose the balls, they are obliged to pay the cost of buying new, identical balls.*

NAGRAJEVANJE / REWARDING

Nagrade prejmejo najboljše ekipe po zaključku tekmovanja. Nagrade določi in podeli organizator tekmovanja.

Po vsakem odigranem turnirju si vsak krog najboljša ekipa v vsaki ligi pribori bon za eno pico po izbiri v Ludusovem lokalu.

Po končanem rednem delu Ludus Beach Lige (po zaključenem 7. krogu) prejmeta nagrado 1. uvrščeni ekipi v moški in ženski kategoriji glede na osvojene skupne točke.

Na zaključnem turnirju Ludus Beach Lige nagrade prejmejo najbolše 3 ekipe v moški in ženski kategoriji.

Prizes are awarded to the best teams after the competition is over. Prizes are determined and awarded by the organizer of the competition.

After each tournament, the best team of the round in each league earns a voucher for one pizza of their choice at the Ludus bar and two Somersby drinks.

After the end of the regular part of the Ludus Beach League (after the 6th round has been completed), the 1st ranked teams in the men's and women's categories receive a prize according to the total points won.

At the final tournament of the Ludus Beach League, prizes are awarded to the best 3 teams in the men's and women's categories.

ODGOVORNOSTI / RESPONSIBILITIES

Igralci, ki se v ligo prijavljajo, izjavljajo, da **poznajo pravila Ludus Beach Lige in njene pravilnike ter se z njimi strinjajo**. To jamčijo tudi s podpisom Pristopne izjave za Ludus Beach Ligo, ki jo podpišejo pred svojo prvo tekmo v sezoni ob prejemu dresa.

Igralci **igrajo na lastno odgovornost**.

Igralcem, ki so bili **izključeni** iz lige **ali so iz nje izstopili**, vodstvo **ne povrne prijavnine**.

***Players who sign up for the league declare that they know and agree to the rules of the Ludus Beach League and its policies**. They also guarantee this by signing the Accession Statement for the Ludus Beach League before their first match in the season.*

***Players play at their own risk**.*

Players who have been excluded from or relegated from the league will not get the refound.

KOMUNIKACIJA / COMUNICATION

Za vsakršno komunikacijo z vodstvom Ludus Beach Lige (sporočanje izostankov, menjav, pošiljanje prošenj in/ali predlogov…) naj igralci uporabljajo izključno naslednja komunikacijska sredstva:

- **Spletni obrazec za oddajo sporočil** na Ludusovi spletni strani, **pod zavihkom**: **Tekmovanja → LudusBeachLiga**
- **E-mail**: liga@ludus.si

Vse informacije, razporedi in druga **obvestila** bodo igralcem **poslana na e-mail naslove**.

Pomembnejše informacije bodo objavljene tudi **na** Ludusovi **spletni strani pod zavihkom**: **Tekmovanja → LudusBeachLiga**

Ustvarjena bo tudi **Whatsapp skupina, v katero bodo poslani opomniki** za obvestila, ki jih boste prejeli na mail. Pisanje sporočil v skupini bo omogočeno le vodstvu lige in tekmovalni komisiji. Povratna komunikacija s strani igralcev bo zaklenjena. Vsa sporočila s strani igralcev naj bodo oddana po zgoraj omenjenih komunikacijskih kanalih.

F*or all communication with the Ludus Beach League management (reporting absences, substitutions, submitting requests and/or proposals, etc.), players should use only the following communication channels:*

- *The online contact form on the Ludus website under:* ***Competitions → Ludus Beach League***
- *Email: liga@ludus.si*

All information, schedules, and other announcements will be sent *to players* ***via email****.*

Important information will also be published on the *Ludus* ***website under: Competitions → LudusBeachLeague***

A ***WhatsApp group*** *will also be created, where* ***reminders regarding announcements sent by email*** *will be posted. Only the league management and the Competition Committee will be able to send messages in the group. Replies and messages from players will be disabled. All communication from players should therefore be submitted exclusively through the communication channels listed above.*

PROMOCIJSKE AKTIVNOSTI / PROMOTIONS

Igralci, ki se prijavljajo v Ludus Beach Ligo se strinjajo, da se njihova imena in foto material lahko uporablja v informativne, promocijske in oglaševalske namene lige brez nadomestil.

Players who register for the Ludus Beach League agree that their names and photo material may be used for informational, promotional and advertising purposes of the league without compensation.

TEKMOVALNA KOMISIJA IN INFORMACIJE / COMPETITION COMITEE AND INFORMATION

Tekmovalno komisijo sestavljajo:
Vodja tekmovanja: **Jure Mavsar** (jure@ludus.si)
Koordinator lige: **Petra Grahovac** (petra@ludus.si)
Predstavnik igralcev: **Matic Zalaznik** (matic.z@ludus.si)

Tekmovalna komisija si pridržuje pravico do sprememb pravilnika tekmovanja.

Vsa ostala obvestila bodo objavljena na spletni strani: https://www.ludus.si/ pod zavihkom Ludus Beach Liga (https://www.ludusbeachliga.si/).

The competition committee consists of:
Competition leader: ***Jure Mavsar*** *(jure@ludus.si)*
League coordinator: ***Petra Grahovac*** *(petra@ludus.si)*
Players' representative: ***Matic Zalaznik*** *(matic.z@ludus.si)*

The competition committee reserves the right to make changes to the rules of the competition*.*

All other announcements will be published on the website: https://www.ludus.si/ under the Ludus Beach League (https://www.ludusbeachliga.si/) tab.

DRUGO / OTHER

Za vsa vprašanja in informacije nam lahko pišete na naslednje elektronske naslove:

- liga@ludus.si
- jure@ludus.si (Jure)
- petra@ludus.si (Petra)

For all questions and information, you can write to us at the following e-mail addresses:

- *liga@ludus.si*
- *jure@ludus.si (Jure)*
- *petra@ludus.si (Petra)*