

DAVIS CUP REFORM AT A GLANCE					
	DAVIS CUP FINALS EVENT		DAVIS CUP QUALIFIERS	DAVIS CUP GROUPS I & II	DAVIS CUP GROUPS III AND BELOW
GROUP:	18 nations ROUND ROBIN ROUND: 6 groups of 3 teams	8 nations (6 winners of each group + 2 best second place) KNOCK OUT ROUNDS: QUARTER-FINALS, SEMIS, FINAL	24 nations 12 Home & Away ties	24 nations in GP I and 24 nations in GP II (6 AM, 6 AO, 12 EA) 12 Home & Away ties in each group	Number TBC by DCC after the Qualifiers 1 host nation and multiple visiting nations Round Robin format
WEEK IN CALENDAR:	NOVEMBER - WEEK 47		JANUARY/FEBRUARY - WEEK 5	GROUP I - SEPTEMBER WEEK 37 GROUP II - APRIL WEEK 14 OR SEPTEMBER WEEK 37	APRIL WEEK 14 OR SEPT WEEK 37 OR US COLLEGE HOLIDAYS in 2019 such weeks are 10 June / 17 June / 24 June or 15 July
FORMAT:	Round Robin format (18 nations, 1 or 2 sites)	Nation v Nation (8 nations, 1 site)	Home v Away nations (2 nations, 1 site per tie)	Home v Away nations (2 nations, 1 site per tie)	Round Robin format + Play-offs (to decide promotion, relegation and position) (many nations, 1 or more sites)
NO OF DAYS:	3 DAYS Monday to Wednesday or Tuesday to Thursday or Monday to Thursday with a day's rest (TBC)	3 DAYS Friday: Quarter-finals Saturday: Semi-finals Sunday: Final	2 DAYS Friday (DAY 1) & Saturday (DAY 2)	2 DAYS Group I & II ties in September: <u>choice to Home Nation</u> on the options below: Friday (DAY 1) & Saturday (DAY 2) or Saturday (DAY 1) & Sunday (DAY 2) Group II April: <u>only option</u> - Friday (DAY 1) & Saturday (DAY 2)	4-7 DAYS (depending on number of teams)
HOW TIE IS DECIDED:	The nation which wins the majority of rubbers (2 rubbers) will be the winner of the tie. To see how final standings in the Round Robin are calculated see the AGM Resolution.	The nation which wins the majority of rubbers (2 rubbers) will be the winner of the tie.	The nation which wins the majority of rubbers (3 rubbers) will be the winner of the tie.	The nation which wins the majority of rubbers (3 rubbers) will be the winner of the tie.	The nation which wins the majority of rubbers (2 rubbers) will be the winner of the tie (for positions in the Round Robin group see the AGM Resolution).
LIVE RUBBERS:	Each Round Robin tie will consist of: 2 x singles rubbers (S1 & S2): - S1 (player 1 v player 1) - S2 (player 2 v player 2) 1 x doubles rubber (D)	Each tie will consist of: 2 x singles rubbers (S1 & S2): - S1 (player 1 v player 1) - S2 (player 2 v player 2) 1 x doubles rubber (D)	Each tie will consist of: DAY 1: 2 x singles rubbers (S1, S2) DAY 2: 1 x doubles rubber (D) followed by 2 x singles rubbers (S3, S4)	Each tie will consist of: DAY 1: 2 x singles rubbers (S1, S2) DAY 2: 1 x doubles rubber (D) followed by 2 x singles rubbers (S3, S4)	Each Round Robin tie will consist of: 2 x singles rubbers (S1 & S2): - S1 (player 2 v player 2) - S2 (player 1 v player 1) 1 x doubles rubber (D)
DEAD RUBBER POLICY: "Dead" rubber refers to any rubber played after the result of a tie has been achieved.	In the Round Robin phase all rubbers must be played as every result can affect final standings in the group.	Any dead doubles will be best of 3 tie-break sets <u>For the Final only:</u> The "dead" doubles will not be played. In this case the Closing Ceremony and trophy presentation will take place immediately after the second singles match.	If D is decisive: - only S3 must be played as a "dead" rubber and S4 will not be played (unless both captains and the Referee agree otherwise, in which case S4 will also be played as a "dead" rubber.) If S3 is decisive: - S4 will not be played (unless both captains agree or the Referee decides otherwise, in which case S4 will be played as a "dead" rubber). For scoring format for all dead rubbers see cell below.	If D is decisive: - only S3 must be played as a "dead" rubber and S4 will not be played (unless both captains and the Referee agree otherwise, in which case S4 will also be played as a "dead" rubber.) If S3 is decisive: - S4 will not be played (unless both captains agree or the Referee decides otherwise, in which case S4 will be played as a "dead" rubber). For scoring format for all dead rubbers see cell below.	During the Round Robin all rubbers must be played (as they can affect final standings in the group). In the Play-offs stage, D may be cancelled if result is obtained after S2 (decision of the Referee).
SCORING FORMAT: Please note that all doubles are regular ad scoring	Best of 3 tie-break sets	Best of 3 tie-break sets If D is a "dead" rubber the scoring format will not change.	Best of 3 tie-break sets Any "dead" rubber will be played Best-of-3 sets (7-point set tie-break at 6-6 in the first two sets) with a 10 Point match tie-break in the third set.	Best of 3 tie-break sets Any "dead" rubber will be played Best-of-3 sets (7-point set tie-break at 6-6 in the first two sets) with a 10 Point Match Tie-Break replacing the deciding final set.	Best of 3 tie-break sets Any "dead" rubber will be best of 3 tie-break sets
TEAM NOMINATIONS:	10 days before the Monday of the week of the event - max 5 players		10 days before the first day of the tie - max 5 players	10 days before the first day of the tie - max 5 players	28 days before Monday of the week of the event - max 4 players
NUMBER OF PERMITTED TEAM NOMINATION CHANGES:	Max. 2 players may be changed up to noon the day before the Round Robin Round is scheduled to start (and not the start of individual ties).		Max. 2 players up to 1 hour before the Draw of the tie	Max. 2 players up to 1 hour before the Draw of the tie	Max. 2 players up to 1 hour before Captains' meeting
DRAW:	The Round Robin Draw and the Quarter-finals Draw to take place at the same time ASAP after the Qualifiers and not later than 5 months before the Finals (i.e. 22 June)		The Qualifiers Draw will be conducted no later than three days after the Final. Each individual Draw at the ties will be conducted at least 24 hours before the commencement of play.	The Group I and II Draws will be conducted no later than three days after the Qualifiers Round. Each individual Draw at the ties will be conducted at least 24 hours before the commencement of play	On the day before the start of the event, after the Captains' meeting
ORDER OF PLAY:	Following the Draw		At the Draw	At the Draw	At the Draw (in most cases order of play for the following day only)
DAILY SELECTION:	No later than 1 hour before the scheduled start of each tie		Before the commencement of the Draw	Before the commencement of the Draw	No later than 1 hour before the start of play on each day
CHANGES TO DAILY SELECTIONS:	- No changes to S1 and S2 - For D, up to 15 minutes after completion of S2	- No changes to S1 and S2 - For D, up to 15 minutes after completion of S2	- No changes to S1 and S2 - For D, up to 1 hour before the start of the rubber - For S3, up to 10 minutes after completion of the D - For S4, up to 10 minutes after the completion of S3	- No changes to S1 and S2 - For D, up to 1 hour before the start of the rubber - For S3, up to 10 minutes after completion of the D - For S4, up to 10 minutes after the completion of S3	- No changes to S1 and S2 - For D, up to 15 minutes after the completion of S2
INTERVAL BETWEEN MATCHES:	- 20 min between S1 and S2 - 30 min between S2 and D	- 20 min between S1 and S2 - 30 min between S2 and D	- 20 minutes between singles rubbers - 30 minutes between D and S3	- 20 minutes between singles rubbers - 30 minutes between the D and S3	- No time between singles rubbers - 30 min between S2 and D
ON-COURT CEREMONIES AND OFFICIAL FUNCTIONS OBLIGATIONS FOR PLAYERS & CAPTAINS:	As a minimum, players and captains must attend an Opening Ceremony and the captains and players of the two finalist nations must attend the Closing Ceremony. Where scheduled, Presentation Ceremonies must also be attended.		Meet and Greet before the Draw Opening Ceremony on DAY 1 NO Presentation Ceremony on DAY 2	Meet and Greet before the Draw Opening Ceremony on DAY 1 NO Presentation Ceremony on DAY 2	Opening Ceremony where applicable.
MEDIA OBLIGATIONS:	Every Player and Captain must attend: - two pre-event promotional and media activities (Max two hours in total) - Post match TV and Press interviews The day after the Final the Champion nation must be available for up to four hours for media and promotional activities.		Captains must attend a Pre-draw press conference. Players are encouraged to attend but their attendance is optional. Every Captain and player must attend: - Post Draw TV and Press interviews - Post Match TV and Press interviews (on and off-court)	Captains must attend a Pre-draw press conference. Players are encouraged to attend but their attendance is optional. Captains and Players must attend: - Post Draw TV and Press interviews - Post Match TV and Press interviews (on and off-court)	The press officer may ask specific teams/ players / captains to attend press conferences ad hoc. When asked, attendance is mandatory.