Rulebook and guide

This event is run and hosted by VR Motion Learning GmbH & Co KG d/b/a Tennis Esports, a 2021 corporation, with an address of Spinozagasse 20, 1170 Wien ("Tennis Esports"). NO PURCHASE IS NECESSARY TO ENTER OR WIN. A PURCHASE DOES NOT IMPROVE YOUR CHANCES OF WINNING. ENTRY IN THIS CONTEST CONSTITUTES YOUR ACCEPTANCE OF THESE OFFICIAL RULES. EACH PRIZE WINNER IS ONLY ELIGIBLE TO WIN ONE PRIZE IN THE CONTEST.

By participating in the Virtual Championship, entrant fully and unconditionally agrees to and accepts these Official Rules and the decisions of Tennis Esports which are final and binding in all matters related to the Virtual Championship.

Event Mechanics

1. The official event start date is October 2, 2023
2. The official event end date is October 27, 2023
3. The format of the event is as follows;

Tour event	Game mode	Requirement	Location	Start date	End date
	HitEmAll Erste	1x score	Virtual	October 2	October 22
Play offs	Instant match	1x best result	Virtual	October 2	October 22
Finals	Custom match	Top 2	In person	October 27	October 27

4. Play offs will consist of a combination of HitEmAll and Instant match
5. On October 22, the top 2 global and the top 2 local players ranked on the tournament leaderboard will be invited to play an elimination bracket to decide the final standings

6. Prizes:
   - 1st place
     - Prize money total 1000 EURO
     - Wilson Prize pack
     - Tennis Esports Tour points

   - 2nd place
     - Prize money total: 500 EURO
     - Wilson Prize pack
     - Tennis Esports Tour points
   - Local players
     - Top 20 local players on Oct 22, 2023 will be eligible to receive
       - A full Wilson package with racket, bag, and more! Worth +$250 !
       - Must be collected in person at the Erste Bank Open
       - Entry ticket to watch the Tennis Esports finals on Oct 27, 2023 worth $100

7. Any difference between stated approximate retail value and actual value of prizes will not be awarded. The following applies to the prizes: Except as specifically provided herein, the prizes do not include taxes, or any other item not specifically described in these Official Rules, and all expenses for any of the foregoing are the sole responsibility of the prize winners. The prize winners may be issued an IRS 1099 form. The prizes may not be transferred or assigned except by Tennis Esports. No substitutions, cash equivalents or redemptions of prize will be made. If a prize, or any portion thereof, cannot be awarded for any reason, Tennis Esports reserves the right to substitute prize with another prize of equal or greater value. Reporting and payment of all applicable taxes, fees, and/or surcharges, if any, arising out of, or resulting from, acceptance or use of a prize, are the sole responsibility of the winner of the prize.

8. Receiving a prize is contingent upon compliance with these Official Rules. The potential prize winners may be required to sign and return an Affidavit of Eligibility, Liability & Publicity Release ("Affidavit"), which must be received by Tennis Esports within three (3) days of the date notice or attempted notice is sent, in order to claim a prize. If a potential prize winner cannot be contacted, fails to execute and return the Affidavit within the required time period (if applicable), or prize is returned as undeliverable, potential prize winner forfeits the prize. In the event that a potential prize winner is disqualified for any reason, Tennis Esports reserves the right to award any given prize to an alternate entrant based on the next highest points received, even if the disqualified potential winner's name or design may have been publicly announced. If after three (3) attempts a prize winner is not confirmed, the prize will remain un-awarded. Acceptance of any prize shall constitute and signify prize winner's agreement and consent that Tennis Esports and the sponsors of the Virtual Championship may use prize winner's name, city, state, likeness, design and/or prize information in connection with the Virtual Championship, worldwide, including the Internet, without limitation and without further payment or consideration, except where prohibited by law.

   IF NO SUBMISSIONS ARE PRESENTED IN COMPLIANCE WITH THESE OFFICIAL RULES, NO PRIZE WILL BE AWARDED.

9. Tennis Esports reserves the right to select other players if the winners decline to travel. Players found using obscene, foul, defamatory, or inappropriate language, as determined by Tennis Esports, in its sole discretion, will be disqualified. There is a limit of one (1) entry per person into the Virtual Championship. Any attempt by any entrant to obtain more than the stated number of entries by using multiple/different identities, registrations, or logins, or through any other methods, may void all of that entrant's entries and that entrant may be disqualified. The use of any automated system to enter the Virtual Championship is prohibited and may result in disqualification. In the event of a dispute as to any entry, the authorized account holder of the email address associated with the email used to enter the Virtual Championship will be deemed to be the entrant. Potential winners may be required to show proof of being the authorized account holder. The "authorized account holder" is the natural person assigned an email address

by an Internet access provider, online service provider or other organization responsible for assigning email addresses for the domain associated with the submitted address.*

10. Play-offs competition structure

1	HitemAll Wilson Virtual Championship		

Oct 2	Oct 22

Highest score in 3 weeks!

Oct 22 Rank	Points awarded
1	130
2	125
…	…
501+	1

2	Instant Match Erste Virtual Open

1 match win 3pts / loss 1pt

Oct 2	⟫	leaderboard
Oct 9	⟫	leaderboard
Oct 16	⟫	leaderboard

Best rank in 3 weeks!

Best weekly rank	Points awarded
1	150
2	145
…	…
1000+	1

+   **=**   Total Championship points

There are two game modes to compete in during the Playoff period.
1. Hit'emAll - Erste Virtual Open'
2. 'Instant match - Erste Virtual Open'

The tournament standings are calculated by awarding points to players based upon their rank

11. HitEmAll format

- To post a highscore in the playoffs, players will play HitEmAll Erste Bank Virtual Open
- Highscores will be ranked on a leaderboard
- The rank of each player on the final day of Playoff period will determine the tournament points allocated for the HitEmAll component

Oct 22 Rank	Points awarded
1	130
2	125
…	…
501+	1

HitemAll Wilson Virtual Championship

Oct 2   Oct 22

Highest score in 3 weeks!

12. Instant Match format

- Instant matches award 3 points for a win and 1 point for a loss, these points will determine your standings on the weekly instant match leaderboard
- There will be 3 x weekly leaderboards,
    - Week 1 runs from Monday October 2nd 00:00 (UTC) - Sunday October 8th 11:59 (UTC)
    - Week 2 runs from Monday October 9th 00:00 (UTC) - Sunday October 15th 11:59 (UTC)
    - Week 3 runs from Monday October 16th 00:00 (UTC) - Sunday October 22nd 11:59 (UTC)
- Only your best rank on one instant weekly leaderboard will determine your tournament points allocation
- The winner from week 1 will not be on the week 2 or 3 leaderboard. That means 3 winners across 3 weeks and an exciting HitEmAll standoff to decide the Top 2 Global and local players!

3 CHANCES TO QUALIFY!

Dates	Oct 2 - 8	Oct 9 - 15	Oct 16-22
Player Result	3rd	6th ✖	6th ✖

BEST RESULT = 3RD

Rank	IC
1	150
2	145
3	140
…	…
1000+	1

+

Aug 25 Rank	Points awarded
1	130
2	125
…	…
501+	1

= Total Championship points
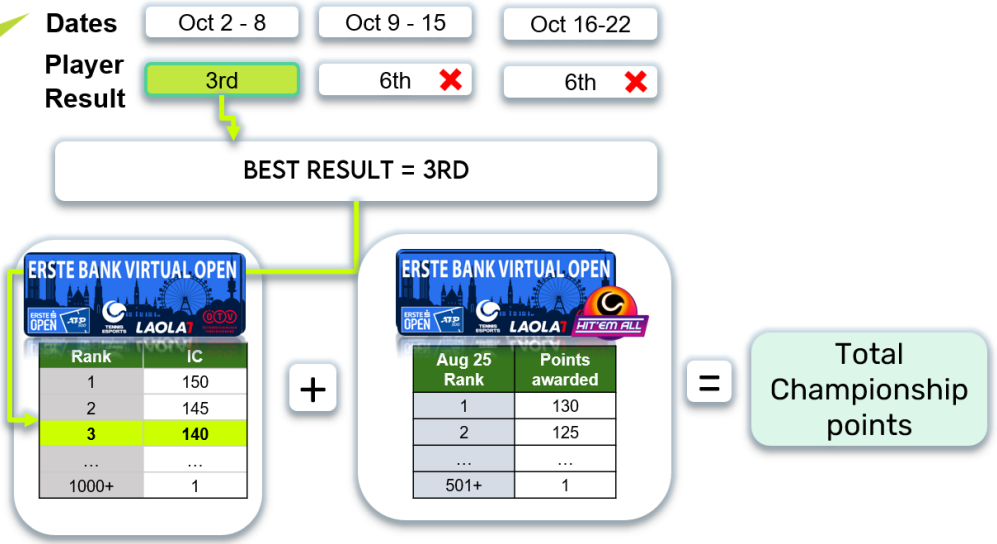
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Hit Em All	Points awarded
1	130
2	110
…	…
551+	1

2

Instant Match	Points awarded
1	150
2	145
…	…
1000+	1

=

ERSTE BANK VIRTUAL OPEN

Total points

Leaderboard	Player	Total
1	Theodore Frutti	280
2	Greg O Ri	260
3	Isabella Courtmont	240
	Annika Van Serve	…
	Sophia Racquetson	…
	Elena Netleigh	

THE SUM OF these points will determine the overall leaderboard found at this website tennis-esports.com/events3

Combined, these points represent your Erste Virtual Open ranking.

<u>Example</u>

Player 1	Rank	Points
Hit Em All	3	125
Instant match	15	115
Tournament Points		240

13. Finals bracket format

- The final rounds will be held on October 27
- Global semi finals will consist of 4 players, the top 2 global and the top 2 local players on the overall tournament leaderboards
- Local finalists will compete at the Erste Booth at the Erste Virtual Open venue, in Vienna
- Global players will compete virtually from their hometown
- One semi final will be a play off between the Global players and one semi final will be a play off between the top 2 local players

- The Semi final rounds will be the best of 3 x 10-point tiebreak sets
- The Final round will be the best of 5 x 10-point tiebreak sets

14. Points Allocation

Erste Virtual Open				
Rank	HTA		Rank	IC
1	130		1	150
2	125		2	145
3	120		3	140
4	115		4	135
5	110		5	130
6	105		6	128
7	103		7	126
8	101		8	124
9	99		9	122
10	97		10	120
11	96		11	119
12	95		12	118
13	94		13	117
14	93		14	116
15	92		15	115

16	91		16	114
17	90		17	113
18	89		18	112
19	88		19	111
20	87		20	110
21	86		21	109
22	85		22	108
23	84		23	107
24	83		24	106
25	82		25	105
26	81		26	104
27	80		27	103
28	79		28	102
29	78		29	101
30	77		30	100
31	76		31	99
32	75		32	98
33	74		33	97
34	73		34	96
35	72		35	95
36	71		36	94
37	70		37	93
38	69		38	92
39	68		39	91
40	67		40	90
41	66		41	89
42	65		42	88
43	64		43	87
44	63		44	86
45	62		45	85
46	61		46	84
47	60		47	83
48	59		48	82
49	58		49	81
50	57		50	80
51-55	55		51-55	78

56-60	53		56-60	76
61-65	51		61-65	74
66-70	49		66-70	72
71-75	47		71-75	70
76-80	45		76-80	68
81-85	43		81-85	66
86-90	41		86-90	64
91-95	39		91-95	62
96-100	37		96-100	60
100-109	35		100-109	58
110-119	33		110-119	56
120-129	31		120-129	54
130-139	29		130-139	52
140-149	27		140-149	50
150-159	25		150-159	48
160-169	23		160-169	46
170-179	21		170-179	44
180-189	19		180-189	42
190-199	17		190-199	40
200-220	15		200-220	38
221-240	13		221-240	36
241-260	11		241-260	34
261-280	9		261-280	32
281-300	7		281-300	30
301-350	6		301-350	28
351-400	5		351-400	26
401-450	4		401-450	24
451-500	3		451-500	22
501-550	2		501-550	20
551+	1		551-600	18
			601-650	16
			651-700	14
			701-750	12
			751-800	10
			801-850	8
			851-900	6

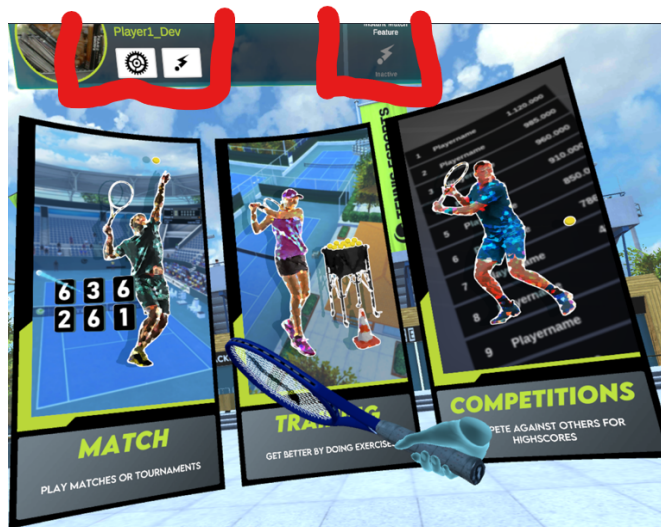|		901-950	4
		951-1000	2
		1000+	1

Match Setup: Play offs

15. Hit em All
- Go to Arcade
- Go to Hitem All
- Select Start to Erste Virtual Open
- Set your high score!

16. Instant Match

Players must activate Instant Match by either;
- selecting the lightning symbol above the Main Menu or
- selecting Match > Instant Match within the Main Menu. *See red highlights in image below.*

17. Players are also able to organize and create matches themselves by finding each other on Discord. There are no limits to how many different opponents a player can compete against.

18. Matches are only to be created in the 'Instant Match' feature from the main menu. **'Custom matches' are NOT a valid way to compete and will not earn points for the Playoffs.**

19. Tournament participants are responsible for scheduling matches at a time convenient for both players.

20. A strong internet connection is required. A maximum required ping speed of 250 is recommended. If it is any slower it is suggested to find a better connection to avoid lag.

General Rules of [VR] Tennis

21. A ball must land within bounds for play to continue; if a player hits the ball outside of bounds, this results in the loss of the point for them.

22. Players/teams cannot carry the ball or catch it with the racquet.

23. Players cannot hit the ball twice.

24. Players must wait until the ball passes the net before they can return it.

25. A player that does not return a live ball before it bounces twice loses the point.

26. Any ball that bounces on the lines of boundary are considered within boundaries of play.

27. A serve must bounce first before the receiving player can return it.

## 'Match Play' - 10-point tiebreak sets

28. To be the winner of a match, you must be the first player to win 10 points, with an advantage of two or more points.

29. Correct scoring and positioning of a 10-point match tiebreaker is automated in Tennis Esports Custom Match play

30. The ball must be hit by the virtual racket, travel over the net and land within the singles bounds for play to continue; if a player hits the ball outside of bounds, this results in the loss of the point for them.

31. Each player has a maximum of one bounce after the ball has been hit by their opponent to return the ball over the net and within the boundaries of the court.
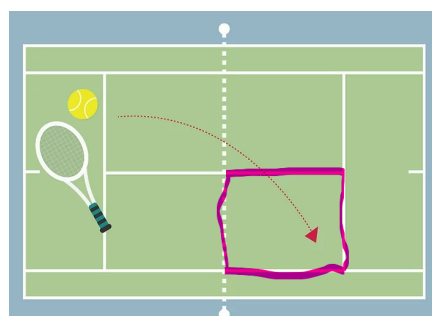
When a player then fails to return the ball into the correct court, the opponent wins a point.

32. The Application will automatically stop the point once an action has incurred a point loss. Therefore, players should continue to play until the point has been concluded by the Application.

33. For every new point, each player receives 2 attempts to 'serve' the ball over the net and across the court into the square boundaries highlighted in the pictures below. If a player misses two consecutive serves, they lose the point.
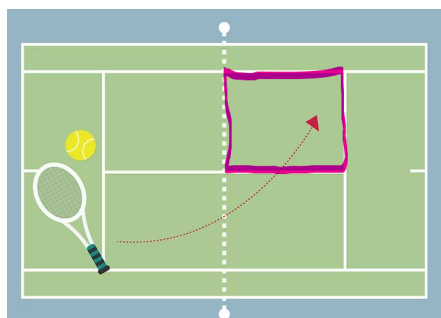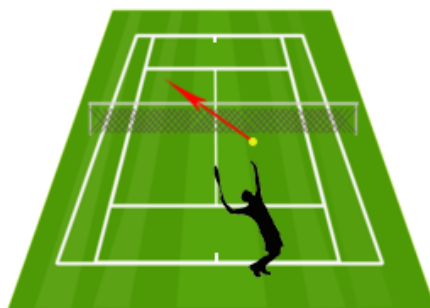
Zones to serve on Deuce court   Zones to serve on Ad court

34. Tie-Break Serving Order To start at a set at 0-0, Player A will start only one point by serving, on the deuce side. After the first point each player will then start two consecutive points with serving on the deuce and ad side. The serving order for a tie-break is as follows:
   ■ Point 1: Player A, Deuce side
   ■ Point 2: Player B, Ad side
   ■ Point 3: Player B, Deuce side

- Point 4: Player A, Ad side
- Point 5: Player A, Deuce side
- Point 6: Player B, Ad side
- Point 7: Player B, Deuce side
- Point 8: Player A, Ad side
- Point 9: Player A, Deuce side
- …

35. First Service – The server is allowed two chances to land their ball into the service box. The first attempt is known as the first service. Failing the first service leads to the second service.

36. Second Service – The second attempt is known as the second service. Failing the second service results in the loss of the point.

37. Let – A let is a re-do given to a player who serves although the ball hits the net cord before falling into the correct service box. You are allowed an infinite amount of lets, although it does not happen often.

38. Order of Service – The player/team who wins the toss serves first and creates the Custom Match in the tennis Esports App.

Fairplay and event conduct

Strike System

39. Refrain from engaging in unsportsmanlike conduct with any opponent or other participant, official or spectator.

40. Exercise self-control and refrain from engaging in any behavior that would endanger the health, safety or well-being of any opponent or other participant, official or spectator.

41. Refrain from engaging in the use of profanity.

42. Treat every opponent or other participant, official, and other attendee with respect regardless of race, creed, color, national origin, sex, sexual orientation or ability.

43. Refrain from arguing with or engaging in verbal or physical threats or abuse aimed at any opponent or other participant, official or spectator.

44. Respect the officials, their authority, and their calls during and after a match.

45. Refrain from mistreating or damaging any aspect of the equipment.

46. Ensure that play throughout is expeditious, especially in changing ends and in being ready to serve and receive service.

47. Accept the decisions of referees, markers and other officials without question or protest.

48. Arrive on time and prepared for every match. Over 15 minutes late will result in disqualification

49. Treat opponents and fellow participants with due respect; accept success, failure, victory or defeat with good grace and without excessive display of emotion; not behave in any other way likely to bring the game into disrepute.

50. Do not use banned or inappropriate performance enhancement substances.

51. Players will be penalized with strikes for the above offenses.

52. If a player receives 3 strikes, they will lose 25% of their accumulated points total.

53. If a player receives 4 strikes they will be disqualified from the tournament.

54. To report another player for committing an offense it must be reported in the 'Match-Problems' channel.

55. The player accused will have 24 hours to contest the accusation before a strike is given to that player.

56. If players are found to be supplying incorrect information before, during or after the event, Tennis Esports and Wilson reserve the right to exclude players from the tournament, and all league points and prize money earned will be forfeited.

57. All players must compete in the spirit of the game and Olympic values: Excellence, friendship & respect. https://olympics.com/ioc/olympic-values Players not participating in this manner may be excluded from competition.

58. Bullying will not be tolerated, any players found using anti-social behavior will be removed from the tournament, and all league points will be forfeited.

59. Show courtesy to the community and be on time to matches that you have arranged.

60. Tennis Esports reserves the right to change any of the rules at any moment and as they see fit.

61. If players are found to be behaving or conducting themselves outside of Tennis Esports in a defamatory, unsportsmanlike manner, before, during or after the event, Tennis Esports reserves the right to exclude players from the tournament, and all league points and prize money earned will be forfeited.

Virtual Tennis Boundaries and Lines

62. Baseline – The baselines are the lines on either end of the court that determines the boundaries of play going lengthwise. They are also where a player serves behind.

63. Center Mark – The center mark determines the two halves of the tennis court.

64. Center Line – The center line divides the two service boxes into a distinct left service box and right service box on either side of the court. Landing a serve on the line is considered good.

65. Net – The net stands 3 feet and 6 inches high where the posts lie while the middle of the net is 3 feet tall, with the posts 3 feet outside of the court on either side. Hitting a ball into the net is considered an out while any ball that hits the net cord and falls onto the other side is considered good except for a serve, which allows for a re-do, or let.
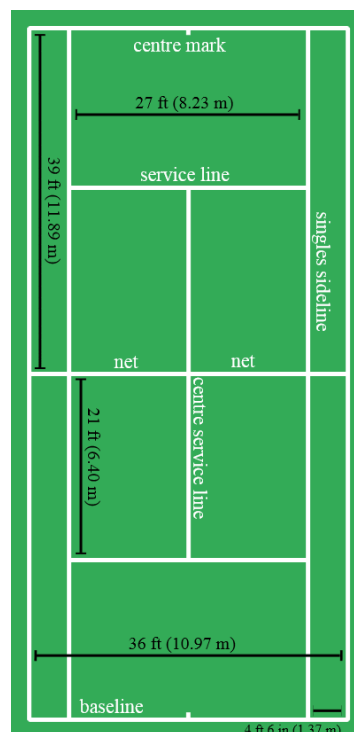
66. Service Line – The service line separates the forecourt from the back court, and it also marks the length of the service box.

67. Singles Sideline – The singles sideline is the innermost line running lengthwise and determines the boundary of play for singles matches as well as the width of the service box.

Equipment and Tennis Esports Application details

68. Meta Quest 2 Headsets
    ● are a strict requirement for qualification rounds and finals rounds . To play multiplayer matches, both players must use a headset, with at least 1 in the playing hand in order to swing the virtual tennis racquet

69. Controller Attachment
    ● The official recommended controller attachment is the HelloReal Pro Swing 42 https://www.helloreal.com/products/proswingtennis

70. Grips -
    ● It is recommended to use a traditional tennis grip of the players choosing to be used on the HelloReal Pro Swing 42 Tennis VR Controller Attachment.

71. There can be no objects or devices
    ● on the controller apart from the recommended HelloReal ProSwing 42 Racquet Controller devices and identification material that does not interfere with play such as stickers

72. Tennis Esports Application
    ● Tennis Esports is a virtual reality Application that simulates tennis on the Oculus Quest App Store See the link to download here.
    To find out more about Tennis Esports in general,
    ● Website
    ● Instagram
    ● TikTok
    ● YouTube

- [Twitter](#)
- [LinkedIn](#)

73. Virtual Reality Racquet –
- using the Meta Quest 2 Headset and controller with the Tennis Esports App, players will have 1x virtual tennis racquet in one hand. Players will select their preferred hand inside the Application upon login or within settings.

    The virtual tennis racquet consists of a handle, a frame, and strings that are bound in a crisscross weaving pattern, simulating typical size and dimensions of traditional, real tennis racquets; A racquet's frame typically should not exceed 32 inches in length, with a handle no longer than 12.5 inches in width, and a surface no more than 15.5 inches in overall length or 11.5 inches in width.

74. Virtual Reality Ball –
- The tennis ball is yellow in color simulating typical size and dimensions of traditional, real tennis balls with measurements of 2-1/2 to 2-5/8 inches in diameter and weighing anywhere from 2 to 2-1/16 ounces. The elasticity of the ball and the uniform outer surface are also simulated. See more in point 68. Players must disable the ball bounce visualization.

75. Virtual Reality tennis physics
- Are produced by Tennis Esports VR Application in collaboration with the technical university of Vienna to create an immersive user experience when striking a ball in VR.

    The team created a collision model that is capable of real time predictions of the ball velocity and ball spin after ground and racket impact; identifying relevant effects and associated parameters influencing the impact behavior.

    During an impact between a tennis ball and a racket, several effects occur such as strong deformations of the ball, vibrations of the racket and overspin effet to name just a few of them. All these particular processes make the impact a quite complex dynamic programme.

With our mathematical model, the Tennis Esports Application simulates different ball types, rackets, and environments seamlessly in real-time multiplayer tennis matches in VR, even if players are on opposite sides of the globe.

[Find out more about at this link](#)