



IVTF

International Virtual
Tennis Federation

IVTF RULEBOOK AND GUIDELINES FOR VIRTUAL TENNIS

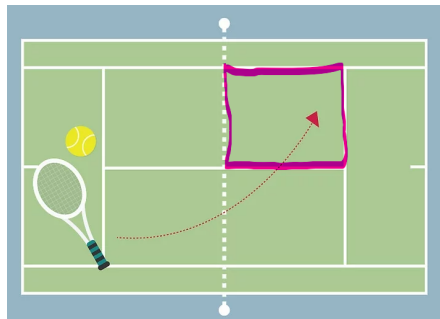
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General Rules of [VR] Tennis

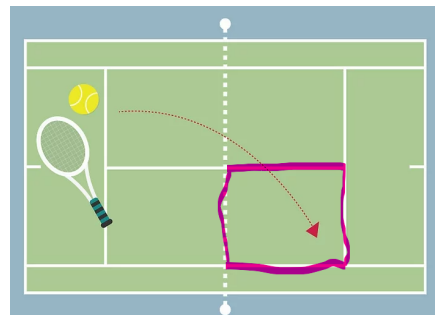
1. A ball must land within bounds for play to continue; if a player hits the ball outside of bounds, this results in the loss of the point for them.
2. Players/teams cannot carry the ball or catch it with the racquet.
3. Players cannot hit the ball twice.
4. Players must wait until the ball passes the net before they can return it.
5. A player that does not return a live ball before it bounces twice loses the point.
6. Any ball that bounces on the lines of boundary are considered within boundaries of play.
7. A serve must bounce first before the receiving player can return it.

‘Match Play’ - 10-point tiebreak sets

8. 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.
9. Correct scoring and positioning of a 10-point match tiebreaker is automated in The Virtual Tennis Federation Custom Match play
10. 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.
11. 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.
12. 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.
13. 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

14. 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
- ...

15. 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.

- 16. Second Service – The second attempt is known as the second service. Failing the second service results in the loss of the point.
- 17. 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.
- 18. Order of Service – The player/team who wins the toss serves first and creates the Custom Match in the The Virtual Tennis Federation App.

Virtual Tennis Boundaries and Lines

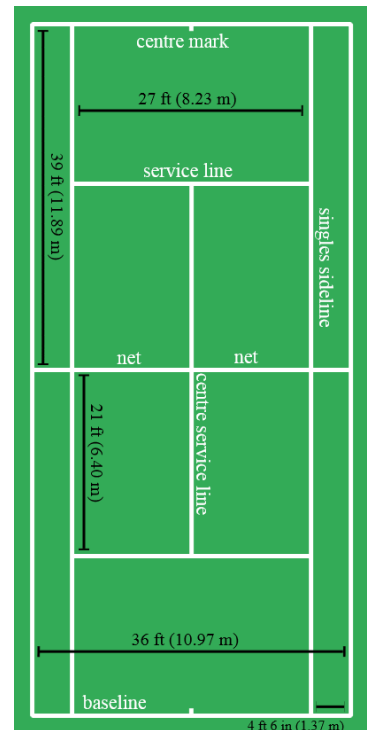
19. Baseline – The baselines are the lines on either end of the court that determines the boundaries of play going lengthwise. They are also where a player serves behind.

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

21. 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.

22. 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.

23. Service Line – The service line separates the forecourt from the back court, and it also marks the length of the service box.



- 24. 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 The Virtual Tennis Federation Application details

25. Meta Quest 2 Headsets

- are a strongly recommended 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

26. Controller Attachment

- The official recommended controller attachment is the HelloReal Pro Swing 42 <https://www.helloreal.com/products/proswingtennis>

27. 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.

28. 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

29. The Virtual Tennis Federation Application

- The Virtual Tennis Federation uses a virtual reality Application that simulates tennis on the Oculus Quest App Store [See the link to download here.](#)

To find out more about The Virtual Tennis Federation in general,

- [Website](#)
- [Instagram](#)
- [TikTok](#)
- [YouTube](#)
- [Twitter](#)
- [LinkedIn](#)

30. Virtual Reality Racquet –

- using the Meta Quest 2 Headset and controller with the The Virtual Tennis Federation 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.

31. 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.

32. Virtual Reality tennis physics

- Are produced by The Virtual Tennis Federation 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 effect to name just a few of them. All these particular processes make the impact a quite complex dynamic programme.

With our mathematical model, the The Virtual Tennis Federation 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](#)

ETIQUETTE AND CONDUCT NORMS

• PUNCTUALITY

Matches will follow one after the other without delay as per the times displayed on match schedules. Match times will be published with sufficient time and players are obliged to inform themselves. The match order cannot be changed without the authorization of Tournament Umpire.

• ATTIRE

Players will wear suitable sports clothing and footwear. Sleeveless t-shirts and/or swim wear are not allowed. Failure to comply will result in a fault being given. If not rectified the player will be disqualified. Teams playing in competitions are recommended, although not obliged to wear the same clothing. The players may use footwear, clothing, and the rackets they want to provide they are regulated. In international tournaments the Umpires team must wear something which identifies them.

• IDENTIFICATION

Participants will have to identify themselves giving their identity, nationality and age and in general any other documentation related to the competition when requested to do so by the Tournament Umpire.

• CONDUCT & DISCIPLINE

Players will behave courteously and respect other people during any competition whether taking part or not. Coaches, like players will behave adequately, considering that the sanctions the Umpire can apply to them at the match can be added to those of the players.

• MATCH AREA.

Players may not leave the area of play during a match, including the warm up, without the Umpire's authorization. The area of play is understood as the court and surrounding area.

- ADVICE & INSTRUCTIONS.

Players and teams may receive advice and instructions during a game from a properly accredited coach, during competitions for teams and for double pairs, as long as it takes place during rest times.

- PRIZE AWARD.

The players or teams who play in the final of a match must participate in the prize giving held at the end of the competition, unless they cannot due to a verified injury, indisposition, or with reasonable cause

- CONTINUOUS PLAY OR DELAYS.

A match once started must be continuous and no player may delay it without reasonable cause over and above the times permitted in Rule 2 of the present Regulations.

- AUDIBLE & VISIBLE OBSCENITIES.

Audible obscenity is defined as the use of words well-known and understood to be offensive and being spoken loud enough to be heard by the Umpire, spectators and organizers of the competition. Visible obscenities are defined as signs or gestures made with hands, rackets, balls or any other part of the body that commonly have an obscene meaning or offend reasonable people.

- GENERAL ABUSE.

The players may not throw or hit any piece of equipment violently, in any direction, out of the court, or at players on the other side of the net when not in play.

- EQUIPMENT ABUSE.

Players may not at any time throw, deliberately hit any part of the event court, ground, net, Umpire's chair, walls, metallic fence or any other element of the facilities with their body or equipment.

- VERBAL AND PHYSICAL ABUSE OR AGGRESSION.

Aggressive, unsportsmanlike behavior, attitudes and gestures by players will be treated with particular gravity, when made towards the Head Umpire, Umpire, opponents, companions, spectators or any person related to the tournament. It will be judged as verbal abuse, insults

and likewise any oral expression that, without being considered insulting is contemptuous or intrinsic to belittling behavior.

- BEST EFFORTS.

All the players must try their best to win the match in which they are participating.

- UNSPORTSMANLIKE CONDUCT.

Players must at all times behave in a sportsmanlike manner avoiding any action which goes against the sporting spirit, the competition or in general the respect of established norms or fair play.

- PENALTIES / TABLE OF PENALTIES.

Infraction during the course of the match of any of the aforementioned aspects will be sanctioned by the competition Judge/Umpire in agreement with the following Table of Penalties. Independent from the above the Competition Committee will report in the Tournament Act the arisen situation and be able to ask the Disciplinary Committee to verify the possibility to impose other penalties for the same infraction, as a result of the application of the Sport Discipline Regulation.

Table of Penalties:

- a) First infraction: Warning
- b) Second infraction: Warning with point loss.
- c) Third infraction: Warning with disqualification

NOTE: The infractions of both players and even of the accredited coach will be accumulated.

- DIRECT DISQUALIFICATION.

In case of a very serious infraction (grave physical or verbal aggression) the Judge/Umpire will authorize the immediate disqualification of the player or coach who committed the fault. The disqualified player loses the match and may not continue in the competition. If an accredited technician, the captain or another player in the competition being held is disqualified they will have to withdraw from the tournament

- EVENT CONDUCT SUGGESTED STARTER POINTS

This event is run and hosted by the (Insert Nationality) Virtual Tennis Federation, a (insert year of IVTF Membership) federation, with an address of THE VIRTUAL TENNIS FEDERATION.. 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 The Virtual Tennis Federation which are final and binding in all matters related to the Virtual Championship.

SUGGESTED STRIKE SYSTEM

- 33.** Refrain from engaging in unsportsmanlike conduct with any opponent or other participant, official or spectator.
- 34.** 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.
- 35.** Refrain from engaging in the use of profanity.
- 36.** Treat every opponent or other participant, official, and other attendee with respect regardless of race, creed, color, national origin, sex, sexual orientation or ability.
- 37.** Refrain from arguing with or engaging in verbal or physical threats or abuse aimed at any opponent or other participant, official or spectator.
- 38.** Respect the officials, their authority, and their calls during and after a match.
- 39.** Refrain from mistreating or damaging any aspect of the equipment.
- 40.** Ensure that play throughout is expeditious, especially in changing ends and in being ready to serve and receive service.
- 41.** Accept the decisions of referees, markers and other officials without question or protest.
- 42.** Arrive on time and prepared for every match. Over 15 minutes late will result in disqualification
- 43.** 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.
- 44.** Do not use banned or inappropriate performance enhancement substances.
- 45.** Players will be penalized with strikes for the above offenses.
- 46.** If a player receives 3 strikes, they will lose 25% of their accumulated points total.

- 47.** If a player receives 4 strikes they will be disqualified from the tournament.
- 48.** To report another player for committing an offense it must be reported in the 'Match-Problems' channel.
- 49.** The player accused will have 24 hours to contest the accusation before a strike is given to that player.
- 50.** If players are found to be supplying incorrect information before, during or after the event, The Virtual Tennis Federation reserve the right to exclude players from the tournament, and all league points and prize money earned will be forfeited.
- 51.** 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.
- 52.** 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.
- 53.** Show courtesy to the community and be on time to matches that you have arranged.
- 54.** The Virtual Tennis Federation reserves the right to change any of the rules at any moment and as they see fit.
- 55.** If players are found to be behaving or conducting themselves outside of The Virtual Tennis Federation in a defamatory, unsportsmanlike manner, before, during or after the event, The Virtual Tennis Federation reserves the right to exclude players from the tournament, and all league points and prize money earned will be forfeited.

PRIZE RELEASES FOR VIRTUAL TENNIS FEDERATIONS

- 56.** 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 prizes may not be transferred or assigned except by The Virtual Tennis Federation. No substitutions, cash equivalents or redemptions of prize will be made. If a prize, or any portion thereof, cannot be awarded for any reason, The Virtual Tennis Federation 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.

57. 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 The Virtual Tennis Federation 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, The Virtual Tennis Federation 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 The Virtual Tennis Federation 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.

58. The Virtual Tennis Federation 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 The Virtual Tennis Federation, 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.*