



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.

Rulebook and guide

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Event Mechanics

1. The official event start date of the Virtual Championship is August 7, 2023 at 00:00 (UTC) 20:00 Eastern Time.
2. The official event end date of the Virtual Championship is August 29, 2023 at 00:00 (UTC) 20:00 Eastern Time.
3. The Virtual Championship is global and open to those who are at least eighteen (18) years old at the time of entry, and who have access to the Tennis Esports digital platform. The Virtual Championship is subject to all applicable respective national federal, state, and local laws and regulations. Void where prohibited.
4. The format of the event is as follows;

Tour event	Game mode	Requirement	Location	Start date	End date
	HitEmAll Wilson Virtual Championship	1x score	Virtual	August 7	August 20
Play offs	Instant match	1x best result	Virtual	August 7	August 20
Finals	Custom match	Top 2	In person	August 29	August 29

5. Play offs will consist of a combination of HitEmAll and Instant match
6. The top 2 on the tournament leaderboard on August 29 will be invited to play the finals at the 2023 Wilson US Open booth in New York City
7. Final will be 1 match is best of 5 x 10 point tiebreak sets
8. Prizes:
 - 1st Place Prize Package (Approximate Retail Value (“ARV”): \$2,519)
 1. One (1) ticket to the US Open in New York City (ARV: \$ 250) Date of ticket shall be determined by title sponsor in its sole discretion.
 2. One (1) round trip Flight to New York selected by Tennis Esports in its sole discretion (ARV: \$1000)
 3. One (1) night stay at a New York hotel, selected by title sponsor in its sole discretion (ARV: \$199)
 4. Transportation regarding the Virtual Championship (ARV: \$50) All transportation must be approved in advance.
 - One (1) \$50 Onsite credit to Wilson onsite retail store. May not be redeemed for cash or gift cards. Single use only. (ARV: \$50)
 - One (1) Wilson US Open prize pack. Each Wilson US Open prize pack contains one (1) bag, one (1) t-shirt, and one (1) keychain. (ARV: \$150)
 - One (1) Wilson Sponsorship Equipment Package. Each Wilson Sponsorship Equipment Package shall contain 2 Wilson tennis racquets, one Wilson Pro Overgrip 12 pack, 6 sets of Wilson or Luxilon string, and one Wilson performance backpack or 6 pack

racquet bag (ARV: \$820)

- 2nd Place Prize Package (ARV: \$1,699)
 - One (1) ticket to the US Open in New York City (ARV: \$250) Date of ticket shall be determined by title sponsor in its sole discretion.
 - One (1) round trip Flight to New York selected by Tennis Esports in its sole discretion (ARV: \$1000)
 - One (1) night stay at a New York hotel, selected by title sponsor in its sole discretion (ARV: \$199)
 - Transportation regarding the Virtual Championship (ARV: \$50) All transportation must be approved in advance
 - One (1) \$50 Onsite credit to Wilson onsite retail store. May not be redeemed for cash or gift cards. Single use only. (ARV: \$50)
 - One (1) Wilson US Open prize pack. Each Wilson US Open prize pack contains one (1) bag, one (1) t-shirt, and one (1) keychain. (ARV: \$150)

9. 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.

10. 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.

11. 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.*
12. Employees of VR Motion Learning GmbH & Co KG and Wilson Sporting Goods Co. and any of their respective related companies, parents, subsidiaries, affiliates, and agents and any agencies or other companies involved in the development or execution of the Virtual Championship or production or distribution of the Virtual Championship materials, as well as the immediate family (spouse, parents, siblings, and children) and household members of each such employee are not eligible.

Play-offs competition structure



13. There are two game modes to compete in during the Playoff period.

- Hit'emAll - Wilson Virtual Championship'
- 'Instant match - Wilson Virtual Championship'

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

HitEmAll format

- To post a highscore in the playoffs, players will play HitEmAll Wilson Virtual Championship
- 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

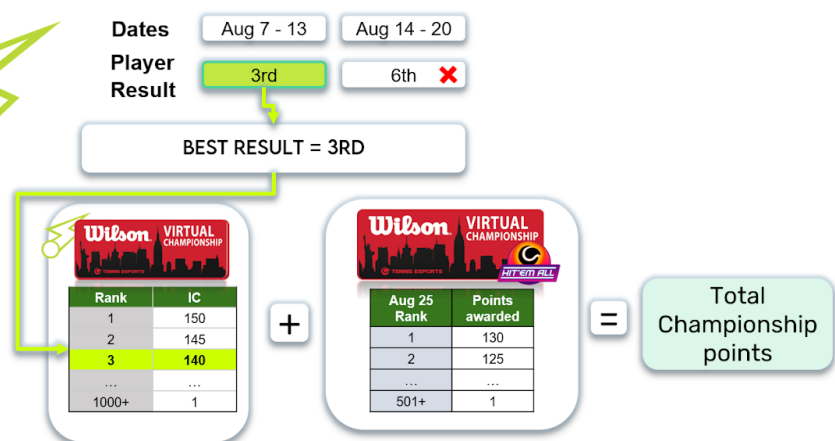


Instant Match format

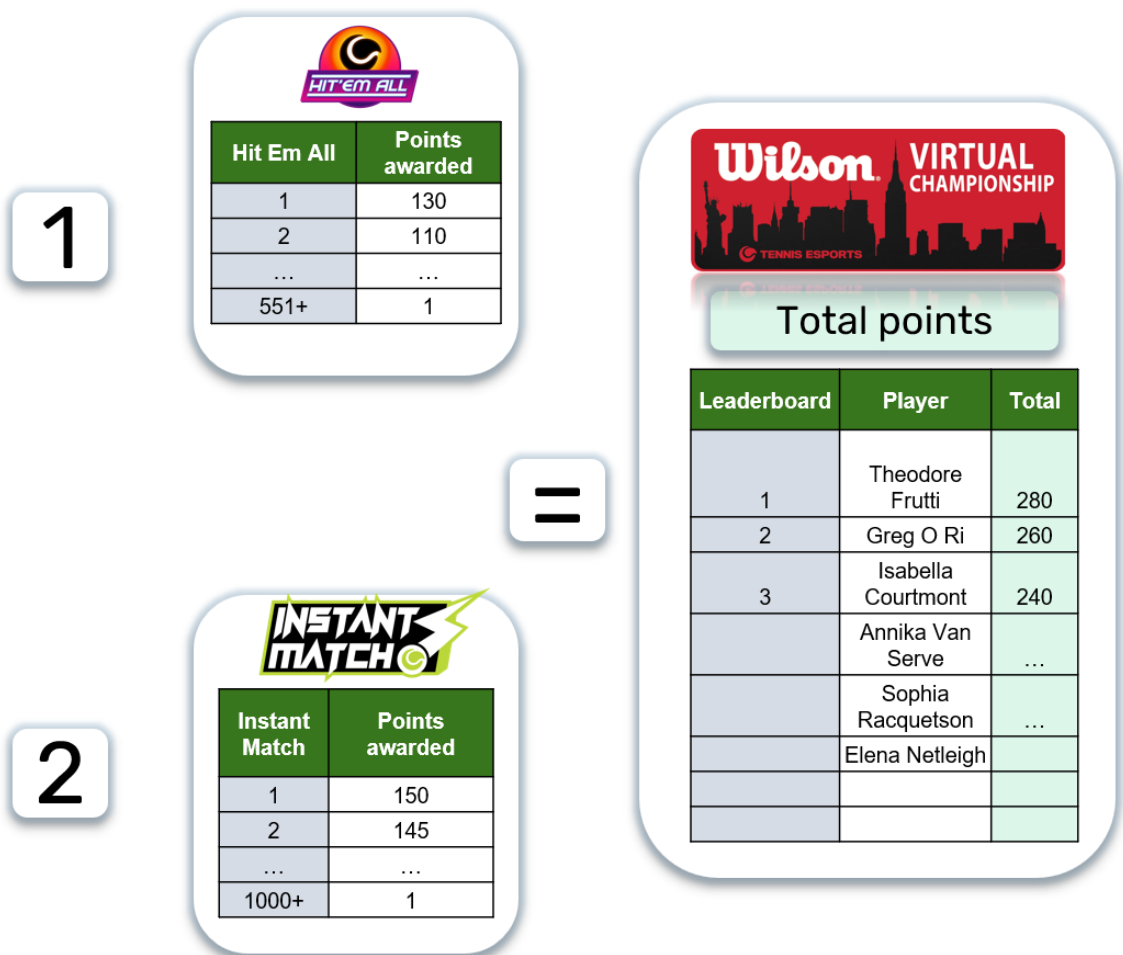
- Instant matches award 3 points for a win and 1 point for a loss, these points will determine your standings on the weekly instant match leaderboard
- There will be 2 x weekly leaderboards,
 - Week 1 runs from Monday August 7th 00:00 (UTC) - Sunday August 13th 11:59 (UTC)
 - Week 2 runs from Monday August 14th 00:00 (UTC) - Sunday August 20th 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 leaderboard. That means 2 winners across 2 weeks and an exciting HitEmAll standoff to decide the Top 2!



2 CHANCES TO QUALIFY!



Overall leaderboard structure



14. THE SUM OF these points will determine the overall leaderboard found at this website tennis-esports.com/events2

Combined, these points represent your Wilson Virtual Championship ranking.

Example

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

Finals format

15. Finalists will compete at the 2023 Wilson US Open Booth, New York City

- The finals will be held on August 29. The format is a best of five, 10-point tiebreak sets in Custom Match.
- The first to win three out of five 10-point tiebreak sets, will be the first prize winner

Points Allocation

WILSON Virtual Championship			
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

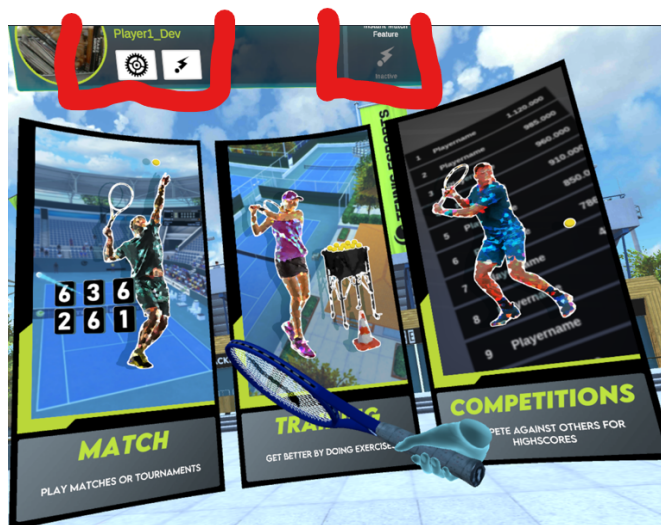
16. Hit em All

- Go to Arcade
- Go to Hitem All
- Select Start to Wilson Virtual Championship
- Set your high score!

17. 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.*



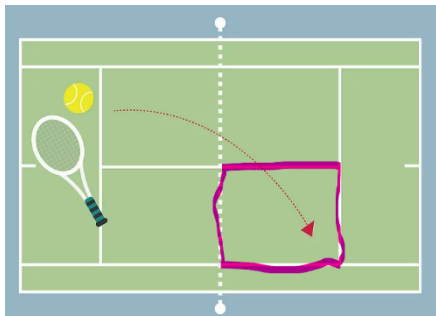
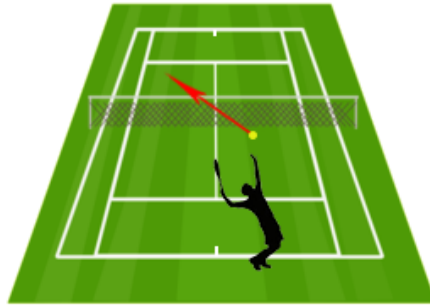
18. Players are also able to organize and create matches themselves by finding each other on Discord. There are no limits to how many different opponents a player can compete against.
19. Matches are only to be created in the 'Instant Match' feature from the main menu. **'Custom matches' are NOT a valid way to compete and will not earn points for the Playoffs.**
20. Tournament participants are responsible for scheduling matches at a time convenient for both players.
21. 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. Tennis Esports and the sponsors of the Virtual Championship are not responsible for any lags, delays, or internet loss, including but not limited to, those that impact play.

General Rules of [VR] Tennis

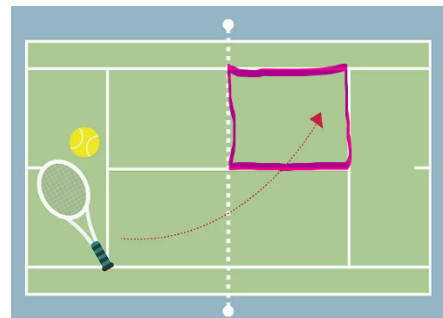
22. A ball must land within bounds for play to continue; if a player hits the ball outside of bounds, this results in the loss of the point for them.
23. Players/teams cannot carry the ball or catch it with the racquet.
24. Players cannot hit the ball twice.
25. Players must wait until the ball passes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

'Match Play' - 10-point tiebreak sets

29. 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.
30. Correct scoring and positioning of a 10-point match tiebreaker is automated in Tennis Esports Custom Match play
31. 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.
32. 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.
33. 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.
34. 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

35. 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...

36. 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.
37. Second Service – The second attempt is known as the second service. Failing the second service results in the loss of the point.
38. 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.
39. 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

40. Tennis Esports, or its sponsors reserve the right to disqualify and remove participants immediately in the event that a participant violates the following rules. Participants must:
 - Refrain from engaging in unsportsmanlike conduct with any opponent or other participant, official or spectator.
 - 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.
 - Refrain from engaging in the use of profanity.
 - Treat every opponent or other participant, official, and other attendee with respect regardless of race, creed, color, national origin, sex, sexual orientation or ability.
 - Refrain from arguing with or engaging in verbal or physical threats or abuse aimed at any opponent or other participant, official or spectator.

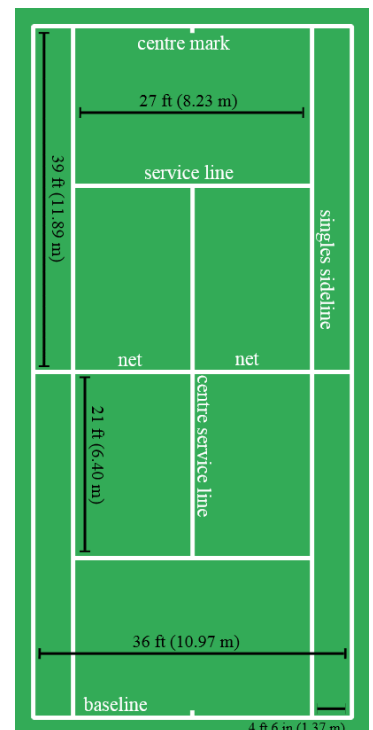
- Respect the officials, their authority, and their calls during and after a match.
- Refrain from mistreating or damaging any aspect of the equipment.
- Ensure that play throughout is expeditious, especially in changing ends and in being ready to serve and receive service.
- Accept the decisions of referees, markers and other officials without question or protest.
- Arrive on time and prepared for every match. Over 15 minutes late will result in immediate disqualification
- 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.
- Do not use banned or inappropriate performance enhancement substances.
- Players will be penalized with strikes for the above offenses. If a player receives 3 strikes, they will lose 25% of their accumulated points total. If a player receives 4 strikes they will be disqualified from the tournament. Wilson Sporting Goods Co. reserves the right to remove a player at anything from the 2023 Wilson US Open booth regardless of strike count. To report another player for committing an offense it must be reported in the 'Match-Problems' channel. The player accused will have 24 hours to contest the accusation before a strike is given to that player.
- 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.
- 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.

- 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.
- Show courtesy to the community and be on time to matches that you have arranged.
- Tennis Esports reserves the right to change any of the rules at any moment and as they see fit without notice to players.
- 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 prizes earned will be forfeited.

Virtual Tennis Boundaries and Lines

41. 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.
42. Center Mark – The center mark determines the two halves of the tennis court.
43. 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.
44. 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.

45. Service Line – The service line separates the forecourt from the back court, and it also marks the length of the service box.
 -
46. 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

47. 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
48. Controller Attachment
 - The official recommended controller attachment is the HelloReal Pro Swing 42 <https://www.helloreal.com/products/proswingtennis>
49. 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.
50. 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
51. 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](#)

52. 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.
 1. 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.

53. 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. Players must disable the ball bounce visualization.

54. 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 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 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](#)

OTHER

55. Tennis Esports is not responsible for any typographical errors in these Official Rules or the advertising and promotion of the Virtual Championship; any kind of electronic, hardware, software or technical problems caused by Tennis Esports, the user or by any of the equipment or programming associated with or utilized in the design processing; or which may limit any entrant's ability to participate in this process.
56. In the event Tennis Esports is prevented from awarding prizes or continuing with the Virtual Championship as contemplated herein by any event beyond their control including, but not limited to, infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, fire, flood, epidemic, pandemic, or other public health crisis (e.g., COVID-19), earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Tennis Esports's control, Tennis Esports shall have the right to cancel, terminate, modify, suspend or extend the Virtual Championship.
57. Each entrant will not knowingly damage or cause interruption to the Virtual Championship and/or prevent others from participating in the process. CAUTION: ANY ATTEMPT TO DAMAGE OR UNDERMINE THE LEGITIMATE OPERATION OF THE CONTEST HEREUNDER VIOLATES CRIMINAL OR CIVIL LAWS. IF SUCH AN ATTEMPT IS MADE, TENNIS ESPORTS MAY DISQUALIFY ANY ENTRANT MAKING SUCH ATTEMPT AND TENNIS ESPORTS AND ITS SPONSORS MAY SEEK DAMAGES TO THE FULLEST EXTENT PERMITTED BY LAW.
58. Limitation of Liability/Release: Tennis Esports expressly disclaims any responsibility or liability for injury or loss to any person or property relating to the delivery and/or subsequent use of the prizes awarded. Except where prohibited by law, By receipt of any prize, the prize winner agrees to release and hold harmless Tennis Esports, Wilson Sporting Goods Co., and all other Virtual Championship sponsors, and all of their subsidiaries, affiliates, suppliers, distributors, advertising/promotion agencies, prize suppliers, and each of their respective parent companies and each such company's officers, directors, employees and agents (collectively, the "Released Parties") from and against any and all liability, loss or damage incurred with respect to entrant's participation in the Virtual Championship, the awarding, receipt, possession, and/or use or misuse of any prize, including any traveling related thereto.
78. Entrant agrees that: (i) any and all disputes, claims and causes of action arising out of or connected with this Virtual Championship, or any prizes awarded, other than those concerning the administration of the Virtual Championship or the determination of winners, shall be resolved individually, without resort to any form of class action; (ii) any and all disputes, claims and causes of action arising out of or connected with this Contest, or any prizes awarded, shall be resolved exclusively by the United States District Court or the appropriate New York State Court; (iii) any and all claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with entering this Virtual Championship, but in no event attorneys' fees; and (iv) under no circumstances will entrant be permitted to obtain awards for, and entrant hereby waives all rights to claim punitive, incidental and consequential damages and any other damages, other than for actual out-of-pocket expenses, and any and all rights to

have damages multiplied or otherwise increased. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE MAY NOT APPLY TO YOU. All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of the entrant and Tennis Esports in connection with the Virtual Championship, shall be governed by, and construed in accordance with, the laws of the State of New York, without giving effect to any choice of law or conflict of law rules (whether of the State of New York or any other jurisdiction), which would cause the application of the laws of any jurisdiction other than the State of New York.

79. Information collected from entrant is subject to Tennis Esports's Privacy Policy.