World Tennis Simulation League

Tennis Elbow 4 Tour

Rules and Regulations

(January 3rd, 2025)

These rules are subject to review and change at any time.

Discord server rules:

1 - No insults or harassment in any given channel. If you have any problem, please contact one of the administrators in private.

2 - Administrators are working hard to keep the tour running. We can't tolerate any disrespectful statement towards one of us, even if you think that we have been harsh towards you or someone else from your point of view.

3 - No NSFW content in any given channel.

4 - Do not spam in any given channel.

5 - Talk in the right channel (• scheduling-issues is only for scheduling problems, • te4-results is only for results, etc...)

6 - Do not promote or broadcast other servers, other tours except those of the game authors for which we host tours, or other tennis games aside from those we are hosting tours for.

7- No advertising, this includes dm advertising.

Tournament rules:

1 - On the server your name should be the same as your discord name or name in the rankings. It makes everything easier to track. Unless permitted by the admins, you may only have one discord account in the server.

2 - We are hosting four tours, the **TE4 Male Characters, TE4 Female Characters and TE4 Competitive Doubles (Male and Female)** tours. For each tour, you must use characters from the WTSL mod in the dropdown list during registration. For Competitive Doubles, you need to select a CPU Partner as Player 3 and level Incredible 10.

3 - Registration

3.1 - See sign-up procedure for Tennis Elbow 4 tournaments (Click here)

4 - Draws

　　　Draws will be made on Challonge and in some instances broadcasted live. When tournaments are open for sign-up it will be communicated in te4-sign-ups with the sign-up link(s). After the sign-up deadline or when the tournament is full, and the final draw has been made (whichever is earlier) matches can start being arranged. After any draw has been made an announcement will be made in the server.

5 - Matches

5.1 Matches should be arranged with your opponent by messaging your opponent through the Match Scheduler and indicating your range of available times. If the scheduler doesn't work, you may send a private message on Discord instead. You can also use the Chat feature on Challonge. The match

scheduler timestamps your messages and gives the admins a log to facilitate resolution of matches. Admins will not be asking for conversations, so the players are responsible for submitting conversations to an admin before the deadline, clearly showing all parts of the conversation, if they don't use the scheduler. After you have scheduled your match, to play, you will have to add your opponent as a friend on Tennis Elbow 4.

5.2 To schedule a match properly you should give your opponent time windows of availability within the deadline for a given tournament round and communicate with your opponent to agree on a time for your match which complies with your schedules. This is an example of how to schedule a match properly (example) Messages like "I'm here", "can you play now" are not considered scheduling your match. If there are any issues with playing your match, alert @ADMINS ASAP, by sending them evidence , and @ADMINS will determine who should advance.

5.3 If a match cannot be played before the deadline, there are four options for deciding the outcome, **Coin toss, Biased coin toss, Walkover** and being granted an **Extension**. If neither player made sufficient effort to play, a coin toss will be used, and if both players tried to play, we would use biased coin toss. If one player is more at fault, for the match not being played, his opponent will be given a walkover. The exception to this is in a final, where a coin toss/biased coin toss will never be used and in such scenarios, both players will share the finalist points and there'll be no winner. A walkover can be awarded in a final.

5.4 If you don't show up more than 10 minutes after you agreed to play with your opponent without notifying your opponent beforehand, if the match is not played by the deadline this will be considered a walkover, as people's time is valuable so you should show up when agreed. If you are sure, you will not play at a time other than when you scheduled and your opponent is more than 10 mins late, then you can ask the admins directly for a walkover before the deadline.

5.5 If you are requesting an extension this should be done at the earliest opportunity. An extension request is only valid if your opponent also agrees to play the match at the time/day you are requesting the extension for. We will determine whether such requests can be granted depending on the circumstances. To avoid the no winner scenario, long extensions may be granted for finals, but rankings for the two finalists would be updated with their finalist points, and updated after the following week of tournaments has been completed.

5.6 Matches on tour should be played with the assigned tournament settings indicated for the tournament. They should be played on the court with the same name as the tournament unless the two players agree to play on a different court and are given an exemption from the admins. In no instance can a match be played on a surface other than the tournament surface. Matches should be played in conditions which are playable, and both players must agree that the match is playable before the first two games have been completed. If the conditions are not suitable, the game can be restarted with different settings which make the game playable, and the match restarted from 0-0. If the match has been played beyond the first two games, it should be completed.

5.7 At times there may be a disconnection or severe change in conditions that make the match unplayable. In this instance both players must agree whether to stop the match, and indicate it to admin. An Admin also has the right to decide whether a match should be interrupted if he/she is watching the match. Play can be paused and must be resumed from the same score, if both players agree to do so. This also applies to situations where a match cannot be played on one day. If agreed upon with your opponent, you can stop the match and continue it another day from the exact score and server, but this can only occur if both players agree to do so, which can be before or during the match. The score when the match was paused should be indicated in 🏅 · te4-results.

5.8 When a match is over, a screenshot of the match, taken with print screen should be posted along with a statement of your match result, 🏅・te4-results and that channel is only for posting results and direct communications related to the events of the match. If you deliberately incorrectly report your score for a match, you will be disqualified from the tournament and possibly further punishments will be given.

5.9 Hosting: There are three methods to hosting matches. Public, Private and with Hamachi. If one of the opponents can host, this can be done as a public or private game. For a public game, the host will host the game as 'Public' and the opponent can join the game through 'Find Internet Games'. For a private game, the host will provide his IP Address which is the 'Detected IP' and the opponent will 'Join remote game' using that IP. Where both players cannot host a game. LogMeIn Hamachi/Radmin can be used. The host will set up a network with a network ID and password and provide this to his opponent to connect to the local network. The host then can host either a public or private game, and the opponent can join by selecting "Find local games".

5.10 Desyncs: When a desynchronisation occurs TE will replay the point. However, as desyncs occur during the middle of a point, we should adhere to principles of fair play. By default, you should replay the point as each player receives different data from the game. However, if it is 100% clear your opponent won the point, you should award it to your opponent. You should first ask your opponent what he saw, and if you're both in agreement the point should be given to the player that you agreed won the point. If there is any disagreement, it should be replayed. Thus, if a desync occurs on a point where one player clearly won the point, the point should be awarded to that player. Additionally, if a desync occurs on a second serve, a second serve should be served, which means you should intentionally miss the first serve.

5.12 Laggy Matches: At the beginning of a match, both players must agree whether the match is playable within the first two games, and if not they can rehost the game and try different solutions like trying different delays closing applications, playing at a different time when there is less load on the server or their own internet has better connectivity, reducing the load on their internet, or using Hamachi/radmin. If after different attempts are made to resolve the connection, at least one player deems that the match is not playable, the admins should be notified that they can't play the match due to lag. Admins will determine if efforts were made to improve the connectivity issues and ask whether it is likely that connection could improve at another time or using one of the aforementioned solutions. If this is not the case, a Ping test will be used, which will be submitted to the admins, to determine whose connection is more liable for the poor connection between the two players. Both players should perform the test, selecting the opponent's closest server on the following site: https://www.meter.net/ping-test/. Perform the test 2-3 times to ensure a consistent result. Share your result via screenshot and private message it to any admin. Make sure the screenshot captures both the statistical numbers on the left and the graph/plot on the right. The admins will decide whether to award a walkover to one player or use the biased coin toss based on the results of the test, to determine the winner. If a match has been played beyond the first two games, the set should be continued from the same score if it was paused due to connectivity issues and was resumed later. After the first set, if both players deem the lag unplayable, the next sets will be coin tossed via biased coin toss to determine the winner. If one player thinks it is playable, the match should be finished or the player that doesn't think it is playable, after losing the first set, can retire due to lag and accept the loss.

6 - Gameplay

One of the founding principles of our tour was minimal restrictions within the rules of tennis and allowing diverse styles of plays and tactics. Hence, we permit playing any shot and believe the game is sufficiently balanced such that most tactics can be adequately countered even if spammed. However, we encourage you to be respectful to your opponents and to not spam *cheesy (*an attempt to exploit flaws in the game's mechanics or use unconventional tennis tactics to disrupt your opponent mentally when not necessary) tactics or shots solely to taunt them if it's not part of your winning strategy. A rule of thumb for what is considered spamming, is using a particular *cheesy* tactic or shot > 3 times in a particular game (not to be confused with set or match). Here's a list of tactics/shots which can be considered *cheesy:*

- Lobbing in neutral rallies (i.e. from a non-defensive position)
  - Definition of defensive position: You are positioned on the far left or right side of the baseline, and you are behind the baseline, or you are deep behind the baseline.
- Serving from > 50% of the distance from the T to the baseline tramlines
- Repeated dropshots

7 - Etiquette

We are asking players to adhere to principles of fair play and respect for their opponents.

- Don't move around unnecessarily when receiving serve.
- Be civil when talking to players whether in practice or following/during an official match.
- If a point is laggy, you should not play a dropshot and should slice to the middle until the lag clears. If lag is persistent through a match, first of all you should not be playing in that situation, but if you find yourself in such a situation, you may play through the lags as if it is 'wind'. If it is only temporary do not exploit lag for your benefit.

8 - Characters

8.1 In WTSL Tennis Elbow 4 tournaments, you can only use characters from the XKT WTSL Mod. Characters available for any tournament are selected from the dropdown list during sign-up. For the Male tours only, Male characters are selectable and for the Female tour, only Female characters.

8.2 – You can use one character a maximum of **10 times** during a calendar year, this can be managed on your dashboard (under construction)

9 - Broadcasting matches

9.1 We are requesting all players on the Tennis Elbow 4 tour to broadcast their matches on Twitch (see Twitch Tutorial) or another streaming service or save recordings of their matches on PC/console. In Tennis Elbow 4, recordings are saved automatically as ".dmos" in **Recordings**. You should set recordings to Real Time and "Auto-delete recordings older than" to Off. You can access the dmo folder by clicking on the folder icon. These can be requested instead of a video recording. **By not streaming or being able to provide a recording of any match, you are agreeing that WTSL admins are allowed to consider any allegations made against you pertaining to that match, as truthful.** We will operate an escalation system regarding reports about misconduct ranging from a warning after three reports (from official matches only), to ranking point penalties, suspensions and bans. If there is

video evidence regarding any reports, only this will be taken into consideration with regards to case resolution.

9.2 During broadcasted matches, coaching is allowed. If you are watching matches on Discord, please do not talk **during** points. You may talk in between points.

10 - Withdrawals (First Round)

If there is a walkover in the first round, players must write to the administrators explaining the reason for the walkover, who will then decide the next steps. It will only be considered as walkover, where points are gained, if the reason is determined as valid, or it occurs within 6 hours of the deadline for the first round with a valid reason. Otherwise, a walkover in the first round will be considered as a withdrawal and no ranking points will be gained by the person who withdraws. Administrators have two options when an opponent withdraws: (A) Award a walkover to his opponent (B) Replace the player with an alternate in suitable time. If the alternate is not added in a reasonable time, an extension may be given for this round, or a walkover granted due to our failure to provide an opponent quickly enough. Only admins can ratify the result when an opponent withdraws in the first round.

11 - Walkovers and retirements

Walkovers and retirements (any round) Players must indicate to administrators when they have been awarded a walkover. Only administrators can ratify this result. No player can be replaced after the first round, and players have the right to accept any walkover given by their opponent. However, administrators have the right to penalize the player who awarded the walkover if:

a.) no reason is given

b.) the reason is not valid - This also applies to mid-match retirements, these should be reported to the administrators and retirees

12 - Scheduling Clauses

12.1 Players should have a minimum time window of availability of 3 hours on one day of their match round to be considered available. Otherwise, unless an extension has been asked for, less than 3 hours availability for the two or more days of the round can be considered non-availability. There is no requirement for these hours to favour any time zone. Exception for this is if there is one day for the round.

12.2 Players are not liable to be present within their stated window when that time has come unless they have previously scheduled a time with their opponent. If so, they would be expected to be there only for the scheduled time.

12.3 If initial contact is made 6 hours or less before the deadline and the match isn't played then this will not be considered early enough contact if the other player doesn't respond. Hence, a coin toss would be granted in that scenario.

12.4 If poor scheduling form is used, the outcome of matches will be at the discretion of the admins according to the rules, precedents, background and circumstances on a case-by-case basis.

12.5 Players can appeal a result up to 12 hours after it's been posted, and they'll be added to a private appeals channel temporarily. Appeals will only be accepted if the decision was decided by one vote. The admins will then have until the end of that 24-hour period to reach their decision on the appeal. If a result is being appealed and the next match hasn't been played, the players would be notified not to schedule until the match has been resolved. If the next match has already been played the result would stand, and the appeal would be dismissed.

12.6 Results can be changed in the case of late submitted info, if it was submitted within 8 hours of the result being posted and it overwhelmingly demonstrates an incorrect result (When the match scheduler is used this wouldn't be an issue). As in the case of an appeal, the players in the subsequent match would be notified that the previous result has been changed. If the next match has been played, then the result would stand.

13 - Pre-playing matches

Matches for (a) tournament round(s) where either you or the opponent of the next round(s) has not reached can only be played in advance after permission is sought from one of the admins. You should seek our permission before you even attempt to schedule a match for (a) round(s) where you or your opponent has not reached.

14 - Reports:

Players should report any incidents of breaches to the gameplay rules encountered during a match to the admins but should complete the match. If they forfeit due to any breaches, they should be able to provide video evidence of the incident(s) that occurred and lodge a complaint immediately after the match. The admins will notify the player that won, that an appeal is in progress, and he/she will not be permitted to schedule his/her next match until the appeal is resolved. We will need video evidence; hence **we request all players to stream on Twitch or other streaming service (see twitch streaming tutorial) or ensure dmos are being saved.** Whoever doesn't stream or save recordings accepts that we can deem reports against them as truthful. These rules only apply to official matches on tour.