



# Official Rulebook - World Tennis Esports Championships (WTEC) 2026

## 1. Governance and Institutional Framework

**1.1 The International Virtual Tennis Federation (IVTF)** The IVTF serves as the global governing body for virtual tennis. The federation is dedicated to the promotion and expansion of virtual tennis across all demographics, ensuring a sustainable and inclusive ecosystem. The IVTF is guided by the following organizational goals and core values:

- **Grow the Game:** Promote and expand virtual tennis as a competitive sport on a worldwide scale.
- **VR Tennis for All:** Ensure the sport remains accessible to all levels, genders, and ages, facilitating participation for both able-bodied individuals and persons with disabilities.
- **United Community:** Unify regional federations, national members, clubs, players, and partners into a single network with shared objectives.
- **Educate:** Inform and educate a wider audience regarding the physical and mental benefits of virtual tennis.
- **Promoting Well-being:** Encourage a healthy, active lifestyle through the passion of virtual sport.
- **Ensuring Integrity:** Exemplify and enforce the highest levels of honesty and fairness in competitive play.
- **Effective Action:** Operate decisively and transparently in the best interests of all affiliate members.
- **Team Leaders:** Foster and celebrate responsibility, leadership, and teamwork within the member community.

**1.2 Governing Structure** The IVTF leadership is composed of the President and the Board of Members. This governing body is supported by a specialized team of subject matter experts, including former professional tennis players and veterans of global esports organizations, to ensure professional standards in both sporting and digital contexts.

**1.3 Regulatory Authority** The World Tennis Esports Championships (WTEC) 2026 is governed exclusively by the IVTF. The federation provides the overarching regulatory framework and offers both global and local guidance to affiliated members, ensuring that international standards are maintained while respecting the unique contexts of regional and national participants.

## 2. Tournament Overview

The WTEC 2026 serves as the annual world championship of VR tennis, bringing together the top players to determine the best virtual tennis athlete in the world. As the highest level of competition in the discipline, the event is designed as an elite, high-stakes finale where performance, consistency, and skill culminate in the crowning of the world champion.

## Championship Format Overview

<b>Total Players</b>	16
<b>Final Event Dates</b>	September 7-13, 2026
<b>Format</b>	Fully virtual; global participation (no travel required)

## 3. Qualification Pathways

**Dual-Pathway System** Tournament entry is facilitated through two independent qualification routes: the global Race to Championship (RTC) and the regional National Championships. This structure ensures a balance between year-round global performance and specific regional representation. The official Tennis Esports Discord server serves as the central point of contact for all organizational matters, communication, and participant inquiries related to both qualification pathways. [LINK](#)

### 3.1 Pathway A: Race to Championship (RTC) - Global Pathway



The Race to Championship (RTC) constitutes the primary global qualification mechanism for the WTEC Finals. Players must compete in officially designated weekly Tennis Esports events during the qualification period, where their event results are translated into RTC points. These points accumulate on the global RTC leaderboard.

- **Mechanics:** The RTC is a global leaderboard where players accumulate points based on performance. Points are awarded exclusively in "officially marked weekly events."
- **Communication:** Eligible RTC events shall be marked in the official in-game calendar and announced via official Tennis Esports news channels. Individual events can have different weights.
- **Qualification Period:** June 1, 2026 - August 31, 2026 (Final cut-off).
- **Outcome:** The Top 8 players on the RTC leaderboard at the conclusion of the period qualify directly for the WTEC Finals and shall be assigned seeds #1 through #8.

### 3.2 Pathway B: National Championships - Regional Pathway

The National Championships pathway provides a region-based qualification structure to ensure balanced international representation at the WTEC Finals. Each participating region conducts its own championship, from which one National Champion shall qualify for the final stage of the competition.

- **Participating Regions:**
  - Austria
  - Germany
  - Switzerland
  - UK & Ireland
  - India
  - Canada
  - United States
  - Australia and Latin America (Combined Regional Slot)

- **Registration:** Players must join the official Tennis Esports Discord, register in their respective country-specific channels, and coordinate directly with local organizers.
- **Qualification Period:** June 1, 2026 - August 30, 2026.
- **Outcome:** Each of the eight regions shall send one National Champion to the WTEC Finals.

### 3.3 Overlap and Replacement Protocols

- **Duplicate Qualification:** Should a National Champion also occupy a position in the RTC Top 8, their national slot shall not be reassigned within that country. Instead, the vacant slot shall be filled by the next highest-ranked player on the RTC leaderboard (beginning with rank #9).
- **Withdrawals:** In the event that a qualified player withdraws or is unable to participate before the start of the final championship, the replacement shall be drawn strictly from the RTC ranking list in sequential order.
- **Integrity:** The RTC serves as the universal fallback system to ensure the final competition pool consistently reaches 16 participants.

## 4. Player Choice and Dual Qualification Exemption

**4.1 Choice Mechanism** Players who compete in National Championships while simultaneously contending for a Top 8 RTC position may choose their preferred qualification pathway.

- **RTC Pathway Entry:** The player enters the Finals as a seeded participant (#1-#8).
- **National Pathway Entry:** The player enters as an unseeded participant; their RTC rank shall not be utilized for seeding purposes.

**4.2 Strategic Objectives** This regulation is enacted to:

- Minimize scheduling and competitive conflicts for high-ranking players.
- Prevent the unnecessary monopolization of National Championship slots by players already qualified globally.
- Maintain competitive fairness for participants at the national level.

**4.3 Operational Handling and Deadlines** This exemption is not automatic and must be coordinated case-by-case between the National Championship Organizer and the WTEC Tournament Director. Players must communicate their intent clearly and commit to a single pathway prior to the final qualification confirmation deadline (August 30/31, 2026). If a player opts out of their National slot to take an RTC seed, that national slot shall be reassigned according to local national rules.

## 5. Finals Tournament Structure and Seeding

**5.1. Bracket Design** The WTEC Finals shall consist of a 16-player single-elimination knockout bracket. There is no group stage; competition commences immediately with the Round of 16.

### 5.2. Seeding Logic

- **Seeded Players:** The RTC Top 8 are assigned seeds #1 through #8 based on their final leaderboard rank.
  - *Example:* RTC Rank #1 shall be assigned Seed #1 at the top of the bracket; RTC Rank #2 shall be assigned Seed #2 at the bottom of the bracket.
- **Unseeded Players:** National Champions and RTC replacement players are unseeded. They shall be assigned to the remaining bracket positions via a random draw. The draw shall follow standard professional tournament logic (ATP-style distribution) to ensure competitive balance.

## 6. Match Regulations and Scoring

**6.1. Match Format** All matches within the WTEC 2026 tournament shall consist of one full set.

### 6.2. Scoring System

- **No-Ad Scoring:** Matches shall utilize "No-Ad" (no advantage) scoring.
- **Tiebreak:** A tiebreak shall be triggered if the score reaches 6-6 in the set.
- **Automation:** Scoring is fully automated within the Tennis Esports platform to ensure objective accuracy.

**6.3. Officiating** There are no third-party referees. The tournament relies on the automated scoring system and the sportsmanship of the participants. The Tournament Director maintains final authority over all match outcomes and disputes.

## 7. Scheduling and Tournament Operations

### 7.1. Official Schedule

Round	Dates
<b>Round of 16</b>	September 7-8, 2026
<b>Quarterfinals</b>	September 9-10, 2026
<b>Semifinals</b>	September 11-12, 2026
<b>Finals</b>	September 12-13, 2026

**7.2. Match Timing** Players are required to reach a mutual agreement on a match time within the designated window for each round. In the event that an agreement cannot be reached, the

Tournament Director shall assign a mandatory match time. If no match result is submitted until the end of the round, both players can be disqualified by the Tournament Director.

## 8. Competition Integrity and Dispute Handling

**8.1. Match Replay Requirements** All players are required to submit their matches replays via the System Settings in VR right after the match. These recordings serve as official verification in the event of disputes and may be requested by the Tournament Director at any time.

- **Purpose:** Replays serve as official evidence for (1) Match disputes, (2) Rule violations, and (3) Technical inconsistencies.
- **Regulatory Weight:** In the event of a dispute, the Tournament Director's ability to rule in favor of a player may be severely limited or impossible without clear video evidence.

**8.2. Final Authority** The Tournament Director holds the final authority to review evidence and issue binding decisions. All rulings made by the Tournament Director regarding match results or rule interpretations are final and not subject to appeal.

## 9. Media and Prize Pool

**9.1. Broadcast Information** Matches shall be officially streamed on social media (YouTube, etc.). The broadcast of the finals will include live coverage and professional commentary to provide global audience access and engagement.

**9.2. Hybrid Reward System** The WTEC 2026 provides a categorized reward system. As this is a fully virtual event, no travel or accommodation is provided.

### **In-Game Currency:**

- 3× Large Coin Packages
- 16× Medium Coin Packages

### **Access & Subscriptions:**

- 5× Premium Keys
- 3× 1-Year Elite Subscriptions

### **Physical Merchandise:**

- Official IVTF/WTEC real-world tennis bags