



World Tennis Simulation League

TIEBREAK: Official game of the ATP and the WTA 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, • tb-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.

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 two tours, the **Pro Roster** tour, where you select presets from the game and the **CreatedPlayer** tour where you build your own characters (see Builds section)

3 - Registration

- 3.1 - See sign-up procedure for TIEBREAK tournaments ([Click here](#))
- 3.2 – You can use one character a maximum of **10 times** during a calendar year for Pro Roster tournaments.

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 [tb-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 TIEBREAK.

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 Before starting a match on the MyPlayer tour, you should post a screenshot of your build as an attachment on Challenge. This must be done for every match, and you cannot change your build during the tournament. Your build will be fetched automatically and posted in the [pre-match builds](#) channel by the end of the day. Your build will need to adhere to the restrictions in the Build Restrictions section.

5.4 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 made an effort to play, we will 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.

5.5 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.

5.6 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.

5.7 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.

5.8 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 [🦋 • tb-results](#).

5.9 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, [🦋 • tb-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.

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. However, there are some strategies which are either unrealistic compared to real tennis, or an attempt to exploit flaws in the game's mechanics. We hope to have builds which will counteract these flaws and make the efficiency of certain tactics reflect reality and hope for the game developers to also make improvements to prevent these things. However, since this may not always be possible and given the size of the player base, we will have to place some restrictions on how/how often certain shots are used. The following are special/unconventional strategies which when abused or spammed can ruin the game playing experience for many players. We will list how/if or when they can be used.

6.1 Lobs

Lobs from the baseline are sometimes played when in a defensive position, especially on clay.

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.

- When your opponent is behind the baseline, lobs can be played a maximum of three times in a row in a point when you are in a defensive position.
- When your opponent is inside the baseline you can play a lob as often as you want until your opponent retreats to behind the baseline, if you are in a defensive position.
- If your opponent makes a forward motion inside the baseline as if he will be coming to the net, you can play a lob as often as you want until he has retreated behind the baseline (26/06/24)
- When your opponent is at the net, there are no restrictions on playing lobs.
- When your opponent makes a serve and volley approach you can play a lob
- If your opponent has made serve and volley approaches often during a game or match you can play lob returns in anticipation of further serve and volley approaches
- You can use a lob as the return a maximum of two times during a game where no serve and volley approaches were made.
- If you are returning from a deep position behind the baseline, you can play a lob.

Rarely seen scenarios in real life:

- Lobs followed with an approach shot to the net in a neutral rally or when opponent is behind the baseline with the aim of securing a position at the net - **restrictions will be assessed in future.**
- Any other scenario e.g. lobbing frequently in a point from non-defensive positions - **banned.**

6.2 Dropshots

- You may play a dropshot at any time but avoid spamming (as a rule of thumb > 3 times per game).
- You can return a serve with a dropshot.
- You can do a chip-and-charge.

6.3 Serves

- No restrictions for now, but they will be assessed in the future.

6.4 Return

- SABR ([Sneak attack by Roger](#)) returning on the bottom edge of the service box is allowed

6.5 Slices

- You can slice as often as you want during a point.

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 - Build Restrictions

We will be establishing build restrictions in the near future based on the results of a [poll](#). This is only applicable to the Custom Player tour. Restrictions we set here will be the parameters for a 'WTSL build' needed for official matches.

9 - Broadcasting matches

9.1 We are requesting all players on the TIEBREAK tour to broadcast their matches on [Twitch](#) (see [Twitch Tutorial](#)) or another streaming service or save recordings of their matches on PC/console. However, we are aware not all players have the capability of doing this. **By not streaming or recording 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 particular 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 save recordings of their matches.** 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.