

Collect Points for Events & Tour & Race to Las Vegas



The following rules apply with the start of the Paradise Slice 2025 on February 24.

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Recent Updates:

- Instant Match Scoring - Stealing Points: reduced losing points calculation from 20% to 10%.
- Race to Las Vegas Leader Board: Events have different weights (Double Value - Euro Slam, Triple Value - Sahara Smash).

Tennis Esports Events [🔗](#)

Events in Tennis Esports are your chance to showcase your skills and win prizes. An event is running for a limited time of three weeks.

Leaderboard [🔗](#)

Each event has an **Event Leaderboard**. While an event is ongoing you can earn points for this leaderboard in two ways:

1. Challenge players to compete in **Instant Matches**
2. Play the event-specific **HitEmAll (HEA)**

The **Event Leaderboard** shows your overall rank in the entire event. The player who finishes in **first place** on the Event Leaderboard at the end of the event will be crowned the **Event Champion**!



i Your ranking in events determines your ultimate success. Your rank can earn you...

- **Tennis Esports Tour Points**
- **Special Points** as for the Race to Las Vegas
- **Real prizes**, and more

Collecting Event Points [🔗](#)

Two game modes contribute points to the **Event Leaderboard**:

1 [🔗](#) Instant Match [🔗](#)

An event specific **Instant Match leaderboard** ranks you based on your performance in ranked Instant Matches. **This leaderboard resets weekly**.

Your **best rank in the weekly leaderboards** will determine how many points you earn for the **Event Leaderboard** at the end of the event.

*For example, if you finished **rank 3** in the first week, **rank 5** in the second, and **rank 100** in the third, you would receive **400 points**, as your best rank was **rank 3** (see section Event Point Calculation).*



i You can find all information about the instant match score calculation in the section **Instant Match Scoring** below.

2 [🔗](#) HitEmAll [🔗](#)

An event specific **HitEmAll leaderboard** ranks you based on your score in the event HitEmAll game. **This leaderboard is persistent for the whole duration of the event**.

Your rank in this leaderboard will determine how many points you earn for the **Event Leaderboard** at the end of the event.



Event Point Calculation [🔗](#)

Your **final rank** in the **Event Instant Match leaderboard** or the **Event HitEmAll leaderboard** determines how many **Event Points** you are rewarded. These Event Points contribute to your standing on the **Event Leaderboard**.

Below is the Event Points transfer table for both game modes:

Rank (Event Instant Match / Event HitEmAll)	Event Points
1	1000
2	600
3	400
4	350
5	300
top 10 (10-6)	200+
top 50 (50-11)	100+
top 100 (100-51)	50+
top 500 (500-101)	20+
top 1000 (1000-501)	10+
top 5000 (5000-1001)	5+
top 10000 (10000-5001)	1+

i A **plus sign (+)** in the table means that the exact number of points gradually increases as you climb closer to the next rank range. For example:


- If you finish in the **Top 10**, you'll earn between **200 and 300 points**, with higher ranks in the Top 10 receiving more points.
- Similarly, if you're ranked between rank 5 and 10, your points will be higher when closer to **rank 5**.

Tennis Esports Tour [🔗](#)

The Tennis Esports Tour is the ultimate leaderboard in Tennis Esports, tracking player performance over time.

Leaderboard [🔗](#)

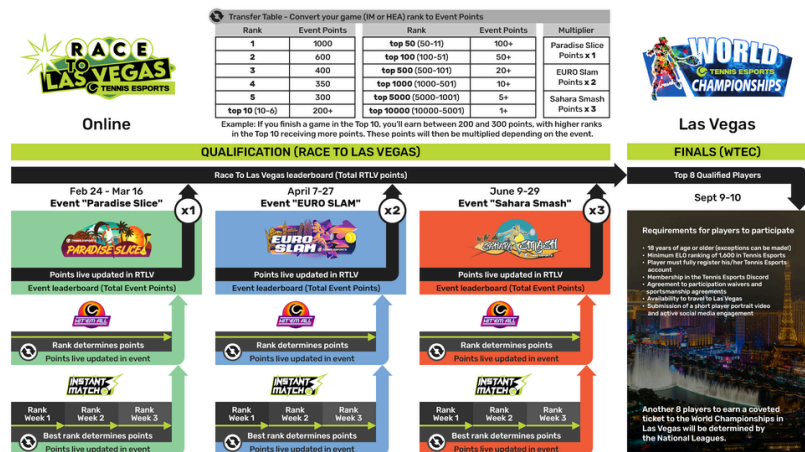
The Tennis Esports Tour has a Tour Leaderboard. Participating in regular Tennis Esports events will reward you with points for this leaderboard.



⚠ Points in the Tour Leaderboard expire after 6 months

Race to Las Vegas [🔗](#)

Every year, we host the prestigious **World Tennis Esports Championships (WTEC)** in Las Vegas. To qualify for the WTEC, players must participate in selected events that belong to the **Race To Las Vegas (Qualification)**. These events contribute differently to the Race To Las Vegas standings, with varying point multipliers such as 1x, 2x, 3x, and beyond, depending on the event's significance.



Leaderboard [🔗](#)

The Race To Las Vegas has its own Leaderboard. Participating in RTLV events will reward you with points for this leaderboard.

At the end of the qualifying events, the **top 8 players with the most points in the RTLV leaderboard** will earn a coveted **ticket to the World Championships in Las Vegas**.



World Tennis Esports Championships [🔗](#)

Requirements for the players to participate at the WTEC are:

- 18 years of age or older (exceptions can be made!).
- Minimum ELO ranking of 1,600 in Tennis Esports.
- Player must fully register his/her Tennis Esports account.
- Membership in the Tennis Esports Discord.
- Agreement to participation waivers and sportsmanship agreements.
- Availability to travel to Las Vegas.
- Submission of a short player portrait video and active social media engagement.

National Leagues [🔗](#)

Another **8 players** to earn a coveted **ticket to the World Championships in Las Vegas** will be determined by the **National Leagues**.

- 8 players will represent their nations, determined by National Championships.
- Participating countries are:
 - Austria
 - Germany
 - Switzerland
 - UK & Ireland
 - India
 - Canada
 - United States
 - (more coming)
- The qualifying process with rules can be found on the Discord Channel "VR Tennis National Leagues" and on the website [IVTF](#)



Instant Match Scoring [🔗](#)

1. At the start of each event or round **all players begin with 0 Instant Match Points** (leaderboard reset), ensuring a fresh and fair competition.
2. When playing **Instant Matches**, you can win or lose **Instant Match Points** for the event Instant Match ranking table.
3. The amount of points you can win or lose in a match depends on the current **Instant Match Points** of both players. In general the player with currently less **Instant Match Points** can win more points (from the opponent) than the player with currently more **Instant Match Points**.

Winning Points 🔗
<p>The points you can win consist of two parts. Every win brings you...</p> <ul style="list-style-type: none"> • Basic Win Points <ul style="list-style-type: none"> ◦ 1st win: 100 points ◦ 2nd win: 90 points ◦ 3rd win: 80 points ◦ and so on ... ◦ From the 10th win onward, you always earn 5 points per win • Bonus Points (Stealing) <ul style="list-style-type: none"> ◦ The winner additionally takes 10% of the loser's Instant Match Points
Losing Points 🔗
<p>If you lose your opponent takes 10% of your Instant Match Points</p>

Scoring Examples: AceMaster vs. TopSpinKing 🔗	
Match A	Match B
<p>Before the Match: 🔗</p> <ul style="list-style-type: none"> • AceMaster: 120 Points, 2 Wins • TopSpinKing: 200 Points, 3 Wins <p>Outcome: 🔗</p> <ul style="list-style-type: none"> • AceMaster wins the match. • TopSpinKing loses the match. <p>Points Adjustment: 🔗</p> <ol style="list-style-type: none"> Loser (TopSpinKing): <ul style="list-style-type: none"> ◦ Loses 10% of current points → $200 \times 0.10 = 20$ ◦ New total: $200 - 20 = 90$ Points Winner (AceMaster): <ul style="list-style-type: none"> ◦ Gains 10% of opponent's points → 20 Points ◦ Earns bonus for 3rd win → 80 Points ◦ New total: $120 + 20 + 80 = 220$ Points <p>Final Standings After the Match: 🔗</p> <ul style="list-style-type: none"> • AceMaster: 220 Points, 3 Wins • TopSpinKing: 160 Points, 3 Wins 	<p>Before the Match: 🔗</p> <ul style="list-style-type: none"> • AceMaster: 120 Points, 2 Wins • TopSpinKing: 0 Points, 0 Wins <p>Outcome: 🔗</p> <ul style="list-style-type: none"> • AceMaster wins the match. • TopSpinKing loses the match. <p>Points Adjustment: 🔗</p> <ol style="list-style-type: none"> Loser (TopSpinKing): <ul style="list-style-type: none"> ◦ Has 0 points, so losing 10% still results in 0. ◦ New total: 0 Points (no change). Winner (AceMaster): <ul style="list-style-type: none"> ◦ Gains 10% of opponent's points → 0 Points (since TopSpinKing has none). ◦ Earns bonus for 3rd win → 80 Points. ◦ New total: $120 + 0 + 80 = 200$ Points. <p>Final Standings After the Match: 🔗</p> <ul style="list-style-type: none"> • AceMaster: 200 Points, 3 Wins • TopSpinKing: 0 Points, 0 Wins

ELO / Skill rating [🔗](#)

-  Clarification: ELO is NOT part of the points calculation!
-  With the introduction of the new scoring system, we introduce the **ELO Matchmaking**. This ensures that you are matched with opponents at a similar skill level. However, you can extend the opponent search range in both directions, giving you the flexibility to face stronger players for a greater challenge and learning experience. This helps maintain competitive fairness while allowing opportunities to improve your skills.

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