

Rulebook schauinsland-reisen Bay Open

1. Basic information and conditions

1.1 Game version

The latest available version of the game TopSpin2K25 will be used as the game version for the tournament.

The tournament will be played with the “MyPlayer” characters.

1.2 Eligibility to play

1.2.1 Age of the players

Every player must be at least 14 years old. In addition, all legal regulations regarding the protection of minors must be observed, especially when participating in offline events.

1.3 Player settings Configs

All configuration changes are permitted as long as they do not create an unfair advantage that is related to cheating. A player can be penalized for incorrect settings in any configuration file, regardless of whether it is in use or even stored in the game folder in question. If there is any uncertainty about the legality of a setting, just ask.

1.4 Obligations

By participating, participants confirm the following points:

1.4.1 Fulfillment of the eligibility requirement

The player fulfills the requirements for eligibility to play. If this is not the case, the player will be disqualified. The player is not allowed to participate in further qualifiers for the tournament.

1.4.2 Code of conduct

Respectful and orderly behavior is required of every participant; failure to comply may result in disqualification from the tournament or other penalties, such as a deduction of prize money for the player.

1.4.3 Prohibited substances and methods

1.4.3.1 List of prohibited substances and methods

If participants have an active prescription for a substance on the WADA list, they must send their proof to the relevant organization. Players may be subject to a doping control by the tournament management before the first day of the tournament or in the offline area (LAN).

1.4.3.2 Alcohol or other psychoactive drugs

Participation in an online or LAN match under the influence of alcohol or other psychoactive drugs, even if these are not punishable substances, is strictly prohibited and can lead to severe penalties, including exclusion from the tournament.

1.4.3.3 Betting

No player may directly or indirectly bet or wager on the outcome of a Bay Open match with any person or organization (websites, entities, etc.) that places bets on the outcome of a Bay Open match. Information relating to the schauinsland-reisen Bay Open may not be disclosed directly or indirectly to these organizations and entities. If such a violation is found, legal action will be taken against the individual. No player eligible to participate in schauinsland-reisen Bay Open may be directly or indirectly sponsored by brands that promote or offer betting/gambling. These sponsors cannot participate in the tournament.

1.4.4 Dealing with rule changes and the rulebook

The rules and following the instructions of the tournament management is a must. Rule changes and adjustments can be decided and implemented by the admins depending on the situation.

1.4.5 Image, video and language rights

Images, video and voice material of the players and matches may be used publicly by Play Bay.

1.4.6 Verification

For verification, hotel bookings and travel bookings, the following data must be transmitted to Play Bay as a participant in the offline finals:

- First name and last name
- address

1.4.7 Tournament communication

All communication takes place via Discord.

During the qualification tournaments, the player must be reachable via Discord. Participation is only possible if the player is on the ITST Discord.

1.4.8 Interviews

The player must be available for an interview at every offline match. The player must be available for a commentary after the game (ideally in picture and sound).

1.5 Rule changes

The tournament management reserves the right to edit, remove or change the rules without prior notice. The tournament management also has the authority to decide on situations that are not listed in the rules in order to protect the competition.

2. Tournament structure

2.1 Qualifiers

The qualifying tournaments are organized in cooperation with ITST. To participate in the qualifiers, an account must be created at <https://www.intertopspintour.com/>.

2.1.1 Field of participants

A maximum of 64 players can take part in the qualifying tournaments.

2.1.2 Date

The qualifying tournaments will take place on the following dates:

1st qualifying tournament: 05.10.2024-12.10.2024

2nd qualifying tournament: 13.10.2024-20.10.2024

The tournament must be played by the last day specified. Players are responsible for negotiating match dates in good time.

If it is not possible to find a suitable date, the tournament management has the right to disqualify the player.

2.1.3 Structure

The tournament is played in a cup system. Each match is played in a best-of-3 format.

The composition of the matches is based on the ITST ranking.

2.1.4 Qualification for the offline final

The winner of the respective tournament qualifies for the offline finals in Hamburg's Rothenbaum Stadium on 23.11.2024.

2.2 Offline finals

2.2.1 Field of participants

The offline finals are made up of 6 invited players and the 2 qualifiers.

2.2.2 Date and venue

The offline finals will take place on 23rd November 2024 in Hamburg's Rothenbaum Stadium.

2.2.3 Structure

The LAN Finals start with a group phase. There are 2 groups. Each group contains 1 qualifier and 3 invited players. No seeding will be used. The groups are created randomly. The top 2 from each group advance to the playoffs. The group stage matches are played in best-of-3 mode.

The playoffs are played in best-of-5, single elimination mode.

2.2.4 Prize pool

Total prize pool: 2.000€

1. place: 1.000€

2. place: 500€

3.-4. place: 250€

2.2.4 Court setting

All matches will be played on clay courts.

3. Rulebook ITST

To be able to participate in the ITST TopSpin 2K25 tour (cross-platform) you will have to take the following rules into account:

Please note first that you cannot play the tour without a full and official version of the game would it be on PC, Xbox Series, PS5 or other platforms.

Also note that the TopSpin2K25 tour uses two separate rankings: a pro ranking (called "Singles Sim" on site) and a MyPlayer ranking (called "Singles" on site).

3.1: In-game rules

- 1.) You can only serve from the T. Any step towards the doubles' sidelines/corners is forbidden.
- 2.) Do not spam lobs from the baseline in a neutral rally.
- 3.) Lag switches are forbidden. Using lag switches even once can expose you to a ban from tour.
- 4.) Pausing midmatch or after a set is over is allowed but you must tell your opponent the reason of the pause as far as possible. Lengthy pauses are forbidden (exceeding approximately 10 minutes). Spamming pauses is forbidden (more than 3 pauses in a match is considered too much). If the pause is supposed to be too lengthy, postponing the match is always possible with the opponent's approval only. (applied only if pauses are made possible by 2K). If your opponent does not agree with the proposition and you still leave, your opponent will win by forfeit. If a disconnection occurs, contact your opponent and just recreate the score until you reach the point where your match was stopped before the interruption.
- 5.) If you encounter someone who breaks one of the rules stated above once, please do not quit the match immediately. Some cheesy shots can be played by your opponent by accident. If your opponent keeps breaking the rules please warn him. If your opponent does not quit with breaking the rules you can quit the match and contact the host about it. He will take a decision about the match then and may give WO if proofs given are sufficient.

If you do not respect these rules, players aggrieved may contact the host of the tournament and you will receive a warning after a few reports. After two warnings you will receive a penalty under the form of a suspension. Recidivism will aggravate the suspension time. It is highly recommended to stream your matches and keep some records of them so you can have sufficient proofs to show in case you encounter these rule-breaking behaviors.

Last but not least regarding the in-game rules, the cheesy tactics. We have always resisted the temptation to place too many restrictions on the type of shot(s) that can be played during ITST matches. We've done this to allow a variety of playing styles to be present on the tour so everyone can enjoy the game to its fullest.

That being said, there is a general tacit line of conduct concerning "cheesy" play. It involves playing fairly & not using the known "cheesy" tactics that lessen the game.

What does "cheesy" mean? See:

<https://www.intertopspintour.com/forum/viewtopic.php?t=9288>

What is considered as “cheesy” since TopSpin 4? See :

<https://www.intertopspintour.com/forum/viewtopic.php?f=1032&t=15300> (spamming the approach shot without actually coming to the net can be added to the list)

3.2 MyPlayer tour (“Singles”) specific rules and information

- 1.) Maximum value for the power is 85.
- 2.) Minimum value for the serve is 47.
- 3.) Minimum value for the volley is 47.
- 4.) The “Approach Shots Expert” skill is banned.

You are not allowed to play your match if your MyPlayer does not fill these stats requirements. Any player caught trying to use a MyPlayer who does not fill these requirements will be banned from the tournament he is in and awarded no points.

If a disconnection occurs or both players agree to postpone an ongoing match, you don’t have the right to come back into the match with another build. Any player caught trying to use different MyPlayer stats after a disconnection occurs or after an ongoing match gets postponed will be banned from the tournament he is in and awarded no points.

3.3 Registration, signups and result submission

- 1.) Before you can play in one of our tournaments, it is required that you register yourself as a member of the ITST first. You can only register one account and that is the only account you can play with on the ITST, unless management directs otherwise. Then when a tournament opens for registration, you need to sign up for it separately. You are not automatically entered for a tournament.
- 2.) You are obliged to play on the court that has been dedicated to the tournament or, if not possible, on a court that has the same specifications (outdoor hard, indoor, clay, grass...). The court specified for each tournament will be listed on the tournament page. Please play your matches on this specific court (or type of court). If your opponent only wants to play on another court, please notify the Tournament Host. It does not matter which player hosts the game. You can decide this with your opponent.
- 3.) The winner has to report the score of the match to the tournament director. This is done by going to the tournament page and clicking on the link to report results there. Please do not send in fake results as we will ban you from the tour if we find out about it. Both players writing the score could result in draw errors so please let the winner report the match score.
- 4.) Tournaments are played by the best of 3 sets principle. Each set has 6 games and, given the players reach the tie-break in the 3rd set, a classic tie-break is played to seal the match. The exceptions are the Grand Slam tournaments, which are played by the best of 5 sets principle, and some other special events. A super tie-break is played at the end of the fifth set in Grand Slams. Beware: the 5th set itself is a classic set and not a super tie-break, the super tie-break is played only at the end of this last set.
- 5.) When two tournaments of the same ranking start on the same date, you can only register for one of them! When another tournament (let’s say *tournament 2*) starts for example a day or a week after *tournament 1*, you are allowed to play in both tournaments (*tournament 1+tournament 2*).

When two tournaments of two different rankings start the same date, you can play both.

6.) Please do not register for a tournament if you know you will not be able to play it until last round. Know that if you do not play first rounds, you will get no points whatsoever from that tournament.

3.4 Scheduling rules

1.) The draw for a tournament is normally made early during the day it is supposed to start, or maybe a bit earlier when the tournament has been filled completely before that day. When you know who to play against, please send a Private Message (PM) to your opponent as soon as possible to arrange a time and date for your match to be played. If the ITST site Private Messaging system is offline for any reason, you may send your opponent an email instead or contact him through Discord but you must send a copy of that email/discord message to the Tournament Host asap also, so he knows you have been in touch with your opponent. When you send a Private Message through ITST mailing system this is not necessary since the Tournament Host has access to the Private Messages sent at will.

If your opponent does not respond, please notify the Tournament Host of the situation. The ITST Hosts cannot check messages sent through other means of communications directly so you are urged to use the ITST Private Messaging system in priority, so all contacts between you and your opponent can be properly monitored. If you do contact your opponent through other means, ensure that a Private Message has also been sent through the ITST site. It is the only viable proof to show to ITST hosts.

2.) Every tournament round has a deadline. This means that on the day of the deadline, it is the last day to get your match played in that specific round (see part 3.3 for the exceptions). If you do not play by the deadline, you will most likely be put out of the tournament, unless you did not get a response from your opponent. Then you will most likely be handed a Walkover (WO) by the Tournament Host. Deadlines are deadlines and they are there for a reason, be sure you stick to them. If your opponent has not shown up on the time you both agreed to, please inform the Tournament Host. He will decide on the appropriate course of action.

3.) If one player gives several availabilities to his opponent and the second player does respond but fails to propose any time to play within deadline or only proposes to play when deadline has passed, WO will be given to the former player.

4.) No matches occur if neither of the two players managed to schedule properly through ITST mailing system. Coin Toss is an alternative mean for dealing with these situations but some room for interpretation is left to the host to decide which solution seems the best between "no match" and "coin toss". The host of the tournament will gauge himself if the situation needs to be answered with a no match or a coin toss. Usually, no matches are used when both players tried to schedule after deadline has passed without trying to schedule within deadlines or when they do not schedule at all through ITST mailing system; coin tosses are reserved for cases where both opponents tried to schedule within deadline giving more than 1 possible time to play but failed to agree within the deadline. In the former case, both players are eliminated, in the latter case, one of the players involved will be able to go on with the tournament and the other one will be eliminated.

5.) Although Discord messages, or messages sent with other means of communications, cannot serve as proof for scheduling, these messages can be useful for the host to decide between no matches and coin tosses in harder situations. This is the only situation where these are useful and can be used as proofs.

6.) In case both players find an agreement on a specific time but it remains unclear whether one of the two players will be able to make it on time for the time chosen, you have to precise in your messages if you could find another time after the decided time as a backup solution.

If one of the players is not there on time and there is really few time left to schedule again before deadline (less than a day) and both players fail to schedule again within deadlines, the player who was present at the first appointment and could indeed play gets WO. Players must prevent this kind of situation from happening always precising if another time is possible in case one of them misses the time chosen by both. If only one time appears possible for both players within deadline, the person present on time will systematically get WO.

4. Usage of bugs and glitches

The deliberate exploitation of bugs, glitches or errors in the game is prohibited. It is at the discretion of the admin whether the use of bugs had an influence on the game and whether he awards rounds or the game to the opposing player or forces a rematch.

5. Punishments

5.1 Definition and handling of penalties

Rule violations must be reported within 24 hours after the game in the chat on Discord.

The participants will be informed of their penalties by the organization team.

The following information must be included when reporting the rule violation:

- Date
- Game
- Accused player
- Accused offense
- Evidence picture

5.2 Privacy

The contents of any appeals, requests for assistance, discussions or correspondence with tournament officials and administrators will be considered strictly confidential. It is prohibited to publish these materials without the written permission of the tournament organizers. Any player who posts these materials may face a disqualification.

5.3 Catalog of penalties

Description rule break	Punishment
Rasism	Ban
Insulting	Ban
Sexsism	Ban
Cheating	Ban

Homophobia	Ban
Use of a not authorized character	Ban
Usage of bugs	Ban
Violence	Ban
Glorification of terrorism	Ban

5.4 Handling penalties

The organizer reserves the right to regulate and punish some rule violations individually.

All penalties that lead to the exclusion of a player automatically include the forfeiture of the prize money!

6. Broadcasting, streaming, casting

The matches of the offline finals will be broadcast by Play Bay on https://www.twitch.tv/playbay_gg.

POV streams in the qualification phase must be approved in advance. For this, the organizer must be informed via Discord.

For streams during the offline finals, the overlay must be used by the tournament organizer.

The title must always contain the following: schauinsland-reisen Bay Open

7. Prize money

7.1 Prize money LAN Finals

The total prize money is € 2,000. The distribution is as follows:

1st place: €1,000

2nd place: 500€

3rd - 4th place: €250

7.2 Payment of the prize money

Payment will be made 180 days after the end of the LAN finals. An invoice must be issued to the organizer for payment of the prize money. A template will be provided by the organizer.

8.1 Player merchandise

If the organizer provides special clothing, this must be worn by the player during the event.

8.2 Streaming

Sponsors of players who compete with sponsors of the tournament organizer may not be advertised during the POV streams.

9 Miscellaneous

9.1 Travel

Play Bay is responsible for player travel. Arrival will take place on 22.11.2024, while departure will take place on 24.11.2024.

9.2 Accommodation

Play Bay is responsible for the accommodation of the players during the LAN Finals.

9.3 Food and beverages

Play Bay will provide drinks during the event.