

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.

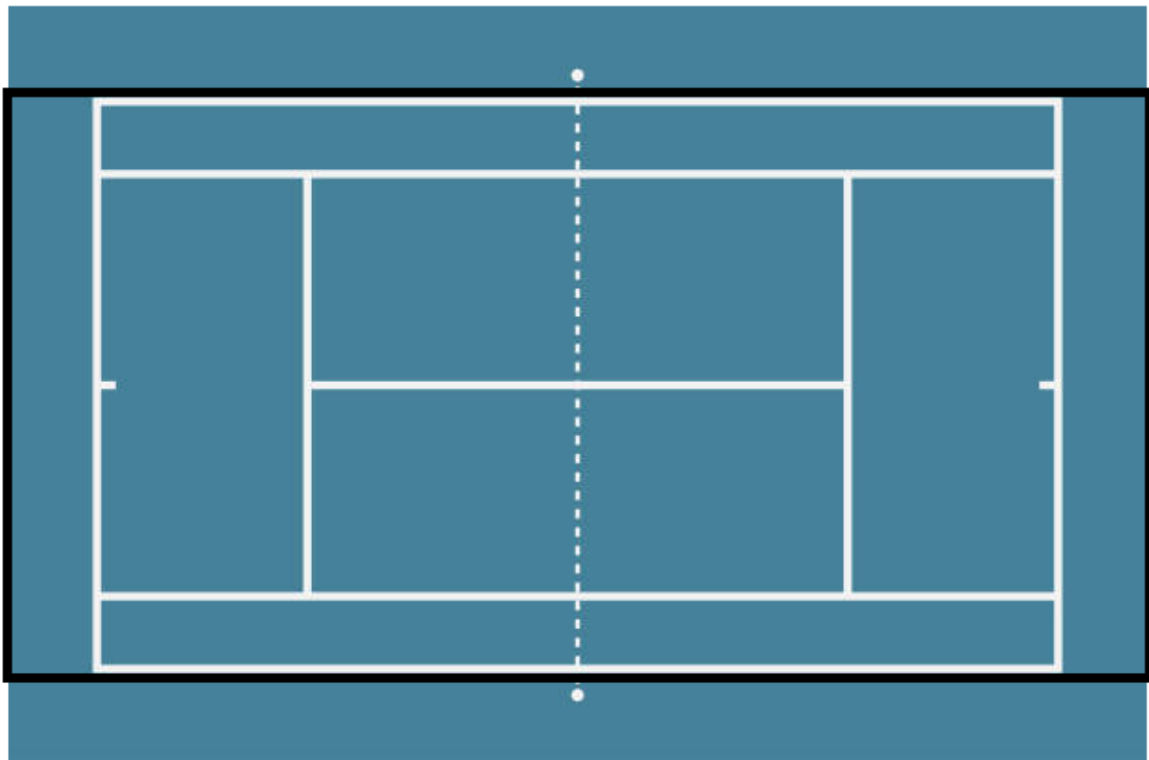
Steam link: https://store.steampowered.com/app/1785650/TopSpin_2K25/

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).

Part I: In-game rules

- 1.) You can only serve from the T. Any step towards the doubles' sidelines/corners is forbidden.
- 2.) Players are restricted from hitting dropshots unless the ball is within the designated black rectangle on the court. If the ball is outside of this rectangle, dropshots are prohibited, and players must use alternative shot types.

Exception: A player may hit a dropshot from any position on the court when responding to a dropshot that has already been hit against them.



3.) Lobs should be used only to actually lob an opponent going to the net. Do not spam lobs from the baseline in a neutral rally. Repeatedly using lobs for defensive means/rebooting the point is not allowed. Doing it more than 3 times a set while the opponent is not going to the net will be considered as spamming.

4.) Lag switches are forbidden. Using lag switches even once can expose you to a ban from tour.

5.) 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 2 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. 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.

Rule violation bullets

First Violation – Treated as accidental

- If your opponent breaks one of the rules for the first time, **do not quit the match.**
 - **Exceptions:** If the violating player wins a game or set because of the rule break, the match must be reset to the score before the incident occurred. The match can be reset too if the player aggrieved feels he lost a crucial point but in that particular case it has to be discussed with the host, providing proper proof and argument (hosts may issue a warning if they think the match was stopped without proper motivation in that case).
 - **Example:** If the score is 2-2, 40-0 in favor of Player A, and Player A hits a prohibited drop shot to win the game, making it 3-2, Player B must quit the match. The match should then be reset to 2-2, 40-0, as that was the last fair score before the rule violation occurred.
- Some mistakes can be accidental; therefore, players are encouraged to mentally note or record the incident for future reference.
- The match continues without any immediate penalty in most cases.

Second Violation – The player must quit and issue a warning

- If your opponent breaks one of the rules a second time, **quit the match to warn him.**
 - Quit the match, then send a DM via Discord, ITST message, or another platform to clearly document the warning. Make sure your opponent reads it and understands.
- **Recreate the score and resume play**, with the match adjusted to reflect the score before the rule break occurred.

- **Example:** If the score is 4-3, deuce, and Player B hits a prohibited drop shot after previously violating a rule (cheesy lobs, prohibited drop shot, etc.), Player A must quit the match immediately to issue a warning. Player A should then send a DM to Player B (via Discord or another platform), informing him that the drop shot violated the rules. The match should then be reset to 4-3, deuce, and play should resume from that point.
- The warning ensures the opponent is on notice and provides documentation for further escalation if necessary.

Third Violation – Host involvement

- If the opponent continues to break the rules, **stop and quit the match entirely and report the issue to the tournament host.**
- **Provide sufficient proof** (e.g., match recordings or screenshots) to demonstrate the repeated infractions.
- The host will assess the situation and may issue a Walkover (WO), Disqualification (DQ), or other penalties depending on the evidence and severity of the violations.

If you do not respect these rules but the match is still played until the end, players aggrieved may still contact the host of the tournament and you will receive a warning if proofs given are sufficient (match can also be replayed entirely depending on the host's appreciation). 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. Videos with timecodes are needed to help the hosts review all cases.

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)

Part II: Pro tour (“Singles SIM”) specific rules and information.

1.) Agassi can't be picked.

Singles matches must be played with the character chosen on the ITST site until the end of the tournament unless you got a special authorization from the tournament host to do otherwise. Any user caught playing with the wrong character without authorization will be banned from the tournament he is in and awarded no points. Remember the character you have chosen is visible to all in the draws.

Part III: MyPlayer tour (“Singles”) specific rules and information.

1.) Maximum value for the Power stat is 85.

2.) Maximum value for the Reflexes stat is 65.

3.) The “Approach Shots Expert” skill is banned.

4.) The “Return Service Counter” skill is banned.

5.) The “Diesel Returner” skill is banned.

6.) The “Fatality” skill is banned.

7.) Only Basic, Close Feet and Platform serves are allowed.

8.) Left-handed players are 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.

Part IV: 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. If you keep forfeiting in several tournaments in a row, hosts may refuse your sign up to the next tournaments in the absence of a proper justification on your part.

Part V: 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 IV 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 times 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.

Part VI: Extensions

1.) No extension is allowed until QF is reached. If the deadline has passed and the match has not been played in R128, R64, R32 or R16, the host will decide between WO, coin toss or no match depending on the situation and the efforts made by both players to schedule.

2.) In QF, a one-day extension is allowed. For example, if the deadline is set to the 14th of the month, people may play until the 15th. Extensions of this sort can only be allowed if both players did try to schedule within deadline and both failed.

3.) In SF, a one-day extension is allowed. If an extension was already given in QF, the extension in SF goes up to 2 days after the deadline has passed.

4.) In Finals, a one-day extension is allowed. If an extension was already given in QF or SF, the extension in final goes up to 2 days after the deadline has passed. If extensions were given in both QF and SF, the extension in final goes up to 3 days after the deadline has passed.

5.) **Special rule regarding Grand Slams:** some leniency can be granted regarding the extension in case a player goes on holidays. Any player can claim a special extension **once** per GS at any round. It adds 3 days to the deadline of the round in which the player has decided to use his special

extension, other extensions included. The duration of the vacation has to be discussed with the host. Important point: it has to be approved by the player's opponent too. If it is not approved, both by the host and the opponent, the usual deadline is applied.