



E-Tournament

Additional specific rules

These rules, if applicable, overrule the ITF Combined Competition Rules & Regulations, including all appendices for an e-tournament.

1. Rules that, if disregarded, will lead to the rejection of the video.
This means that this type of uploaded videos will lose the match.
2. Rules that will result in point deductions if disregarded.
3. Rules that have no influence on the rating.
4. Any other exceptions to the rules (for rejection, point deduction or without influence) will be mentioned in the coaches meeting.

1. Rules that, if disregarded, will lead to the rejection of the video.

This means that this type of uploaded videos will lose the match.

- a) For each round the Sportdata system will create a Match-Code (created by Sportdata and published on the Sportdata website) and for each round competitors will have to create and upload a valid video in time with the Match-Codes corresponding to the round.
- b) The competitor must show this Match-Code together with themselves in the video.
- c) The competitor must put aside the Match-Code without leaving the video.
- d) The competitor cannot leave the video at any time.
- e) The video cannot have any interruption or cut.
- f) Maximum of 10 seconds time between the 2 patterns (from the beginning of the relax after the final ready stance of the 1st pattern until the beginning of the ready stance of the 2nd pattern).
- g) Competitors must be full facing to the camera, at the moment they start to perform their pattern.

2. Rules that will result in point deductions if disregarded.

- a) After performing the pattern, competitors will return to ready stance and bow also without any command to complete the performance.
Competitors should mark the pattern starting point on the ground. If it is not visible or clear to the umpires when the competitor returns to the starting point, within one shoulder width, the Umpires will deduct 0.2 points.
- b) At no time may the competitor have less than 25% of the height of the video screen. If the preparation, the execution or the tool cannot be recognized due to poor image quality or the image section is too small, 0.2 points are deducted for every omission.
- c) For each foot and each tool in each movement which are out of the video the Umpires will deduct 0.2 points.
- d) In the case that someone cannot create a video in a sports hall, the video can be made in any other place.
If a competitor or competitors perform their pattern or sequence on a grass surface so high that stepping could not be properly seen and thus the foot position could also not be seen, Umpires will deduct 0.2 points for each movement not seen.
- e) The video camera must stay on a fixed spot and cannot be moved. Zooming or rotating (umpire view) on the spot are allowed. If the camera does not have a zoom, moving forward and backward to imitate zooming is allowed. Moving sideways is not allowed.

3. Rules that have no influence on the rating.

- a) The competitor will go to their starting point, bow, perform the ready stance and start the pattern straight away without any command.
- b) In Team Pattern or Pre-Arranged Sparring, the team should remain on the starting position within the video frame and only one team member should show the match code as demonstrated in the individual event.
- c) The video should not be bigger than 200 MB.
If the video is too big it is possible that the video will jerk and for the Umpires it looks like a stop.

4. Any other exceptions to the rules (for rejection, point deduction or without influence) will be mentioned in the coaches meeting.
 - a) All other rules stated in the Coaches Meeting are also fully valid.