

**PRESS RELEASE  
FOR IMMEDIATE RELEASE**

**The United States VR Tennis League Debuts!**

[Jacksonville, FL/1.24.25] – A groundbreaking chapter in American esports is unfolding with the launch of the US VR Tennis League. Sanctioned by the International Virtual Tennis Federation (IVTF.org), this innovative league combines the excitement of competitive tennis with cutting-edge virtual reality (VR) technology, offering a revolutionary platform for players and fans alike.

Powered by the *Tennis Esports* app developed by VR Motion-Learning GmbH (tennis-esports.com), the league creates a realistic, interactive experience that welcomes participants of all abilities. This blend of technology and competition aims to redefine tennis for a new era.

**A Path to International Glory**

Throughout the upcoming months, Tennis Esports players can participate in a “Road to Vegas” qualifying event, earning rank and points to earn one of the 8 of 16 qualifying spots at the prestigious World Tennis Esports Championships (WTEC) in Las Vegas on September 10th, 2025. The remaining 8 spots for the WTEC will be determined by qualifying the top National Champions from each of the global regions that include the United States, Canada, Germany, Austria, United Kingdom & Ireland, Switzerland, and India.

The US VR Tennis League National Championship is set for June 2025 and the single winner will advance to the World Tennis Esports Championship to compete for over \$100,000 prize pool that includes travel expenses and a cash award.

**A Vision for Inclusion and Innovation**

John Sarmie, President of First Coast Esports Alliance (firstcoastesports.org), the organization that is managing the US initiative with support from the IVTF, shared his enthusiasm:

"The US VR Tennis League offers an unprecedented way to enjoy and participate in playing tennis. By merging technology and esports competition, this league makes tennis more inclusive and thrilling for players across the country that may not have access to a tennis court. Our mission is to ignite passion for the game using the virtual arenas."

Gregory Gettinger, CEO of VR Motion-Learning GmbH, echoed this excitement:

"It is fantastic that our VR tennis app *Tennis Esports* is being used in the United States virtual reality tennis league. This initiative highlights how innovative technologies can revolutionize tennis by making it accessible to people from all walks of life."

**Opportunities for Sponsors and Partners**

The US VR Tennis League invites forward-thinking companies and organizations to join this innovative movement. Partnership benefits include:

- In-App Branding opportunities inside the Tennis Esports app.
- Exclusive on-site activations in Las Vegas to engage with attendees during the World Championship.
- Association with a cutting-edge initiative in Virtual Reality Sports.

## **Join the League**

The US VR Tennis League powered by Tennis Esports is more than just a competition—it's a platform for innovation, connection, and inspiration. With America's top VR tennis athletes competing for global recognition, this league sets the stage for the future of sports and technology.

Download Tennis Esports from the Meta Store and play for Free!

For more information, partnership inquiries, or additional details, please contact:

John Sarmie

Director, US VR Tennis League

President, First Coast Esports Alliance Inc

**[VRLeague@firstcoastesports.org](mailto:VRLeague@firstcoastesports.org)**