

## COMPETITION DETAILS

### 1. STRUCTURE

- 1.1 For each gender there is a single Division. The underlying principle is groups of 5 where possible. Should there be fewer than 8 groups as a result, the main draw will be complemented by a sufficient number of higher ranked finishers to ensure a 16-team knockout.
- 1.2 Currently the Men's competition will comprise 32 teams, and the Women's competition will comprise 28 teams. Based on this, the Men's competition will have 4 groups of 5 teams and 3 groups of 4 teams. The Women's competition will have 4 groups of 5 teams and 2 group of 4 teams. Should there be cancellations, the structure will be adjusted accordingly following the same principles as far as possible. Final numbers will be confirmed at the time of the draw.

### 2. PLAYING SYSTEM

- 2.1 The playing system will be as follows:
  - 2.1.1 Each group shall play a complete round robin competition (3 or 4 matches per team).
  - 2.1.2 The order of play and the scheduling of the matches will be prepared in such a way as to avoid, whenever possible, the possibility of "predetermining" results. All final round matches must be significant for each competing team.
  - 2.1.3 Following the completion of the round robin in each group, a single knockout will be played.
- 2.2 **Men**
  - 2.2.1 The winners of each group (7 teams) will be drawn into seeded positions - winner of Group 1 seeded 1st (position 1), winner of Group 2 seeded 2nd (position 16), winners of Groups 3 and 4 drawn into positions 8 and 9, winners of Groups 5 - 7 drawn into positions 4,5,12, and 13.
  - 2.2.2 In addition the two highest ranked third-placed teams will qualify for the knockout draw and be drawn into positions 2 or 15, ensuring that teams having played against each other in the group stage shall not meet again in the first round of the knock-out competition.
  - 2.2.3 The teams placing 2nd in the groups will then be drawn randomly into the round of 16 against a group winner, or into the unfilled seeded position 4,5,12,or 13, with the exception that teams having played against each other in the group stage shall not meet again in the first round of the knock-out competition.
- 2.3 **Women**
  - 2.3.1 The winners of each group (6 teams) will be drawn into seeded positions - winner of Group 1 seeded 1st (position 1), winner of Group 2 seeded 2nd (position 16), winners of Groups 3 and 4 drawn into positions 8 and 9, winners of Groups 5 - 6 drawn into one of positions 5 or 12.
  - 2.3.2 In addition the four highest ranked third-placed teams will qualify for the knockout draw and be drawn into positions 2,7,10 or 15, ensuring that teams having played against each other in the group stage shall not meet again in the first round of the knock-out competition.
  - 2.3.3 The teams placing 2nd in the groups will then be drawn randomly into the round of 16 into remaining positions, with the exception that teams having played against each other in the group stage shall not meet again in the first round of the knock-out competition.
- 2.4 The winning teams shall receive gold medals, the runner-up silver medals and the 2 losing semi-finalists bronze medals.

### 3. SEEDING AND RANKING

#### 3.1 Seeding shall be done as follows:

##### 3.1.1 Men

3.1.1.1 Teams Ranked 1 to 7 shall be seeded as top of each group: 1<sup>st</sup> – Group 1, 2<sup>nd</sup> – Group 2, 3<sup>rd</sup> – Group 3, 4<sup>th</sup> – Group 4, 5<sup>th</sup> – Group 5, 6<sup>th</sup> – Group 6, and 7<sup>th</sup> – Group 7.

3.1.1.2 Teams ranked 8 – 10 shall be drawn in Groups 5 – 7.

3.1.1.3 Teams ranked 11 - 14 shall be drawn in Groups 1 - 4.

3.1.1.4 Teams ranked 15 – 28 will be drawn similarly using the snake system.

3.1.1.5 Remaining teams ranked 29 – 32 will be drawn into Groups 1 – 4.

##### 3.1.2 Women

3.1.2.1 Teams Ranked 1 to 6 shall be seeded as top of each group: 1<sup>st</sup> – Group 1, 2<sup>nd</sup> – Group 2, 3<sup>rd</sup> – Group 3, 4<sup>th</sup> – Group 4, 5<sup>th</sup> – Group 5, and 6<sup>th</sup> – Group 6.

3.1.2.2 Teams ranked 7 – 9 shall be drawn in Groups 4 – 6.

3.1.2.3 Teams ranked 10 - 12 shall be drawn in Groups 1 - 3.

3.1.2.4 Teams ranked 13 – 24 will be drawn similarly using the snake system.

3.1.2.5 Remaining teams ranked 25 – 28 will be drawn into Groups 1 – 4.

3.2 The WTR which will be used for the for the draws shall be the last WTR before the draw.

### 4. TEAM MATCH DETAILS

4.1 A team match is best of 5 matches.

4.2 Each individual match is best of 5 games.

4.3 Order of play is

A vs X
B vs Y
C vs Z
A vs Y
B vs X

Should a team captain not attend the toss on time, the opposing team will have the right to choose ABC or XYZ. For the team not at the toss, the referee on duty will put players in order of WR as follows:

A or Y	1 <sup>st</sup> ranked player of the team
B or X	2 <sup>nd</sup> ranked player of the team
C or Z	3 <sup>rd</sup> ranked player of the team

*Details on the times and call area procedures will be published in due course.*

### 5. DEFINITIONS

**Group:** refers to teams drawn together. The groups will be presented in numerical order i.e. Group 1, Group 2 etc

**Ranking:** refers to the ITTF's World Team Ranking (WTR).

**Seeding:** refers to the placement of a team at the Championships based on its ranking relative to all other entered teams.

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