1. WORLD CUP PLAYING SYSTEM

1.1. Seeding shall be done according to the latest available World Ranking.
1.2. The tournament shall consist of 2 stages.
1.3. In the preliminary stage the players ranked from 9 to 20 (12 players) shall be divided in 4 equal groups of 3 players, with all the members of a group playing each other.
1.4. Players ranked 9th, 10th, 11th and 12th shall head each group A, B, C and D respectively.
1.5. Players ranked 13th, 14th, 15th and 16th shall be drawn randomly into the second position of each preliminary group.
1.6. The remaining players ranked 17th, 18th, 19th and 20th shall be drawn randomly into the third and last position in each preliminary group.
1.7. If there are 2 players from the same Association, they will be drawn into separate groups.
1.8. The top 2 finishers of each preliminary group shall join the top 8 seeded players in the second stage of the competition.
1.9. The second stage of the competition shall consist of a knockout draw.
1.10. The draw for players seeded 1st – 8th will be done according to ITTF Regulations:
3.10.1 Seed 1 placed in position 1
3.10.2 Seed 2 placed in position 16
3.10.3 Seeds 3 and 4 drawn between positions 8 and 9
3.10.4 Seeds 5 – 8 drawn randomly into positions 4, 5, 12 and 13
1.11. Group winners from the preliminary stage will be drawn randomly into positions 3, 6, 11 and 14.
1.12. Group second place finishers from the preliminary stage will be drawn randomly into positions 2, 7, 10 and 15.
1.13. Group winners and second place finishers from the same group will be drawn into opposite halves of the draw.
1.14. There shall be no separation by Association.
1.15. Losers of the semi-finals shall play each other for third place.
1.16. All matches shall be the best of 7 games.
1.17. The tournament shall be played in accordance with the Laws of Table Tennis and the Regulations for International Competitions.

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Graeme Ireland
Technical Commissioner