

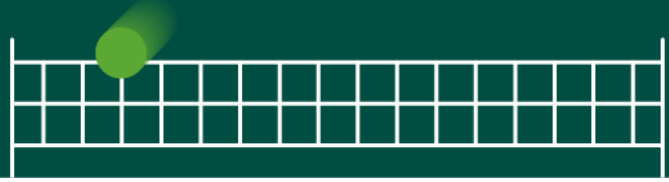


# ITTF WORLD ESPORTS TABLE TENNIS CHAMPIONSHIPS 2024

SPORT SPECIFIC INFORMATION AND SYSTEM OF PLAY

OCTOBER 2024

[ITTF.com](https://www.ittf.com)



## System of Play

A meeting between 2 players is played best-of-5 matches. A single match is played in a best-of-3 games/sets format.

To win the whole meeting, a player has to win 3 matches, each being the best of 3 games/sets.

All the meetings and matches of the competition must be played in ranked mode.

The Competition will be in 2 stages on Challonge and in Helsingborg, Sweden on 27 and 28 November 2024:

- Stage 1: Qualifying
- Stage 2: the players competing in the quarterfinals will be invited to the onsite finals in Helsingborg, Sweden.

## Online Qualifying Stage

The Online Qualifying Stage will be played in either group or progressive knockout format. The chosen format will depend on the final number of entries received by the entry deadline and will be determined by Eleven Table Tennis.

## Final Stage

The main draw will be played in a progressive knock-out system.

The top two players\* of the qualifying stage will be invited to the onsite finals in Helsingborg, Sweden on 27 and 28 November 2024.

The position matches will not be played except the match for the 3rd position that will be played between the losers in the Semifinal Round.

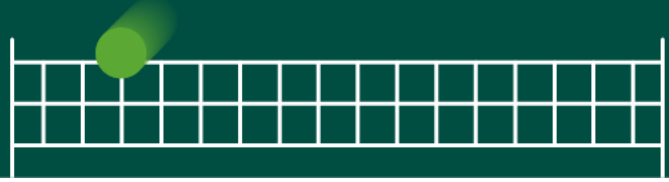
*\* For the final stage, a limit of 2 players per Member Association will apply. In the case of three or more players from 1 Member Association progressing, additional qualifying matches will determine progression.*

## Meeting Times

Meeting times are set by agreement between the players via the various channels available (email, Discord, Challonge) following the draw. A time limit is set by the competition manager for each meeting.

For the group stage, there is no order of play: players can play their meetings in any order suiting them.

The email addresses of the players in each group will be shared between group members to make it easier to book appointments.



The player must be available several times a week. Tournament organizers will help in case of scheduling problems.

A deadline for meetings will be entered on Challenge (group phase and then for each round of the main draw).

### **Entering Results**

Players are responsible for entering the result of each match on Challenge. In the absence of an agreement between the two players, the entry must be made by the winner of the meeting. Matches have to be played ranked, and it will be verified by the organizers.

Unranked matches will be invalid and will have to be replayed.

### **Seeding**

The maximum number of ELO points achieved during the registration phase (1-13 October, 20:00 UTC) are taken into account for seeding in the tournament.

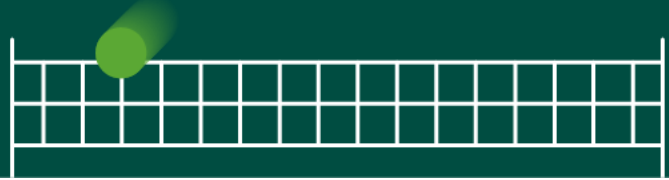
The first 256 players will be seeded in the groups according to the snake system trying to avoid as far as possible the number of meetings between players from the same country in the group phase.

### **Final Ranking Position in a Group**

The final ranking in each group is established in descending order of the number of matches won.

A win against an opponent gives 2 points, a loss 0 points. In the event of a tie, following rules apply:

1. Wins vs. Tied Participants;
2. Games/Set Won/Lost Difference;
3. Points Scored



See examples in the images below:

Rank by: Match Wins

Tie Break #1: Wins vs Tied Participants

Tie Break #2: Game/Set W/L Difference

Tie Break #3: Points Scored

Please note, group tie break settings are overwritten with our defaults when group stage "Rank by" is changed.

Group G Standings Matches

Rank	Participant	1. Match W-L-T	2. TB	3. Set W/L Diff	4. Pts	Set Wins	Set Ties	Match History
1	11FR_Elessar (Elessar_EleVENT)	3 - 0 - 0	0	9	18	9	0	W W W
2	Yannis.Kordoutis (YannisKordoutis)	1 - 2 - 0	1	-3	8	3	0	L L W
3	Blax360 (blax360)	1 - 2 - 0	1	-3	8	3	0	W L L
4	11BRA_Wlad (Wladypimentel)	1 - 2 - 0	1	-3	7	3	0	L W L

Group G Standings Matches

Round 1 Best of 5		Round 2 Best of 5		Round 3 Best of 5	
2	Yannis.Kordoutis 0	1	11FR_Elessar 3	4	11BRA_Wlad 0
3	Blax360 3	3	Yannis.Kordoutis 0	2	Yannis.Kordoutis 3
4	11BRA_Wlad 0	3	Blax360 0	3	Blax360 0
1	11FR_Elessar 3	4	11BRA_Wlad 3	6	11FR_Elessar 3

### Abandon

Any player who withdraws or does not play a meeting in the group stage is deemed to have lost the meeting by a score of 3 matches to 0 and 2 sets to 0, by 11-0 in each set. The player is allowed to play the next meeting.

In the event of a second withdrawal in the same tournament, the player is excluded from the tournament.

Any player who withdraws or does not play a meeting in the main draw is considered to have been beaten for the meeting by a score of 3 matches to 0 and 2 sets to 0 by 11-0 in each set. They are automatically eliminated from the tournament.

### Forfeits



Players registered for the tournament are expected to honor the commitment. If they are unable to do so, for good reason, and with sufficient notice, they must notify the competition manager and their opponent as a matter of urgency.

#### Excused forfeit rule:

The player who withdraws from the scheduled meeting must be able to replay the meeting according to their opponent's availability before the deadline set by the tournament organizer. If they are unable to play the meeting within the time limit, they lose the meeting by a score of 3 matches to 0 and 2 sets to 0 by 11-0 in each set.

#### The "No Show" rule:

A player is contacted by an opponent to agree on a meeting schedule. If there is no response within 72 hours, the opponent who made the approach is declared the winner. The player with the No Show loses the meeting by a score of 3 matches to 0 and 2 sets to 0 by 11-0 in each set.

Not attending a scheduled meeting will result in the same consequences.

A maximum of 1 No show per tournament will be accepted, after the second one the player is automatically disqualified.

### **Meeting Procedure**

Once the players have set the day and time of their meeting, they must meet in a custom room in Eleven Table Tennis allowing them to play ranked matches against each other. (see video explanation here: link coming soon).

To play a Ranked Match both players have to meet in a custom room, using a room code agreed upon them in advance (It needs to be at least 5 letters long and is case sensitive, so typing ELEVEN and Eleven will bring you to two different rooms).

To go to the custom room in Eleven Table Tennis, go to settings->advanced (carrot icon in the top right corner)->network (on the left panel)->enter the agreed room code in the dialogue box.

If the match is streamed (final draw), players must report the scheduled time of their match and the room code agreed for their match to the tournament manager.

[https://docs.google.com/forms/d/1VRM5kpbmBhW0s5zRNOqgvBi\\_eg1ug9KUTLCK-U471U8](https://docs.google.com/forms/d/1VRM5kpbmBhW0s5zRNOqgvBi_eg1ug9KUTLCK-U471U8)

**IN CASE OF ANY TECHNICAL ISSUES, DO NOT HESITATE TO CONTACT  
THE TOURNAMENT DIRECTOR OR COMPETITION MANAGER.**