

COMPETITION DETAILS – 3 Teams progress to Knockout Phase

1. STRUCTURE

1.1 There is a single Division of 40 teams, with 8 Groups of 5 teams, for each gender.

2. PLAYING SYSTEM

2.1 The playing system will be as follows:

2.1.1 Each group of 5 teams shall play a complete round robin competition (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 with the top 3 teams in each group progressing to the knockout phase (24 teams).

2.1.4 The winners of each group (8 teams) will be drawn into seeded positions - winner of Group 1 seeded 1st (position 1), winner of Group 2 seeded 2nd (position 32), winners of Groups 3 and 4 drawn into positions 16 and 17, winners of groups 5, 6, 7 and 8 drawn into position 8, 9, 24, 25. Each team will receive a bye.

2.1.5 The teams placing 2nd in the group shall be drawn into the opposite half of the respective group winners, and face a 3rd placed team in the round of 32 with the restriction 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 The winning team shall receive gold medals, the runner-up silver medals and the two losing semi-finalists bronze medals.

3. SEEDING AND RANKING

3.1 Seeding shall be done as follows:

3.1.1 Teams ranked 1 to 8 shall be seeded as top of each group in number order.

3.1.2 Teams ranked 9 – 12 shall be drawn in Groups 5 – 8.

3.1.3 Teams ranked 13 - 16 shall be drawn in Groups 1 - 4, etc.

3.1.4 Teams ranked 17 – 40 shall be drawn similarly four-by-four using the modified snake system until all groups are complete.

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 st ranked player of the team
B or X	2 nd ranked player of the team
C or Z	3 rd 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. There will be 8 groups and they are referred to in number order 1 through 8.

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

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