SPORT SPECIFIC INFORMATION AND SYSTEM OF PLAY

1. SYSTEM OF PLAY

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

A whole 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.

The Competition will be in 2 stages on Challonge:
- Stage 1: Group stage
- Stage 2: Main draw

2. GROUP STAGE

The Group Stage will be played in groups of 3 or 4 players. The top 2 players from each group will proceed to the main draw.

Players finishing 1st in their group will face a group 2nd in the 1st round of the main draw. The 1st and 2nd of each group will be separated in the opposite half-table in the main draw.

3. FINAL STAGE

The top 2 players from each group will proceed to the main draw which will be played in a progressive knock-out system.

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.

4. MEETING TIMES

Match 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 match.

For the group stage, there is no order of play: players can play their matches 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 matches will be entered on Challonge (group phase and then for each round of the main draw).

5. ENTERING RESULTS

Players are responsible for entering the result of each match on Challonge. In the absence of an agreement between the two players, the entry must be made by the winner of the match. 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.

6. SEEDING

The maximum number of ELO points achieved during the registration phase (September 8-October 8) 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 matches between players from the same country in the group phase.

7. FINAL RANKING POSITION IN A GROUP

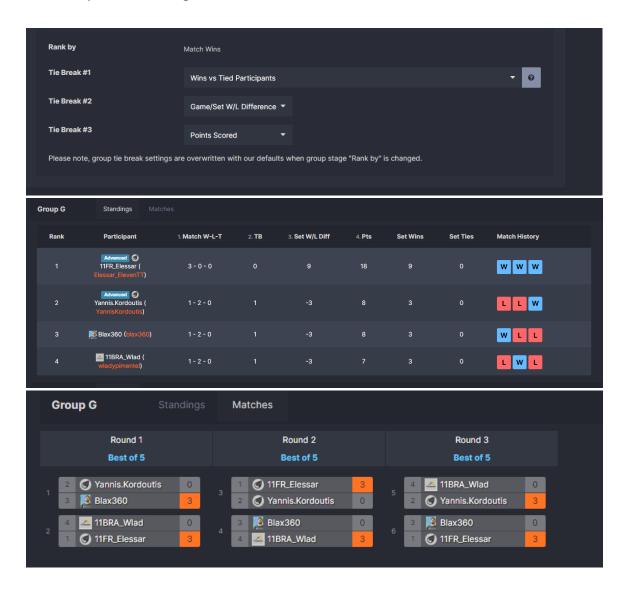The final ranking in each group is established in descending order of the number of matches won.

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	Advanced 11FR_Elessar (Elessar_ElevenTT)	3 - 0 - 0	0	9	18	9	0	W W W
2	Advanced 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
1 2 Yannis.Kordoutis 0 / 3 Blax360 3	3 1 11FR_Elessar 3 / 2 Yannis.Kordoutis 0	5 4 11BRA_Wlad 0 / 2 Yannis.Kordoutis 3
2 4 11BRA_Wlad 0 / 1 11FR_Elessar 3	4 3 Blax360 0 / 4 11BRA_Wlad 3	6 3 Blax360 0 / 1 11FR_Elessar 3

8. ABANDON

Any player who withdraws or does not play a game in the group stage is deemed to have lost the game 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 game.

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 game in the main draw is considered to have been beaten for the game by a score of 3 games to 0 and 2 sets to 0 by 11-0 in each set. They are automatically eliminated from the tournament.

9. 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 match must be able to replay the match according to their opponent's availability before the deadline set by the tournament organizer. If they are unable to play the game within the time limit, they lose the match by a score of 3 games 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 match 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 match by a score of 3 matches to 0 and 2 sets to 0 by 11-0 in each set.

Not attending a scheduled match 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.

10. 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.
(link coming soon)

IN CASE OF ANY TECHNICAL ISSUES, DO NOT HESITATE TO CONTACT THE TOURNAMENT ORGANIZERS.