

# **2018 WORLD TEAM TABLE TENNIS CHAMPIONSHIPS**

## **2018 World Team Playing System**

### **1. STRUCTURE**

- 1.1 "Division" System with 24 teams in each Division.
- 1.2 The 1<sup>st</sup> Division is also the Championship Division.
- 1.3 In each of the Divisions there will be 4 Groups of 6 teams.

### **2. PLAYING SYSTEM**

- 2.1 The playing system for the 1<sup>st</sup> Division (Championship Division) will be as follows:
  - 2.1.1 Each group of 6 teams shall play a complete round robin competition (5 matches per team).
  - 2.1.2 The order of play and the scheduling of the matches must be prepared in such a way as to avoid, whenever possible, the possibility of "predetermining" results. All final round matches, as feasibly possible, must be significant for each competing team.
  - 2.1.3 Following the completion of the round robin in each group, the winners of each group (4 teams) will move directly into the quarter final round (they have a bye in the round of 16 - see attachment) and be seeded accordingly (winner of Group "A" seeded 1<sup>st</sup> (position (1)) winner of Group "B" seeded 2<sup>nd</sup> (position (2)) winners of Groups "C" and "D" drawn into positions (3).
  - 2.1.4 The teams placing 2<sup>nd</sup> in the groups will then be drawn randomly in positions (5) into the Round of 16 (see attachment).
  - 2.1.5 The teams placing 3<sup>rd</sup> in the groups will then be drawn randomly in positions (9) into the Round of 16 (see attachment), 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.
  - 2.1.6 The teams placing 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> in the groups (12 teams) will play-off for positions 13 to 24 (draw of 12 teams, using the same system as the top 12 teams - round of 16 with byes to each of the teams placing 4<sup>th</sup>).
  - 2.1.7 The play-off rounds (final draws) will be played according to a single knock-out system, with the exception that the final match for positions 13 and 14 need not be played.
  - 2.1.8 The playing system for Division 2 will be identical.
- 2.2 The playing system for Division 3 will be identical with the exception that teams having played against each other in the group stage shall not meet again in the first or second round of the knock-out competition, and first round losers will play one additional positional match.
- 2.3 The World Champion team could play a maximum of 9 matches and a minimum of 8 matches.
- 2.4 All teams could play a maximum of 9 matches and are guaranteed to play at least 6 matches.
- 2.5 The winner of 1<sup>st</sup> Division shall be the World Champion.
- 2.6 In 1<sup>st</sup> Division the winning team shall receive gold medals, the runner-up silver medals and the 2 losing semi-finalists bronze medals.
- 2.7 In Divisions 2 and 3 winning teams (Division Champions No. 25 and 49) shall be given medals or awards.

### **3. SEEDING and RANKING**

- 3.1 The top 14 teams of the 1<sup>st</sup> Division in the 2016 World Team Championships shall be guaranteed a place in 1<sup>st</sup> Division regardless of their position on the relevant ITTF Computer World Team Ranking (CWTR).
- 3.2 The teams having finished in the 2016 World Team Championships in one of the two top positions of each Division (25<sup>th</sup>-26<sup>th</sup>, 49<sup>th</sup>-50<sup>th</sup>, 73<sup>rd</sup>-74<sup>th</sup>) will be guaranteed a seeding of at least 23<sup>rd</sup>, 24<sup>th</sup>, 47<sup>th</sup>, 48<sup>th</sup>, 71<sup>st</sup> and 72<sup>nd</sup> respectively, unless the ranking of the team would seed them in a higher position.
- 3.3 The teams having finished amongst the next 14 positions of 2<sup>nd</sup> and 3<sup>rd</sup> Division (27<sup>th</sup> to 40<sup>th</sup> inclusive and 51<sup>st</sup> to 64<sup>th</sup> inclusive) in the 2016 World Team Championships will be guaranteed a place in the same Division regardless of their position on the relevant CWTR, unless their position on this CWTR would place them in an even higher position.
- 3.4 All other teams shall be seeded according to the CWTR except the host team which shall have the option to play in the

Championship Division regardless of its position on the relevant CWTR.

3.5 Seeding in the 4 groups in each Division shall be done as follows:

3.5.1 In 1<sup>st</sup> Division:

3.5.1.1 Teams Ranked 1 to 4 shall be seeded as top of each group: 1<sup>st</sup> – A, 2<sup>nd</sup> – B, 3<sup>rd</sup> – C and 4<sup>th</sup> – D,

3.5.1.2 Teams ranked 5 and 6 shall be drawn in Groups D and C,

3.5.1.3 Teams ranked 7 and 8 shall be drawn in Groups B and A, etc., drawing teams two-by-two using the snake system until all groups are complete with 24 teams.

3.5.2 The same system shall be used for the other Divisions.

3.6 The CWTR which will be used for the composition of the Divisions and for the draws shall be the last CWTR before the draw of the Championship Division.

#### 4. DEFINITIONS

**Division:** refers to a block of teams competing against each other. Divisions shall consist of 24 Teams. References to these blocks are: 1<sup>st</sup> Division, 2<sup>nd</sup> Division, 3<sup>rd</sup> Division and 4<sup>th</sup> Division. The 1<sup>st</sup> Division is the Championship Division.

**Group:** refers to teams drawn together within a Division. There will be 4 groups per Division and they are referred to in alphabetical order. In the 1<sup>st</sup> Division groups A, B, C, and D; in the 2<sup>nd</sup> Division groups E, F, G and H; in the 3<sup>rd</sup> Division groups I, J, K and L.

**Ranking:** refers to the ITTF's Computer World Team Ranking (CWTR)

**Seeding:** refers to the placement of a Team at the Championships based on its final position at the previous Team Championships or on its position in the current Championships based on its ranking relative to all other entered teams.

#### 5. ELIGIBILITY AND QUALIFICATION FOR 2018 WORLD TEAM TABLE TENNIS CHAMPIONSHIPS

5.1 Only an Association which has taken part with at least one player or team in its preceding Continental Championships, including qualification tournaments, or Continental Games, shall be eligible to enter teams or individual players in the Championships.

5.2 At the 2018 World Team Championships 72 men's teams and 72 women's teams will take part and will qualify as follows:

5.2.1 36 through previous World Team Championships results (top 32 teams plus top 2 of 3<sup>rd</sup> and 4<sup>th</sup> Divisions);

5.2.2 31 through Continental Championships results (5 Africa, 9 Asia, 9 Europe, 6 Latin America and North America combined, and 2 Oceania); and

5.2.3 1 Host nation, if not already qualified; and

5.2.4 4 or more through the ITTF World Team Ranking to fill all remaining places.

5.2.5 Continental qualification quota is fixed and in addition to previous WTTC result quota

5.2.6 Any unused qualification quotas by deadline will revert to the ITTF World Team Ranking

#### 6. QUALIFICATION FOR 2020 WORLD TEAM TABLE TENNIS CHAMPIONSHIPS

Provided that the number of teams at the 2020 World Team Table Tennis Championships remains at 72 then similar eligibility and qualification criteria will apply.