



X. ITFC World Table Football Championship – Competition Regulations

12 Touch – Individual Competition

- The players will be drawn into 8 groups of 6 players.
- 6 pots of 8 players have been created, with players of the same nationality placed in the same pot.
- Match points: Win 3 points, draw 1 point, loss 0 points.
- Any match conceded will be recorded as a 0–3 goal difference.
- In the event of withdrawal, all matches played by the player shall be deleted.
- The top 4 players from each group advance to the Round of 32.
- The final group standings will be determined according to the following criteria:
 1. Number of points obtained.
 2. In the event of equal points, the result of the head-to-head match. If more than two players finish with the same number of points, the ranking shall be determined based on the results of the matches played among those players.
 3. Goal difference.
 4. Most goals scored.
 5. Penalty shots
- After completion of the group matches, the players will be ranked according to the performance table (percentage calculation).
- Players who do not advance to Final 32 will enter the consolidation bracket starting from 33rd place, where they will continue competing to determine their final positions. In the bracket for places 33–36, the matches begin with 33rd–36th and 34th–35th, followed by a match between the winners for 33rd place. The remaining positions will be determined in a similar system.
- The players who advance will enter a predetermined 32-player main draw.
- In matches between the Round of 32 and the Round of 16, in the event of a draw, the seeded player advances.

- Seeding is based on the player's final position in the group. If the two players have the same group position, the current results table determines the seeding order.
- Seeding also applies to matches between the Round of 8 and the Round of 4. In the event of a draw, 5–5 penalty kicks will be taken. If the score remains tied after this, the seeded player advances.
- Seeding also applies to the match for 3rd place and the matches for places 5–8.
- There is no seeded player in the final.

Full Round of 32 Main Draw:



Chapas – Individual Competition

- The players will be drawn into 8 groups of 6 players.
- 6 pots of 8 players have been created, with players of the same nationality placed in the same pot.
- Match points: Win 3 points, draw 1 point, loss 0 points.
- Any match conceded will be recorded as a 0–3 goal difference.
- In the event of withdrawal, all matches played by the player shall be deleted.
- The top 4 players from each group advance to the Round of 32.
- The final group standings will be determined according to the following criteria:
 1. Number of points obtained.
 2. In the event of equal points, the result of the head-to-head match. If more than two players finish with the same number of points, the ranking shall be determined based on the results of the matches played among those players.
 3. Goal difference.
 4. Most goals scored.
 5. Penalty shots
- After completion of the group matches, the players will be ranked according to the performance table (percentage calculation).
- Players who do not advance to Final 32 will enter the consolidation bracket starting from 33rd place, where they will continue competing to determine their final positions. Matches: 33rd–34th, 35th–36th, 37th–38th, 39th–40th, 41st–42nd, 43rd–44th.
- The players who advance will enter a predetermined 32-player main draw.
- In matches between the Round of 32 and the Round of 16, in the event of a draw, the seeded player advances.
- Seeding is based on the player's final position in the group. If the two players have the same group position, the current results table determines the seeding order.
- Seeding also applies to matches between the Round of 8 and the Round of 4. In the event of a draw, 5–5 penalty kicks will be taken. If the score remains tied after this, the seeded player advances.
- Seeding also applies to the match for 3rd place and the matches for places 5–8.
- There is no seeded player in the final.

Full Round of 32 Main Draw:



Sectorball – Individual Competition

- The players will be drawn into 6 groups of 6 players.
- 6 pots of 6 players have been created, with players of the same nationality placed in the same pot. Mixed pots were formed according to the ranking order.
- Match points: Win 3 points, draw 1 point, loss 0 points.
- Any match conceded will be recorded as a 0–3 goal difference.
- In the event of withdrawal, all matches played by the player shall be deleted.
- The final group standings will be determined according to the following criteria:
 1. Number of points obtained.
 2. In the event of equal points, the result of the head-to-head match. If more than two players finish with the same number of points, the ranking shall be determined based on the results of the matches played among those players.
 3. Goal difference.
 4. Most goals scored.
 5. Penalty shots
- After completion of the group matches, the players will be ranked according to the performance table (percentage calculation).
- Players who do not advance will enter the placement bracket, where they will continue competing to determine their final positions. Each match has a seeded player, determined first by group position and then by the results table.
- The 6 group winners and the 2 best group runners-up automatically advance to the Round of 16.
- The remaining 4 group runners-up, the 6 group third-place finishers and the 6 group fourth-place finishers compete in the placement bracket for positions 9–24 to qualify for the Round of 16.
- The order of positions 9–24:
 - 9–12: 4 group runners-up according to the ranking table
 - 13–18: 6 group third-place finishers according to the ranking table
 - 19–24: 6 group fourth-place finishers according to the ranking table
 - 9–24, 10–23, 11–22, 12–21, 13–20, 14–19, 15–18, 16–17
- In matches between the Round of 24 and the Round of 16, in the event of a draw, the seeded player advances.
- Seeding is based on the player's group position. If the two players have the same group position, the results table from the group stage determines the seeding order.

- Seeding also applies to matches between the Round of 8 and the Round of 4. In the event of a draw, 5–5 penalty kicks will be taken. If the score remains tied after this, the seeded player advances.
- Seeding also applies to the match for 3rd place and the matches for places 5–8.
- There is no seeded player in the final.

Full Round of 24 Main Draw:



12 Touch – Team Competition

- The team competition consists of teams of 4 players.
- Before each match, the team captain submits the team lineup.
- Match pairings: 1–1, 2–2, 3–3, 4–4
- The participating teams will be drawn into 2 groups of 4 teams.
- The group matches will be played in a round-robin format, based on which the final group standings will be determined.
- Team win: 3 points, draw: 1 point, loss: 0 points.
- Each individual match won counts as 1 goal. Therefore, the possible team scores are:
 - 0–0, 1–0, 2–0, 3–0, 4–0, 1–1, 2–1, 3–1, 2–2, 0–1, 0–2, 0–3, 0–4, 1–2, 1–3
- In the event of equal points, the following ranking criteria apply:
 1. 1. Head-to-head match result.
 2. 2. Set ratio.
 3. 3. Most goals scored (set ratio).
 4. 4. Fewest goals conceded (set ratio).
 5. 5. Match goal difference.
 6. 6. In the event of a complete tie, the team captains each nominate one player to decide the ranking in a penalty shootout.
- The top two teams from each group advance to the semi-finals.
- Semi-final pairings: A1–B2 and A2–B1.
- The winners of the semi-finals play the final. The two lost teams will play for 3-rd place. If score is equal the above mentioned ranking criteria applies.

Chapas – Team Competition

- The team competition consists of teams of 4 players.
- Before each match, the team captain submits the team lineup.
- Match pairings: 1–1, 2–2, 3–3, 4–4
- The competition will be played by 6 teams in a round-robin format.
- After completion of the round-robin matches, the final regular-season standings will be established.
- Based on the standings after the round-robin stage, the top two teams play the final.
- Based on the standings after the round-robin stage, the team finishing in 3rd place receives the World Championship bronze medal; therefore, the results of the teams finishing 3rd–6th are final.
- The teams qualifying for the final carry forward their result from their head-to-head match during the round-robin stage.
- In the event of equal points, the following ranking criteria apply:
 1. 1. Head-to-head match result.
 2. 2. Set ratio.
 3. 3. Most goals scored (set ratio).
 4. 4. Fewest goals conceded (set ratio).
 5. 5. Match goal difference.
 6. 6. In the event of a complete tie, the team captains each nominate one player to decide the ranking in a penalty shootout.

Sectorball – Team Competition

- The team competition consists of teams of 4 players.
- Before each match, the team captain submits the team lineup.
- Match pairings: 1–1, 2–2, 3–3, 4–4
- The competition will be played by 5 teams in a round-robin format.
- After completion of the round-robin matches, the final regular-season standings will be established.
- Based on the standings after the round-robin stage, the top two teams play the final.
- Based on the standings after the round-robin stage, the team finishing in 3rd place receives the World Championship bronze medal; therefore, the results of the teams finishing 3rd–5th are final.
- The teams qualifying for the final carry forward their result from their head-to-head match during the round-robin stage.
- In the event of equal points, the following ranking criteria apply:
 1. 1. Head-to-head match result.
 2. 2. Set ratio.
 3. 3. Most goals scored (set ratio).
 4. 4. Fewest goals conceded (set ratio).
 5. 5. Match goal difference.
 6. 6. In the event of a complete tie, the team captains each nominate one player to decide the ranking in a penalty shootout.

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