

## PROSPECTUS

### LIEBHERR 2012 WORLD TEAM TABLE TENNIS CHAMPIONSHIPS

#### 2012 World Team Playing System

*According to the ITTF Board of Directors decision in May 2011 in Rotterdam*

#### 1. STRUCTURE

- 1.1 "Division" System with 24 teams in each of the top 3 Divisions and the rest of the teams to form the 4<sup>th</sup> Division, unless there are sufficient teams to have 24 teams in a 4<sup>th</sup> Division and a viable 5<sup>th</sup> Division.
- 1.2 The 1<sup>st</sup> Division is also the Championship Division.
- 1.3 In each of the top 3 {or 4} Divisions there will be 4 Groups of 6 teams.
- 1.4 The 4<sup>th</sup> {or 5<sup>th</sup>} Division will be comprised of all the rest of the teams divided into groups after the final entry is known, to maximise the number of matches played by each team.

#### 2. PLAYING SYSTEM

- 2.1 The playing system for the top 2 Divisions will be identical.
  - 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 "pre-determining" results. All final round matches, as feasibly possible, must be significant for each competing team.
  - 2.1.3 Following the complete round robin in each group, the winners of each group (4 teams) will move directly into the quarter finals round (they have a bye in the round of 16 - see diagram on page 9) 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** in positions (3)).
  - 2.1.4 The teams placing 2<sup>nd</sup> in the groups will be drawn randomly in positions (5) into the Round of 16 first (see diagram on page 4).
  - 2.1.5 The teams placing 3<sup>rd</sup> in the groups will be **drawn randomly** in positions (9) into the Round of 16 next (see diagram on page 4), *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 progressive knock-out system to determine all the final positions in order from 1 to 12 and from 13 to 24. (2<sup>nd</sup> Division: 25-36 and 37-48), except that there shall be no match for 3<sup>rd</sup> and 4<sup>th</sup>.
- 2.2 The playing system for the other full Divisions 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.*

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- 2.3 In the lowest Division, depending on the total number of entered teams, the teams shall be divided into groups (number of groups to be determined after the closing date for entries) in order to provide sufficient number of matches to each team. The teams will play first in groups and then a progressive knock-out system to determine all positions. Every effort will be made to provide as many matches as possible per team.
- 2.4 The World Champion team could play a maximum of 9 matches and a minimum of 8 matches.
- 2.5 In 1<sup>st</sup> Division all teams are guaranteed to play at least 7 matches, but most teams will play 8 or 9 matches. In the 2<sup>nd</sup> and 3<sup>rd</sup> {and 4<sup>th</sup>} Divisions most teams will play 9 matches, only teams with a bye in the round of 16 may have only 8 matches to play.
- 2.6 No. 1 overall (winner of 1<sup>st</sup> Division) shall be the World Champion.
- 2.7 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.
- 2.8 In 2<sup>nd</sup> and 3<sup>rd</sup> {and 4<sup>th</sup>} Divisions winning teams (Division Champions No. 25 and 49 {and 73}) shall be given medals or awards.
- 2.9 A special award shall be given to the winning team of lowest Division.

### 3. SEEDING and RANKING

- 3.1 The top 18 Teams of the 1<sup>st</sup> Division in the previous 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 previous 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>, {97<sup>th</sup>-98<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> {95<sup>th</sup> and 96<sup>th</sup>} respectively, unless the ranking of the team would seed them in a higher position.
- 3.3 The teams having finished amongst the next 16 positions of 2<sup>nd</sup> and 3<sup>rd</sup> {and 4<sup>th</sup>} Division (27<sup>th</sup> to 42<sup>nd</sup> inclusive and 51<sup>st</sup> to 66<sup>th</sup> inclusive {and 75<sup>th</sup> to 90<sup>th</sup> inclusive}) on the previous 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.
- 3.5 Seeding in the 4 groups in each of the top 3 {or 4} Divisions 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 2<sup>nd</sup> and 3<sup>rd</sup> {and 4<sup>th</sup>} Divisions.
  - 3.5.3 The system of seeding for the lowest Division will be determined after the closing of entries.
- 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.

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### 4. DEFINITIONS

**Division:** refers to a block of teams competing against each other. Divisions shall consist of 24 Teams (4<sup>th</sup> {or 5<sup>th</sup>} Division may consist of less or more 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> {and 5<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 the 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, and in 3<sup>rd</sup>. Division, groups I, J, K and L. (4<sup>th</sup> {or 5<sup>th</sup>} Division may consist of less or more groups).

**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.

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### 1st DIVISION - CHAMPIONSHIP

#### GROUPS

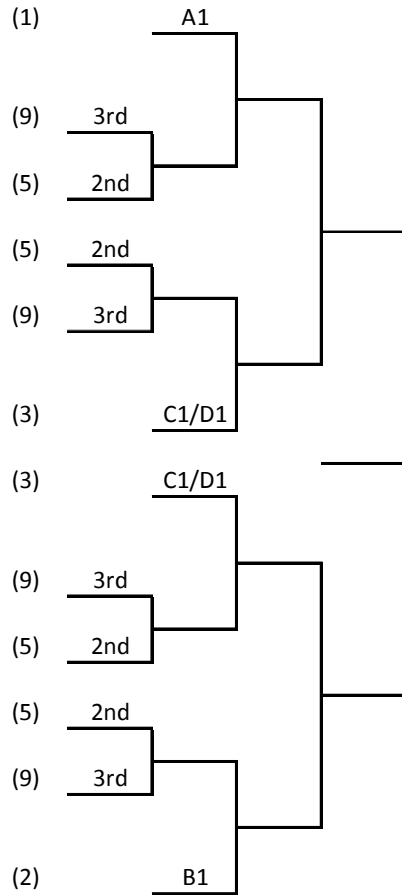
A	1
	7/8
	9/10
	15/16
	17/18
	23/24

B	2
	7/8
	9/10
	15/16
	17/18
	23/24

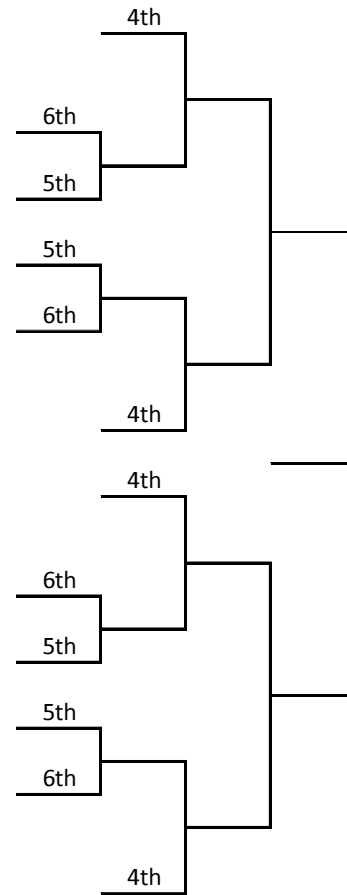
C	3
	5/6
	11/12
	13/14
	19/20
	21/22

D	4
	5/6
	11/12
	13/14
	19/20
	21/22

#### Positions 1 - 12



#### Positions 13 - 24



### 2nd DIVISION

GROUPS E,F,G,H

Positions 25 - 36

Positions 37 - 48

### 3rd DIVISION

GROUPS I,J,K,L

Positions 49 - 60

Positions 61 - 72

### 4th DIVISION

GROUPS M,N, ...

Positions 73 +

{Positions 85 - 96}

### {5th DIVISION}

{GROUPS Q,R,...}

{Positions 97 +}