
Fédération Internationale du Sport Football de Table
Federation of International Sports Table Football



Tournament Organisers Handbook

fistf.com

[Version 2.1](#)

Last Updated: **26** August 2023

Supprimé: 15



Table of Contents

Preface	4
Revisions log	5
Section 1. Competition Organisation Regulations	6
1.1 Organisation of a Competition	6
1.1.1 General Rules	6
1.1.2 Management of the Competition	6
1.2 Technical Infrastructure	9
1.2.1 Schedule of the Competition	9
1.2.2 Venue	9
1.2.3 Area for spectators	9
1.2.4 Rest area	9
1.2.5 Climatic conditions	9
1.2.6 Luminosity	9
1.2.7 Timing	10
1.2.8 Refreshments	10
1.2.9 Playing Area	10
1.2.10 Transport	10
1.2.11 Accommodation	10
1.2.12 Health and safety	10
1.2.13 Media coverage	10
1.3 Duties of the Organiser	10
1.3.1 Sending Results	10
1.3.2 Sending of Tournament Report	11
1.3.3 Administrative Sanctions	11
1.4 Equipment Regulations	11
1.5 Other Continental Championships	13
Section 2. Competition Regulations	14
2.1 Individual Competitions	14
2.1.1 General Competition structure	14
2.1.2 Groups rankings	14
2.2 Team Competitions	15
2.2.1 General Competition structure	15
2.2.2 Groups rankings	16
2.2.3 Pairing procedure	16



Federation of International Sports Table Football Tournament Organisers Handbook

2.2.4	<i>Substitution rules</i>	17
2.2.5	In the case of a draw.....	17
2.3	Group rules	18
2.3.1	Order of matches.....	18
2.3.2	Special situations.....	18
2.3.3	Notes.....	19
2.4	Formula guidelines for each number of entrants	20
2.5	Swiss format	29



Federation of International Sports Table Football Tournament Organisers Handbook

Preface

Document Basis & Explanation

- The provisions of this handbook apply to FISTF, its Member Nations, registered players, registered Clubs and competition organisers in the conduct of any activity related to sports table football.
- In case of any conflict between the FISTF Statutes and any other section of this handbook, the provisions of the FISTF Statutes shall prevail.
- If any provision of this handbook or its applicability to any person or circumstance is held invalid, the invalidity shall not affect other provisions or applications of this handbook which can be given effect without the invalid provision or application, and to this end the provisions of this handbook shall be severable.
- In the event of any controversy, dispute or claim arising out of or relating to this handbook, or to the interpretation, breach, or enforcement thereof, the parties shall in good faith use best efforts to settle such controversy, dispute or claim by negotiation. If such negotiation should fail, such controversy, dispute or claim shall be submitted to the FISTF Board of Directors, which shall issue a final, binding and conclusive ruling on all interested parties.
- The rights and obligations herein contained shall ensure to the benefit of, and be binding upon, FISTF, Member Nations, registered players and registered clubs and their respective executors, administrators, successors and assigns.
- Any forbearance of FISTF, Member Nations, registered players or registered clubs to exercise any right or remedy to which they are entitled to under this handbook shall not be construed as a waiver of, or preclude the exercise of, any right or remedy.
- Any case not provided for in this handbook shall be referred to the FISTF Board of Directors, which shall issue a final, binding and conclusive ruling on the case.

Disclaimer of Liability

FISTF hereby disclaims any warranties, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, and also disclaims all other obligations and liabilities whatsoever whether in contract, warranty, product liability, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, related to the organisation and conduct of sports table football competitions, except as expressly assumed by FISTF in its statutes or in the present handbook.

Member Nations, by becoming FISTF members and accepting to organise sports table football competitions, expressly agree that FISTF is released from, and shall not be liable to, Member Nations or competition organisers upon any claim, howsoever arising out of sports table football competitions, whether in contract, warranty, product liability or tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, and all direct, indirect, special, consequential and incidental damages of any nature whatsoever, except as expressly assumed by FISTF in its statutes or in the valid handbook, and Member Nations and competition organizers assume all risk and liability whatsoever related to sports table football competition organized by them, that is not expressly assumed by FISTF.



Federation of International Sports Table Football Tournament Organisers Handbook

Should a registered player, registered club, registered referee or any other third party assert a claim against or sue FISTF whether in contract, warranty, product liability or tort (including without limitation, negligence, active, passive or imputed liability or strict liability), either at law or in equity, for events related to a sports table football competition, the competition organiser of such competition shall be responsible for dealing with and settling, at their own expense, any such claim, action or proceeding. Should FISTF incur any expenses in dealing with such claim, action of proceeding, the competition organiser shall indemnify FISTF for all damages incurred to FISTF.

At the time of renewing their FISTF membership or of first becoming members of FISTF, Member Nations have been expressly made aware of the provisions of this section “disclaimer of liabilities” and, by accepting membership, recognise that these provisions are fully understood and accepted.

At the time of applying for the organisation of a table football competition, competition organisers have been expressly made aware of the provisions of this section “disclaimer of liabilities” and, by accepting membership or the task of competition organiser, recognise that these provisions are fully understood and accepted.

In case of any conflict between this section “disclaimer of liabilities” and any other section of this handbook (excepting the FISTF statutes), the provisions of this section “disclaimer of liabilities” shall prevail.

All Member Nations that approve this handbook will be listed here, with date of approval.

This Handbook shall become a ‘living’ document, which will be posted on the FISTF website (fistf.com). All changes will be made to it, becoming active at the time of publication, unless otherwise stated.

Revisions log

Version	Date	Main modifications
2.1	2023-08-26	§2.4 - Correction of formula for 25,27 & 28 groups
2023-08-15	2023-08-15	Lot of updates => see revision marks & highlights
1.0	2021-12-30	Version as a basis



Section 1. Competition Organisation Regulations

1.1 Organisation of a Competition

1.1.1 General Rules

- (a) The most important points for the organisation of a tournament are the quality of the equipment and the venue.
- (b) Quality equipment and the fact that the organisers keep the same venue and the same date every year can help candidates to run a successful tournament and to apply to become a Major.

1.1.2 Management of the Competition

1.1.2.1 Official Invitation and Promotion

- (a) An official invitation must be available at least two months before the tournament (Major Grand Prix, International Grand Prix, Golden Grand Prix, International Open) and at least one month before a Satellite
- (b) Even if an invitation is not sent to every National Association or every club, the information must be available on the FISTF website.

1.1.2.2 Banners and Posters

- (a) A poster or banner announcing the tournament is mandatory for a Major Grand Prix, International Grand Prix/Golden Grand Prix or International Open. For other tournaments, although it is not mandatory, it is advisable.
- (b) It is mandatory to include the FISTF logo and the logo of the local National Association.

1.1.2.3 Tournament Registrations

- (a) The organiser shall set a deadline to receive registrations (for instance 2 or 3 days before the tournament).
- (b) For larger tournaments (over 100 players), it may be necessary to have a longer deadline (maximum one week).

1.1.2.4 Official Confirmation

- (a) Each player must be present at the scheduled start of any competition for which they are engaged. For any reasonable justifying omissions within a reasonable time. Sanctions will be imposed by the Disciplinary Board.

1.1.2.5 Promotion, public relations and Sponsorship

- (a) For any FISTF event, it is important to invite the national and regional media. This can provide significant positive publicity for the game and clubs in the organising country.
- (b) A member of the Organising Committee must be available to meet reporters. Basic information should be available in a hand-out to the media.

1.1.2.6 Meeting the spectators

- (a) For each tournament, it is important to attract spectators. This is the best way to attract new players.



Federation of International Sports Table Football Tournament Organisers Handbook

- (b) The use of posters can be a good tool for attracting people but it is also very important to explain to them what is going on. From this point of view, it is very important to prepare a program with the names of the competitors, the schedule of the tournament, the sponsors, etc.

1.1.2.7 The Draw

- (a) The current World Rankings shall be used to make the draw and to select the seeded players/clubs.
- (b) A player is typically allowed to play in his main category and in another category in which he is allowed to play. For example an U16 player could play Open and U16 or U20 and U16. The possibility to play 2 categories (Open + age/gender category or two age/gender categories) is given by the Organiser who have to precise which choices are offers to players. If the organizer can make the player participate in two categories, the latter must accept that at a given moment of the competition, he may have to choose one of the two categories if a match of each category is planned at the same time.
- (c) When recording registrations, if the players register in a category (under the conditions of date of birth and gender) and that this category cannot be on the program, the organizer has a duty to tell the players concerned with the different structure of the tournament. But the Open category is a mandatory category.
- (d) The current World Rankings can be used to make the draw and to select the seeded players/clubs as pot number 1. Then a second pot according to the current World Ranking should be used in order to declare the second seeded players/clubs. This is also recommended -not mandatory- for pot 3 or 4 etc
- (e) The draw must be made in such a way that, wherever possible, players/teams from the same club or country will not be drawn into the same group.
- (f) Wherever possible, match referees should not be assigned to players/teams from their own club/country.
- (g) The draw and the list of matches must be affixed to or projected onto the wall. Each round of matches must be announced in the hall by microphone.

1.1.2.8 Management of referees

- (a) The choice of referees is very important. The Tournament Manager, with the help of the head referee, is responsible for doing this to ensure every match has a suitable referee.
- (b) From the knockout stages, players who have been eliminated from the tournament in the previous round should be asked to referee in the following round but should not referee the player that has just eliminated them or a player from their own club.
- (c) In principle, it is the responsibility of the organising club to provide missing referees.
- (d) U12 players can never be referees in FISTF tournaments.
- (e) As described in the FISTF handbook, Head Referee(s) must be nominated for the event.
- (f) Reminder from FISTF Handbook : The Head Referee is required to:
 - (i) Take decisions about rules
 - (ii) Take decisions about behavior of players, coaches and referees.
 - (iii) Take decisions about equipment used by players.



Federation of International Sports Table Football Tournament Organisers Handbook

- (iv) Support the Tournament Manager in appointing referees.
- (v) Inform players and coaches about referee rights and duties.
- (vi) Submit reports to FISTF about players, coaches, and referees.
- (vii) Monitor players', coaches', and spectators' behavior.
- (g) If the Head Referee is playing in the event, there must be more than one Head Referee for the event.
- (h) Head Referees should be exempt from general refereeing so they can intervene when necessary.
- (i) Head Referee(s) should remain in the competition room so they can intervene immediately if necessary.
- (j) Head Referees shall be the only person entitled to make reports about referees during matches and submit them to the Disciplinary Council.
- (k) During any match, the referee's decision is final and cannot be changed, except in cases where the referee may interrupt the match and ask the Head Referee for advice about rules. When the Head-Referee is called, only the match referee can explain the situation for which the call was made. The tournament organizer cannot interfere with or modify a decision of the head-referee
- (l) Players have TWO appeals per match when they can ask for Head referee intervention in a match. Only the match referee can ask for further intervention by the Head Referee. Where players have used their two appeals, if possible, the Head Referee should remain in the vicinity of the table in order to intervene promptly if required.

1.1.2.9 Registration of Players and Clubs

- (a) Registration for events must be done officially according to the procedures put in place by the organizer but the organizer must ask every licence number of each player (The organizer will use it in Event Report. If a participant is a new player or a player who doesn't have a license number, the organizer must take the necessary steps with the player's MNA so that the MNA updates his Form 20. The MNA contact list is found in the Appendix 3 section of the Handbook.
- (b) The FISTF cannot be held responsible if the registration method used by the organizer puts him at fault.

1.1.2.10 Trophies

- (a) Organisers should provide a trophy for finalists at a minimum. Other podium placegetters can receive a suitable award, such as a certificate, medal or other souvenir.
- (b) In Under 12, in addition to the prizes for finalists, each participant should receive a souvenir of the event (for example stickers, certificate etc. if possible.).

1.1.2.11 Competition reports

- (c) The organiser must send, within 5 days of the event, a report of the event indicating the results and photos of the awards. If FISTF does not receive this documentation, it reserves the right to not grant the organisation of the event the following year. This form is available on FISTF.com and must be completed correctly and submitted via the website contact form.
- (d) FISTF reserves the right to contact players to receive feedback on the event.



Federation of International Sports Table Football Tournament Organisers Handbook

1.1.2.12 Insurance

- (a) The competition organiser shall be solely responsible for the carriage of insurance suitable to the competition organised, and to the infrastructure in which it is played. Insurance provided by the venue is also acceptable.

1.1.2.13 List of Players

- (a) The organizers must keep a list of registrations up to date until the deadline and make it available to everyone, via social networks, website or mail. The publication of participants must be published from, at the latest, two weeks before the registration deadline and be updated at least every two days.
- (b) This list can always be updated after the deadline.

1.1.2.14 Entry fees

- (a) The entry fees must be paid by players by the deadline for registration. If international players are entered, some flexibility is possible.
- (b) Organisers must publish their entry fees at least 1 month before the tournament.

1.2 Technical Infrastructure

1.2.1 Schedule of the Competition

The Board recommends that the organisers provide a schedule of the tournament to the players at the start of the weekend or in the invitation. For every round of matches, a reasonable period should be allowed. For instance

- (a) 50 minutes for a team group match
- (b) 60 minutes for a team knockout match
- (c) 45 minutes for an individual group/Swiss match
- (d) 60 minutes for an individual knockout match.

1.2.2 Venue

Make sure the venue is suitable for the kind of tournament being organised. The venue must not only be large enough for tables but also have an area reserved for officials, a rest area, and walkways for spectators.

1.2.3 Area for spectators

Ideally, spectators must be able to walk freely around the venue so that they can watch games without disturbing the players.

1.2.4 Rest area

Areas must be provided, separate from the playing areas, where players can sit and rest.

1.2.5 Climatic conditions

The temperature in the venue must be between 18°C - 25°C with sufficient ventilation.

1.2.6 Luminosity

Every playing area must be sufficiently lit.



Federation of International Sports Table Football Tournament Organisers Handbook

1.2.7 Timing

Ideally, the organiser should have a timer on display and announce the end of the game with a bell or buzzer.

1.2.8 Refreshments

Organisers are invited to provide access to drinks and food to players and spectators. A canteen can be a good source of income for the organisational team.

- (a) However, the price of drinks and food must remain reasonable. It is also important to place this service in a position that does not disturb players.
- (b) It is strictly prohibited for players or spectators to enter the playing area with any alcoholic beverage. The Head Referee(s) and organisers have a duty to monitor compliance with this prohibition. Players who fail to comply with this prohibition should be reported to the Disciplinary Council.

1.2.9 Playing Area

- (a) The playing area should be large enough to provide at least 2 meters between tables. All tables must be of the same type. The ground must be level and firm.
- (b) There must be easy access to the venue for players and spectators. Signs to indicate directions to the venue are mandatory.

1.2.10 Transport

If some players come by train or by plane, directions to the venue must be clear and provided in all pre-tournament literature. Ideally, shuttles should be organised to bring these players to the venue.

1.2.11 Accommodation

Players sometimes come for a few days and need a hotel for one or more nights. Organisers should always try to provide details of suitable hotels and B&Bs that are close to the venue.

1.2.12 Health and safety

The competition organiser is solely responsible to comply with any and all health and safety laws and regulations applicable to the kind of competition that is organised, and to the infrastructure in which it is played.

1.2.13 Media coverage

To attract sponsors for future editions, MNAs must keep copies of all press articles about previous tournaments. This will provide an informative file that can be used in future media releases and promotions.

1.3 Duties of the Organiser

1.3.1 Sending Results

- (a) The full results must be submitted to FISTF through the FISTF website (<https://fistf.com/contact/contact-fistf-for-operations-sport-calendar-rankings/>) within 5 days of the tournament.
- (b) Full results include:
 - (i) All individual results of the individual tournament
 - (ii) All individual results of the teams' tournament



Federation of International Sports Table Football Tournament Organisers Handbook

- (iii) A list of all absent players (which means the results must not just record a 0-3 score, but also note that the player was absent).
- (c) Only the standard FISTF Event Report file correctly filled (all instructions are on the top of each file Tab) will be accepted for this purpose.
- (d) If a participant is a new player or a player who doesn't have a license number, the organizer must take the necessary steps with the player's MNA so that the MNA updates his Form 20. The MNA contact list is found in the Appendix 3 section of the Handbook.

1.3.2 Sending of Tournament Report

- (a) The tournament report, including the list of players absent without reason and disciplinary cases, should be submitted through the FISTF website within 5 days of the tournament.
- (b) Only the standard FISTF Event Report file will be accepted for this purpose.

1.3.3 Administrative Sanctions

- (a) Event Report:
 - (i) 5 EUR fine if the results are not sent 5 days after the tournament.
 - (ii) 10 EUR fine if the results are not sent 14 days after the tournament.
 - (iii) There will be an additional fine of 5 EUR per week for late delivery of the tournament results.
 - (iv) In Addition to the fines above, there will be a 10 EUR fine if the results are not sent in FISTF standard format.
 - (v) The maximum fine for the point "Tournament Score Sheet" will never exceed 100 EUR.
- (b) Tournament Taxes
 - (i) Tournament taxes must be submitted promptly.
 - (ii) Already a discount of 15% is offered if a payment within 14 days is made .
 - (iii) The Event Report results file is designed to generate the amount to be paid to FISTF after the tabs of each category are filled in correctly with the name of the participants/clubs and/or FISTF license number. The amount will be mentioned in the tab (Tournament details).
 - (iv) After a first validation by FISTF of the Event Report received via the website form, an invoice will be sent to the organizer with information for payment.

1.4 Equipment Regulations

FISTF Inspector / or the Head Referee

- (a) Before each FISTF event, FISTF will appoint a FISTF Inspector. The Inspector will make a random selection of one player's playing figures (main team and spare team if applicable) from each category of the competition. This also includes the player's goalkeeper. At least one player should be selected at random for every 50 players registered in the category.

The FISTF measuring tool must be used.



Federation of International Sports Table Football Tournament Organisers Handbook

This test must be done well in advance of the start of the day's play.

- (b) If the figures and/or the goalkeeper do not meet the requirements of the FISTF tool, they cannot be used in the tournament. The teams must be surrendered to the Tournament Organiser to be kept in a safe place and only returned to the player at the end of the Tournament. The player whose figures/keeper have failed the test must surrender them to the Tournament Organiser. If they object, protest or cause a commotion, the Head Referee may issue them with a yellow card, or further sanction.
 - (i) The Event Organiser must keep this equipment in a secure location, preferably where other valuables are stored (cash, computers etc)
- (c) Once the equipment has been surrendered, the player can play in the event using another team/goalkeeper, which will also be tested.
- (d) Any player who believes their opponent's figures/goalkeeper are not valid, may request the FISTF Inspector to check. If the figures/goalkeeper fail the test, they must be surrendered. The test must be conducted as quickly as possible. The player who has been challenged must permit the test to be conducted. If they object, protest, or cause a commotion, the match referee may issue them with a yellow card or further sanction.
- (e) It is outside the competence of FISTF to retrospectively penalise a player who may have used illegal figures in a previous match.
- (f) Any player can request the use of a plain, unmarked ball if they do not want to use a decalced ball, even if the decalced ball is provided by the Organisers.
- (g) The FISTF Inspector must do a random check of tables to be used in the event, to ensure goals conform to FISTF requirements, as well as the pitches.
- (h) The FISTF Inspector must alert the FISTF Sports Director, after the event, if any player possessed equipment which failed the test. The Sports Director will maintain an ongoing list of players whose equipment failed the test.
- (i) Players whose equipment failed a test will be tested at the next event. This test is additional to the random equipment test.
- (j) Any player whose equipment fails the test at two events will be suspended from the second event.
- (k) Any organiser who uses illegal or poorly maintained equipment must also be noted by the FISTF Inspector. This will be submitted to the Sports Director and used when evaluating future event requests.
- (l) ALL players must have at least two teams of differing colours that can be easily differentiated.
 - (i) Referee's need to be easily able to tell the difference between two sets of figures
 - (ii) Viewers of match streams/broadcasts need to be able to see the difference between the two sets of figures at a glance. Some players use teams in which some figures and bases are different from the rest of the team. Understandably, there will be breakages in a set of figures, but players must ensure that all their figures and bases are of the same design and color. A player has the right to ask their opponent to change teams if this regulation is breached. There is no penalty for abusing this rule, but the referee must enforce it.



1.5 Other Continental Championships

For Continents other than Europe:

- (a) Each continental organiser is free to choose the system of tournament, but the system can be presented to the FISTF Sports Director two (2) months before the event.
- (b) Continental Championship events available are:
 - (i) Individuals
 - (ii) Club Teams
 - (iii) National Teams



Section 2. Competition Regulations

2.1 Individual Competitions

2.1.1 General Competition structure

The format for each tournament that is part of the FISTF calendar provides the best organisation for matches. This is normally the same format, although the World Cup is organised differently.

2.1.2 Groups rankings

- (a) The results of group/Swiss matches are awarded as follows:
 - (i) Win = 3 points
 - (ii) Draw = 1 point
 - (iii) Loss = 0 points
- (b) Final group positions are determined as follows:
 - 1) Number of points won.
 - 2) Result(s) of the direct match(es) between the players that have the same points.
 - 3) Goal difference in the match(es) between the players that have the same points.
 - 4) Most goals scored in the match(es) between the players that have the same points.
 - 5) Total goal difference.
 - 6) Most goals scored.
 - 7) Shoot-out
- (c) In individual competitions in the U12, U16, U20 and Ladies categories, the maximum margin in the group stage can only be 5-0. For instance:
 - (i) If a game ends on 9-2, the winning margin will be reported as such but in the calculations it will be counted as 5-0.
 - (ii) Similarly, if a game ends on 7-2, it will be reported as 5-0 in the results file.
- (d)
 - (i) Each player must be present at the scheduled start of any competition for which they are engaged. For any reasonable justifying omissions within a reasonable time. Sanctions will be imposed by the Disciplinary Board.
 - (ii) To leave the competition while they have already qualified for a next round of games, without playing their scheduled games (except for major health problem or cases of huge delays of competition schedule or where a delay in competition may result in the player missing travel home on the same day e.g., Saturday or Sunday) is forbidden. If players are planning to stay overnight and travel home the next day (e.g., Monday), they shall stay at the event and play and show respect to fellow competitors.



Federation of International Sports Table Football Tournament Organisers Handbook

- (iii) Players must stay at the event, play and show respect for the other competitors. If the player wants to leave earlier, they will lose games not played by 0-3. If however a game is not played by mutual agreement between both players (for example, because both have to depart early), no result will be recorded. If a player has played part of his group matches but does not complete the others, a score of 0-3 will be noted for all his group matches, regardless of the result of each of his matches already played.

2.2 Team Competitions

2.2.1 General Competition structure

- (a) A team comprises 4 players and 2 reserves for each match.
- (b) A club may enter as many teams as it wishes in a tournament.
- (c) A club may not transfer any players between its teams during the same tournament.
- (d) A club may field as many foreigners as it wishes on the team line-up, but only 2 foreigners can take part simultaneously in the match (2 foreigners + 2 players from the country of the club). Thus, it may have more than 2 foreigners on the match sheet which includes 6 players maximum (see (a)).

A change at half-time can be made, and therefore bring in one of the two remaining foreigners as a substitute, but can in no way replace a player from the country of the club.

- (e) A player may only be a member of one team at any one time during a season (apart from Loan Transfers).
- (f) The coach of each team is responsible for all aspects of their team.
- (g) The coach may follow the progress of the match from the playing area but may not disturb a player or the referee.
- (h) During the game the coach may only give verbal instructions related to tactics to their team in a reasonable manner.
- (i) A coach may be asked to leave the playing area for inappropriate behaviour by any of the four referees.
- (j) Each of the four players shall play a player from the opposing team.
- (k) Each team will gain one point for a victory in each individual match.
- (l) No points are awarded for a draw or a loss.
- (m) If a player is disqualified, they will lose the match by a minimum of 0-3, unless the score in the match was higher than this when they were disqualified.
- (n) If a team is disqualified it loses that match 0-4 with a goal difference of 0-12.
- (o) In the case of a draw, a team of three players can win the match on goal difference in the knockout stages. This is also applicable for the group ranking calculation.
- (p) If a team or one of its players is not ready at kick off time the referee shall decide whether to disqualify the player/team or to accept a late kick off.
- (q) In the paper sheet only the players that are present to the table area should be listed in the results sheet, meaning a player who is not present in the area is not allowed to be listed on the paper and so they cannot take part in the match.



Federation of International Sports Table Football Tournament Organisers Handbook

2.2.2 Groups rankings

- (a) The results of group matches are awarded as follows:
 - (i) Win = 3 points
 - (ii) Draw = 1 point
 - (iii) Loss = 0 points
- (b) Final group positions are determined as follows:
 - 1) Number of points won.
 - 2) Result(s) of the direct match(es) between the teams that have the same points.
 - 3) Individual wins difference in the match(es) between the teams that have the same points.
 - 4) Most individual wins achieved in the match(es) between the teams that have the same points.
 - 5) Total individual wins difference.
 - 6) Most individual wins achieved.
 - 7) Goal difference in the match(es) between the teams that have the same points.
 - 8) Most goals scored in the match(es) between the teams that have the same points.
 - 9) Total goal difference.
 - 10) Most goals scored.
 - 11) Shoot-out
- (c)
 - (i) Each team must be present at the scheduled start of any competition for which they are engaged. For any reasonable justifying omissions within a reasonable time. Sanctions will be imposed by the Disciplinary Board.
 - (ii) To leave the competition while they have already qualified for a next round of games, without playing their scheduled games (except in case of huge delays of competition schedule or where a delay in competition may result in the player missing travel home on the same day e.g., Saturday or Sunday) is forbidden. If the team are planning to stay overnight and travel home the next day (e.g., Monday), they shall stay at the event and play and show respect to fellow competitors.
 - (iii) Each team must stay at the event, play and show respect for the other competitors. If the team wants to leave earlier, they will lose games not played by 4-0 (3-0 each individual game). If however a game is not played by mutual agreement between both teams (for example, because both have to depart early), no result will be recorded. If a team has played part of his group matches but does not complete the others, a score of 4-0 (3-0 each individual game) will be noted for all his group matches, regardless of the result of each of his matches already played.

2.2.3 Pairing procedure

- (a) For each team match, the team's coach shall present a maximum of 6 players in the playing area (the players should be present- see above- if not present they will not be listed in the start list) for the seeding procedure as follows: referee should proceed with a toss. the winner of the toss is called Coach B. the loser of the toss Coach A.
- (b)



Federation of International Sports Table Football Tournament Organisers Handbook

- (i) Coach A selects one of his players to play in game 1
 - (ii) Coach B selects one of his players to play in game 1
 - (iii) Coach B selects one of his players to play in game 2
 - (iv) Coach A selects one of his players to play in game 2
 - (v) Coach A selects one of his players to play in game 3
 - (vi) Coach B selects one of his players to play in game 3
 - (vii) Coach B selects one of his players to play in game 4
 - (viii) Coach A selects one of his players to play in game 4
- (c) A team must consist of a minimum of three players.
- (d) The coach of a team with only three players must start the seeding procedure by selecting a player to play in match 1 and must forfeit the fourth match. If both teams consist of 3 players, the regular draw will be made. The fourth game will be considered void.
- (e) In the case of a draw, a team of three players can win the match on goal difference in the knockout stages. This is also applicable for the group ranking calculation.

2.2.4 **Substitution rules**

At half time, both coaches have the opportunity to substitute one of the four players who has played the first half of the match. The referee shall be notified of any changes made. The reserve player takes over any sanction cards of the substituted player from the first half of the match. The team that won the toss must first declare any intention to make a substitution. Once the coach of the team that won the toss has made a substitution or declared there will be no substitution, the coach of the other team has the option to make a substitution. Each team has a maximum of two minutes to decide if they will proceed with a substitution or not, first the winner of the toss and then the other team. If a team hasn't made a substitution at half time, then they cannot make one before the shoot-out begins.

1. At half time, both coaches have the opportunity to substitute one of the four players who has played the first half of the match. The referee shall be notified of any changes made. The reserve player takes over any sanction cards of the substituted player from the first half of the match. The team that won the toss must first declare any intention to make a substitution. Once the coach of the team that won the toss has made a substitution or declared there will be no substitution, the coach of the other team has the option to make a substitution. Each team has a maximum of two minutes to decide if they will proceed with a substitution or not, first the winner of the toss and then the other team.
2. If a team hasn't made a substitution at half time or the normal time, they can do it before sudden death.
3. If a team hasn't made a substitution at either half time of the normal time or before sudden death, they can do so before the shoot out.
4. Only 2 foreigners can take part simultaneously in the match Both during sudden death and penalty shootouts

2.2.5 **In the case of a draw**

In the case of a draw in a knock-out stage of a team competition, there will be a sudden death extra time, utilizing all 4 individual games, of 10 minutes.



Federation of International Sports Table Football Tournament Organisers Handbook

In case of two goals -one from each team- so close to one another, in such a way that the referees can not decide which one was scored first, then the extra time should continue, until another goal is scored.

If no player scores in this 10 minutes period, there will then be a single shoot-out between two players. For the shootout, each team will nominate which of their own players will take part.

Before kick-off of the sudden death one of the referees should proceed to a toss draw in order to decide which of the players should start each game. each team should start in two tables. coach 1 should choose one table, then coach 2 should choose two tables and the last table should be for team 1. the winner of the toss should decide if he should be considered coach 1 or coach 2

2.3 Group rules

2.3.1 Order of matches

The order of play depends on the number of elements of each group, as indicated on the table below.

Group Type	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9
Group of 3	3 v 1	2 v 3	1 v 2						
Group of 4	1 v 4 2 v 3	3 v 1 4 v 2	1 v 2 3 v 4						
Group of 5	2 v 3 5 v 1	2 v 4 3 v 5	4 v 1 5 v 2	1 v 3 4 v 5	1 v 2 3 v 4				
Group of 6	1 v 5 2 v 3 4 v 6	2 v 4 3 v 5 6 v 1	1 v 4 5 v 2 6 v 3	2 v 6 3 v 1 4 v 5	1 v 2 3 v 4 5 v 6				
Group of 7	1 v 3 4 v 7 5 v 6	1 v 5 2 v 4 6 v 7	2 v 6 3 v 5 7 v 1	1 v 2 3 v 7 4 v 6 7 v 5	2 v 3 4 v 1 7 v 5	3 v 4 5 v 2 6 v 1	5 v 4 6 v 3 7 v 2		
Group of 8	1 v 3 2 v 8 4 v 7 5 v 6	1 v 5 2 v 4 3 v 8 6 v 7	3 v 5 6 v 2 7 v 1 8 v 4	1 v 2 4 v 6 5 v 8 7 v 3	1 v 4 2 v 3 5 v 7 8 v 6	3 v 4 5 v 2 6 v 1 7 v 8	2 v 7 3 v 6 4 v 5 8 v 1		
Group of 9	1 v 3 4 v 9 5 v 8 6 v 7	1 v 5 2 v 4 7 v 8 9 v 6	2 v 6 3 v 5 7 v 1 8 v 9	1 v 9 6 v 4 7 v 3 8 v 2	2 v 1 4 v 8 5 v 7 9 v 3	1 v 4 3 v 2 5 v 9 8 v 6	2 v 5 4 v 3 6 v 1 9 v 7	3 v 6 5 v 4 7 v 2 8 v 1	3 v 8 4 v 7 6 v 5 9 v 2
Group of 10	1 v 3 2 v 10 4 v 9 5 v 8 6 v 7	2 v 4 3 v 10 5 v 1 7 v 8 9 v 6	3 v 5 4 v 10 6 v 2 7 v 1 8 v 9	1 v 9 2 v 8 3 v 7 4 v 6 10 v 5	1 v 2 5 v 7 8 v 4 9 v 3 10 v 6	1 v 4 2 v 3 5 v 9 6 v 8 7 v 10	1 v 6 2 v 5 3 v 4 8 v 10 9 v 7	4 v 5 6 v 3 7 v 2 8 v 1 10 v 9	3 v 8 4 v 7 5 v 6 9 v 2 10 v 1

2.3.2 Special situations

In a group, if there is an unavoidable situation where there are 2 players/teams from the same club/country, or (as in the case of a World Cup), 2 players from the same country, then the first match of the group must be between these two players/teams. Thus, a different order should be used as indicated below.

In a Group of 3:

- (a) If players are 1 and 2 then group order is 1v2, 2v3, 3v1
- (b) If players are 2 and 3 then group order is 2v3, 3v1, 1v2

In a Group of 4:



Federation of International Sports Table Football Tournament Organisers Handbook

- (c) If players are 1 and 2, or 3 and 4 then group order is 1v2, 3v4 ; 1v4, 2v3 ; 3v1, 4v2
- (d) If players are 1 and 3, or 2 and 4 then group order is:3v1, 4v2 ; 1v4, 2v3 ; 1v2, 3v4

In Groups of 5 to 10:

- (e) Tournament organiser can allocate his/her own numbers and play as above to make sure that no two club members play each other last, unless of course there are more than 50% of players from the same club in the group.

2.3.3 Notes

- (a) 3 is the minimum number of players/teams in a group
- (b) 10 is the maximum number of players/teams in a group
- (c) Groups of 4 should be preferred to groups of 3 if possible
- (d) Top-2 players/teams in each group are qualified for the following stage



2.4 Formula guidelines for each number of entrants

2 groups

<i>Barrages</i>		<i>Semi-finals</i>
		1A - 2B
		1B - 2A

3 groups

<i>Barrages</i>		<i>Semi-finals</i>
M1	3A - 1B	1A - M2
M2	2B - 3B	M1 - 2A

4 groups

<i>Barrages</i>		<i>Quarter-finals</i>
		1A - 3B
		2B - 4A
		3A - 1B
		4B - 2A

5 groups

<i>Barrages</i>		<i>Quarter-finals</i>
M1	2B - 3B	1A - M1
M2	4B - 5B	5A - 4A
		3A - 1B
		M2 - 2A

6 groups

<i>Barrages</i>		<i>Quarter-finals</i>
M1	5A - 3B	1A - M4
M2	6A - 4B	M1 - 4A
M3	1B - 5B	3A - M2
M4	2B - 6B	M3 - 2A

7 groups

<i>Barrages</i>		<i>Quarter-finals</i>
M1	3A - 5B	1A - M6
M2	4A - 7B	M3 - M2
M3	5A - 6B	M1 - M4
M4	6A - 4B	M5 - 2A
M5	7A - 1B	
M6	2B - 3B	

8 groups

<i>Barrages</i>		<i>Last 16</i>
		1A - 7B
		2B - 8A
		5A - 3B
		6B - 4A
		3A - 5B
		4B - 6A
		7A - 1B
		8B - 2A

9 groups

<i>Barrages</i>		<i>Last 16</i>
M1	8B - 9B	1A - M2
M2	6B - 7B	9A - 8A
		5A - 2B
		3B - 4A
		3A - 5B
		4B - 6A
		7A - 1B
		M1 - 2A



Federation of International Sports Table Football Tournament Organisers Handbook

10 groups

<i>Barrages</i>		<i>Last 16</i>
M1	3B - 7B	1A - M4
M2	4B - 8B	9A - 8A
M3	5B - 9B	5A - 2B
M4	6B - 10B	M1 - 4A
		3A - M2
		1B - 6A
		7A - 10A
		M3 - 2A

11 groups

<i>Barrages</i>		<i>Last 16</i>
M1	11A - 4B	1A - M5
M2	2B - 6B	9A - 8A
M3	1B - 8B	5A - M2
M4	3B - 11B	M4 - 4A
M5	7B - 10B	3A - M3
M6	5B - 9B	M1 - 6A
		7A - 10A
		M6 - 2A

12 groups

<i>Barrages</i>		<i>Last 16</i>
M1	9A - 2B	1A - M7
M2	10A - 1B	M1 - 8A
M3	11A - 4B	5A - M4
M4	12A - 3B	M6 - 4A
M5	12B - 9B	3A - M5
M6	6B - 7B	M3 - 6A
M7	10B - 11B	7A - M2
M8	8B - 5B	M8 - 2A

13 groups

<i>Barrages</i>		<i>Last 16</i>
M1	7A - 4B	1A - M10
M2	8A - 6B	M3 - M2
M3	9A - 7B	5A - M6
M4	10A - 5B	M7 - 4A
M5	11A - 8B	3A - M8
M6	12A - 2B	M5 - 6A
M7	13A - 10B	M1 - M4
M8	1B - 13B	M9 - 2A
M9	9B - 12B	
M10	3B - 11B	



Federation of International Sports Table Football Tournament Organisers Handbook

14 groups

<i>Barrages</i>		<i>Last 16</i>
M1	5A - 3B	1A - M12
M2	6A - 4B	M5 - M4
M3	7A - 5B	M1 - M8
M4	8A - 6B	M9 - 4A
M5	9A - 7B	3A - M10
M6	10A - 8B	M7 - M2
M7	11A - 9B	M3 - M6
M8	12A - 10B	M11 - 2A
M9	13A - 11B	
M10	14A - 12B	
M11	1B - 13B	
M12	2B - 14B	

15 groups

<i>Barrages</i>		<i>Last 16</i>
M1	3A - 12B	1A - M14
M2	4A - 14B	M7 - M6
M3	5A - 11B	M3 - M10
M4	6A - 13B	M11 - M2
M5	7A - 9B	M1 - M12
M6	8A - 10B	M9 - M4
M7	9A - 7B	M5 - M8
M8	10A - 8B	M13 - 2A
M9	11A - 5B	
M10	12A - 6B	
M11	13A - 3B	
M12	14A - 4B	
M13	15A - 1B	
M14	2B - 15B	

16 groups

<i>Barrages</i>	<i>Last 32</i>
	1A - 15B
	2B - 16A
	9A - 7B
	10B - 8A
	5A - 11B
	6B - 12A
	13A - 3B
	14B - 4A
	3A - 13B
	4B - 14A
	11A - 5B
	12B - 6A
	7A - 9B
	8B - 10A
	15A - 1B
	16B - 2A

17 groups

<i>Barrages</i>	<i>Last 32</i>	
M1	17B - 16B	1A - M2
M2	15B - 14B	17A - 16A
		9A - 6B
		7B - 8A
		5A - 10B
		3B - 12A
		13A - 2B
		11B - 4A
		3A - 13B
		4B - 14A
		11A - 5B
		12B - 6A
		7A - 9B
		8B - 10A
		15A - 1B
		M1 - 2A



Federation of International Sports Table Football Tournament Organisers Handbook

18 groups

<i>Barrages</i>		<i>Last 32</i>
M1	11B - 15B	1A - M4
M2	12B - 16B	17A - 16A
M3	13B - 17B	9A - 6B
M4	14B - 18B	7B - 8A
		5A - 10B
		3B - 12A
		13A - 2B
		M1 - 4A
		3A - M2
		1B - 14A
		11A - 4B
		9B - 6A
		7A - 8B
		5B - 10A
		15A - 18A
		M3 - 2A

19 groups

<i>Barrages</i>		<i>Last 32</i>
M1	8B - 12B	1A - M5
M2	11B - 15B	17A - 16A
M3	10B - 19B	9A - 6B
M4	9B - 17B	7B - 8A
M5	14B - 18B	5A - M2
M6	13B - 16B	3B - 12A
		13A - 2B
		M3 - 4A
		3A - M4
		19A - 14A
		11A - 1B
		5B - 6A
		7A - 4B
		M1 - 10A
		15A - 18A
		M6 - 2A

20 groups

<i>Barrages</i>		<i>Last 32</i>
M1	6B - 14B	1A - M8
M2	5B - 13B	17A - 16A
M3	8B - 16B	9A - 3B
M4	7B - 15B	M1 - 8A
M5	10B - 18B	5A - M4
M6	9B - 17B	2B - 12A
M7	12B - 20B	13A - 20A
M8	11B - 19B	M5 - 4A
		3A - M6
		19A - 14A
		11A - 1B
		M3 - 6A
		7A - M2
		4B - 10A
		15A - 18A
		M7 - 2A

21 groups

<i>Barrages</i>		<i>Last 32</i>
M1	4B - 12B	1A - M10
M2	3B - 10B	17A - 16A
M3	2B - 14B	9A - M2
M4	5B - 17B	M3 - 8A
M5	8B - 16B	5A - M6
M6	7B - 15B	21A - 12A
M7	6B - 18B	13A - 20A
M8	9B - 20B	M7 - 4A
M9	13B - 21B	3A - M8
M10	11B - 19B	19A - 14A
		11A - 1B
		M5 - 6A
		7A - M4
		M1 - 10A
		15A - 18A
		M9 - 2A



Federation of International Sports Table Football Tournament Organisers Handbook

22 groups

Barrages		Last 32
M1	21A - 11B	1A - M12
M2	22A - 12B	17A - 16A
M3	1B - 13B	9A - M4
M4	2B - 14B	M5 - 8A
M5	3B - 15B	5A - M8
M6	4B - 16B	M1 - 12A
M7	5B - 17B	13A - 20A
M8	6B - 18B	M9 - 4A
M9	7B - 19B	3A - M10
M10	8B - 20B	19A - 14A
M11	9B - 21B	11A - M2
M12	10B - 22B	M7 - 6A
		7A - M6
		M3 - 10A
		15A - 18A
		M11 - 2A

23 groups

Barrages		Last 32
M1	19A - 1B	1A - M14
M8	21B - 8B	17A - 16A
M2	20A - 2B	9A - M6
M9	20B - 9B	M7 - 8A
M3	21A - 3B	5A - M10
M10	19B - 10B	M3 - 12A
M4	22A - 4B	13A - M2
M11	18B - 11B	M11 - 4A
M5	23A - 5B	3A - M12
M12	17B - 12B	M1 - 14A
M6	23B - 6B	11A - M4
M13	16B - 13B	M9 - 6A
M7	22B - 7B	7A - M8
M14	15B - 14B	M5 - 10A
		15A - 18A
		M13 - 2A

24 groups

Barrages		Last 32
M1	17A - 10B	1A - M16
M2	18A - 9B	M1 - 16A
M3	19A - 12B	9A - M8
M4	20A - 11B	M9 - 8A
M5	21A - 14B	5A - M12
M6	22A - 13B	M5 - 12A
M7	23A - 16B	13A - M4
M8	24A - 15B	M13 - 4A
M9	2B - 18B	3A - M14
M10	1B - 17B	M3 - 14A
M11	4B - 20B	11A - M6
M12	3B - 19B	M11 - 6A
M13	6B - 22B	7A - M10
M14	5B - 21B	M7 - 10A
M15	8B - 24B	15A - M2
M16	7B - 23B	M15 - 2A

25 groups

Barrages		Last 32
M1	16A - 23B	1A - M9
M2	17A - 22B	M1 - M2
M3	20A - 19B	9A - M5
M4	21A - 18B	8A - M6
M5	24A - 15B	5A - M7
M6	25A - 14B	12A - M4
M7	2B - 11B	13A - M3
M8	3B - 10B	4A - M8
M9	6B - 7B	3A - M17
M10	15A - 25B	14A - M12
M11	18A - 24B	11A - M13
M12	19A - 21B	6A - M16
M13	22A - 20B	7A - M15
M14	23A - 17B	10A - M14
M15	1B - 16B	M10 - M11
M16	4B - 13B	2A - M18
M17	5B - 12B	
M18	8B - 9B	

- Supprimé: M1 17A - 8B
- Supprimé: 1A - M18
- Supprimé: M2.16A - 6B
- Supprimé: M3 - M2
- Supprimé: M3 15A - 10B
- Supprimé: 9A - M10
- Supprimé: M4.18A - 13B
- Supprimé: M11 - 8A
- Supprimé: M5 19A - 12B
- Supprimé: 5A - M14
- Supprimé: M6.20A - 14B
- Supprimé: M7 - 12A
- Supprimé: M7 21A - 11B
- Supprimé: 13A - M6
- Supprimé: M8.22A - 15B
- Supprimé: M15 - 4A
- Supprimé: M9 23A - 16B
- Supprimé: 3A - M16
- Supprimé: M10.24A - 17B
- Supprimé: M5 - 14A
- Supprimé: M11 25A - 18B
- Supprimé: 11A - M8
- Supprimé: M12.1B - 21B
- Supprimé: M13 - 6A
- Supprimé: M13 5B - 20B
- Supprimé: 7A - M12
- Supprimé: M14.3B - 19B
- Supprimé: M9 - 10A
- Supprimé: M15 2B - 22B
- Supprimé: M1 - M4
- Supprimé: M16.4B - 24B
- Supprimé: M17 - 2A
- Supprimé: M17 9B - 25B
- Supprimé: M18.7B - 23B



Federation of International Sports Table Football Tournament Organisers Handbook

26 groups

<i>Barrages</i>		<i>Last 32</i>
M1	13A - 7B	1A - M20
M2	14A - 8B	M5 - M4
M3	15A - 9B	9A - M12
M4	16A - 10B	M13 - 8A
M5	17A - 11B	5A - M16
M6	18A - 12B	M9 - 12A
M7	19A - 13B	M1 - M8
M8	20A - 14B	M17 - 4A
M9	21A - 15B	3A - M18
M10	22A - 16B	M7 - M2
M11	23A - 17B	11A - M10
M12	24A - 18B	M15 - 6A
M13	25A - 19B	7A - M14
M14	26A - 20B	M11 - 10A
M15	1B - 21B	M3 - M6
M16	2B - 22B	M19 - 2A
M17	3B - 23B	
M18	4B - 24B	
M19	5B - 25B	
M20	6B - 26B	

27 groups

<i>Barrages</i>		<i>Last 32</i>
M1	12A - 27B	1A - M11
M2	13A - 26B	M3 - M4
M3	16A - 23B	9A - M7
M4	17A - 22B	8A - M8
M5	20A - 19B	5A - M9
M6	21A - 18B	M1 - M6
M7	24A - 15B	M2 - M5
M8	25A - 14B	4A - M10
M9	2B - 11B	3A - M21
M10	3B - 10B	M13 - M16
M11	6B - 7B	M12 - M17
M12	11A - 25B	6A - M20
M13	14A - 24B	7A - M19
M14	15A - 21B	10A - M18
M15	18A - 20B	M14 - M15
M16	19A - 17B	2A - M22
M17	22A - 16B	
M18	23A - 13B	
M19	26A - 12B	
M20	27A - 9B	
M21	1B - 8B	
M22	4B - 5B	

- Supprimé: M1 11A - 5B
- Supprimé: 1A - M22
- Supprimé: M2 15A - 6B
- Supprimé: M7 - M6
- Supprimé: M3 13A - 10B
- Supprimé: 9A - M14
- Supprimé: M4 14A - 9B
- Supprimé: M15 - 8A
- Supprimé: M5 12A - 8B
- Supprimé: 5A - M18
- Supprimé: M6 18A - 11B
- Supprimé: M11 - M2
- Supprimé: M7 17A - 12B
- Supprimé: M3 - M10
- Supprimé: M8 18A - 13B
- Supprimé: M19 - 4A
- Supprimé: M19 2B - 26B
- Supprimé: 3A - M20
- Supprimé: M9 19A - 15B
- Supprimé: M9 - M4
- Supprimé: M20 4B - 25B
- Supprimé: M1 - M12
- Supprimé: M10 20A - 14B
- Supprimé: M17 - 6A
- Supprimé: M21 1B - 24B
- Supprimé: 7A - M16
- Supprimé: M11 21A - 16B
- Supprimé: M13 - 10A
- Supprimé: M22 7B - 27B
- Supprimé: M5 - M8
- Supprimé: M12 22A - 17B
- Supprimé: M21 - 2A
- Supprimé: M13 23A - 16B
- Supprimé: M14 24A - 19B
- Supprimé: M15 25A - 23B
- Supprimé: M16 26A - 21B
- Supprimé: M17 27A - 20B
- Supprimé: M18 3B - 22B



Federation of International Sports Table Football Tournament Organisers Handbook

28 groups

Barrages		Last 32
M1	9A - 27B	1A - M12
M2	12A - 26B	M4 - M5
M3	13A - 23B	M1 - M8
M4	16A - 22B	8A - M9
M5	17A - 19B	5A - M10
M6	20A - 18B	M2 - M7
M7	21A - 15B	M3 - M6
M8	24A - 14B	4A - M11
M9	25A - 11B	3A - M23
M10	28A - 10B	M15 - M18
M11	2B - 7B	M14 - M19
M12	3B - 6B	6A - M22
M13	10A - 28B	7A - M21
M14	11A - 25B	M13 - M20
M15	14A - 24B	M16 - M17
M16	15A - 21B	2A - M24
M17	18A - 20B	
M18	19A - 17B	
M19	22A - 16B	
M20	23A - 13B	
M21	26A - 12B	
M22	27A - 9B	
M23	1B - 8B	
M24	4B - 5B	

29 groups

Barrages		Last 32
M1	7A - 5B	1A - M26
M2	8A - 3B	M11 - M10
M3	9A - 6B	M3 - M18
M4	10A - 25B	M19 - M2
M5	11A - 8B	5A - M22
M6	12A - 11B	M15 - M6
M7	13A - 14B	M7 - M14
M8	14A - 19B	M23 - 4A
M9	15A - 12B	3A - M24
M10	16A - 15B	M13 - M8
M11	17A - 10B	M5 - M16
M12	18A - 16B	M21 - 6A
M13	19A - 13B	M1 - M20
M14	20A - 19B	M17 - M4
M15	21A - 18B	M9 - M12
M16	22A - 17B	M25 - 2A
M17	23A - 20B	
M18	24A - 23B	
M19	25A - 22B	
M20	26A - 24B	
M21	27A - 21B	
M22	28A - 26B	
M23	29A - 7B	
M24	1B - 28B	
M25	4B - 29B	
M26	2B - 27B	

- Supprimé: M1 9A - 6B
- Supprimé: 1A - M24
- Supprimé: M2 10A - 5B
- Supprimé: M9 - M8
- Supprimé: M3 11A - 7B
- Supprimé: M1 - M16
- Supprimé: M4 12A - 8B
- Supprimé: M17 - 8A
- Supprimé: M5 13A - 9B
- Supprimé: 5A - M19
- Supprimé: M6 14A - 10B
- Supprimé: M14 - M3
- Supprimé: M7 15A - 11B
- Supprimé: M6 - M11
- Supprimé: M8 16A - 12B
- Supprimé: M22 - 4A
- Supprimé: M9 17A - 13B
- Supprimé: 3A - M21
- Supprimé: M10 18A - 14B
- Supprimé: M12 - M5
- Supprimé: M11 19A - 15B
- Supprimé: M4 - M13
- Supprimé: M12 20A - 16B
- Supprimé: M20 - 6A
- Supprimé: M13 21A - 17B
- Supprimé: 7A - M18
- Supprimé: M14 22A - 18B
- Supprimé: M15 - M2
- Supprimé: M15 23A - 19B
- Supprimé: M7 - M10
- Supprimé: M16 24A - 20B
- Supprimé: M23 - 2A
- Supprimé: M17 25A - 21B
- Supprimé: M18 26A - 22B
- Supprimé: M19 27A - 23B
- Supprimé: M20 28A - 24B
- Supprimé: M21 1B - 25B
- Supprimé: M22 2B - 26B
- Supprimé: M23 4B - 27B
- Supprimé: M24 3B - 28B



Federation of International Sports Table Football Tournament Organisers Handbook

30 groups

<i>Barrages</i>		<i>Last 32</i>
M1	5A - 3B	1A - M28
M2	6A - 4B	M13 - M12
M3	7A - 5B	M5 - M20
M4	8A - 6B	M21 - M4
M5	9A - 7B	M1 - M24
M6	10A - 8B	M17 - M8
M7	11A - 9B	M9 - M16
M8	12A - 10B	M25 - 4A
M9	13A - 11B	3A - M26
M10	14A - 12B	M15 - M10
M11	15A - 13B	M7 - M18
M12	16A - 14B	M23 - M2
M13	17A - 15B	M3 - M22
M14	18A - 16B	M19 - M6
M15	19A - 17B	M11 - M14
M16	20A - 18B	M27 - 2A
M17	21A - 19B	
M18	22A - 20B	
M19	23A - 21B	
M20	24A - 22B	
M21	25A - 23B	
M22	26A - 24B	
M23	27A - 25B	
M24	28A - 26B	
M25	29A - 27B	
M26	30A - 28B	
M27	1B - 29B	
M28	2B - 30B	

31 groups

<i>Barrages</i>		<i>Last 32</i>
M1	3A - 1B	1A - M30
M2	4A - 3B	M15 - M14
M3	5A - 6B	M7 - M22
M4	6A - 5B	M23 - M6
M5	7A - 4B	M3 - M26
M6	8A - 7B	M19 - M10
M7	9A - 10B	M11 - M18
M8	10A - 9B	M27 - M2
M9	11A - 8B	M1 - M28
M10	12A - 11B	M17 - M12
M11	13A - 14B	M9 - M20
M12	14A - 13B	M25 - M4
M13	15A - 12B	M5 - M24
M14	16A - 15B	M21 - M8
M15	17A - 18B	M13 - M16
M16	18A - 17B	M29 - 2A
M17	19A - 16B	
M18	20A - 19B	
M19	21A - 22B	
M20	22A - 21B	
M21	23A - 20B	
M22	24A - 23B	
M23	25A - 26B	
M24	26A - 25B	
M25	27A - 24B	
M26	28A - 27B	
M27	29A - 30B	
M28	30A - 29B	
M29	31A - 28B	
M30	2B - 31B	



Federation of International Sports Table Football Tournament Organisers Handbook

32 groups

<i>Last 64 – Part 1</i>	<i>Last 64 – Part 2</i>
1A - 31B	3A - 29B
2B - 32A	4B - 30A
17A - 15B	19A - 13B
18B - 16A	20B - 14A
9A - 23B	11A - 21B
10B - 24A	12B - 22A
25A - 7B	27A - 5B
26B - 8A	28B - 6A
5A - 27B	7A - 25B
6B - 28A	8B - 26A
21A - 11B	23A - 9B
22B - 12A	24B - 10A
13A - 19B	15A - 17B
14B - 20A	16B - 18A
29A - 3B	31A - 1B
30B - 4A	32B - 2A



2.5 Swiss format

- Swiss-system tournament is a non-eliminating tournament format that features a fixed number of rounds of competition, but considerably fewer than for a round-robin (all-play-all) tournament; thus, each competitor (team or individual) does not play all the other competitors. Competitors meet one-on-one in each round and are paired using a set of rules designed to ensure that each competitor plays opponents with a similar running score but does not play the same opponent more than once.
- The Swiss system is used for competitions in which there are too many entrants for a full round-robin to be feasible and eliminating any competitors before the end of the tournament is undesirable. In contrast, all-play-all is suitable if there are a small number of competitors; whereas a single-elimination (knockout) tournament rapidly reduces the number of competitors, but the best competitor may not necessarily win, as good competitors might have a bad day or eliminate and exhaust each other if they meet in early rounds.
- Unlike group format or other systems in which all pairings are known from the beginning of the competition, in a Swiss system the match pairing for each round is done after the previous round has ended and depends on its results.
- The Swiss system seeks to provide a clear winner with a large number of competitors and a relatively small number of rounds of competition, without a single bad result terminating participation.
- *(reproduced from Chess.about.com. 2013-11-13)*

The Swiss System is recommended for smaller tournaments and can only be used for an International Open or a Satellite.

The optimum is four rounds of games for all participants plus knock out games for the final stage.

First round. A blind draw for all players per category should take place. Then a standing should be created, and the criteria should be.

- (a) Number of points.
- (b) Goal difference
- (c) Number of goals scored
- (d) World ranking

Second round. The new games will be: number one of the standings against number two. Then no. 3 vs no. 4 etc. A new standing will be created after the second round is finished. The same criteria should be used in order to create the new table.

The same procedure will be followed for rounds three and four.

In case of an odd number of participants, the player with no opponent will be considered to have won the game with a score of 3-0. In a tournament this could only happen a maximum one time per player.

In case of a forfeit game the score will be 0-3.

Players can only play against a specific opponent once in the four (or more) rounds. If in the game creating procedure - for example in the 10th game it should be 19th vs 20th of the standing - the two players have already played against each other, the correct pairing should be 19th vs 21st and 20th vs 22nd etc.



Federation of International Sports Table Football Tournament Organisers Handbook

After the four (or more) rounds are completed, a final standing should be created.

Then the first 16 or 8 - according to the official invitation - should proceed in the knock out stages.

For a 16 players tournament, the pairing should be:

- A. 1-16
- B. 8-9
- C. 4-13
- D. 5-12
- E. 3-14
- F. 6-11
- G. 7-10
- H. 2-15

The winners of matches a-b, c-d, e-f, g-h shall play each other in the quarter finals.

Then the semi finals will be the first two and the last two.

For a 8 players tournament, the pairing should be:

- A. 1-8
- B. 2-7
- C. 3-6
- D. 4-5

The winner of match A will play the winner of match D in one semi final, with the winner of match B playing the winner of match C in the other semi final.

The winners of the two semi finals will play in the final.