

# EDF Scheduling Regulations

VERSION 2.0 – 2024-12-11



## 1. Competition Formats

### **a. Premise**

These are the official regulations for an EDF Tournament.

They feature both strict requirements to be met and some general guidelines or range of options to help with the scheduling. EDF is responsible for determining the format (number of groups and their composition, how to advance, pairings, knockout and positioning matches...) of every EDF competition, in accordance with the hosts and their venue availability.

EDF can make exceptions and adjustments to a tournament structure in order to best adapt to each event's circumstances such as limited time and courts, especially in shorter competitions like Regional or Junior Championships.

*Examples of adjustments to reduce timings include, but are not limited to: changing the number of groups and their progression; proceeding with two tables of 4 teams instead of quarterfinals; having teams play only one match after the quarterfinals based on their group stage performance; reduce positioning matches for lower positions.*

### **b. Number of groups**

General EDF rules allow:

- 1 Group, up until 7 teams;
- 2 Groups, only with 8 to 14 teams;
- 3 Groups, only with 9 to 15 teams (to be carefully considered, due to the odd nature of a 3-groups format);
- 4 Groups, only with 12 teams or more, and as mandatory with 16 to 24 teams;
- 5 Groups, when having 25 teams or more

The format can be adjusted when deemed necessary for specific event circumstances.

### **c. Group Stage**

In the group phase of a competition, or in any subsequent round robin for positioning, every team plays once against all the opponents in their group.

A match always awards 2 points: 2 for the winner and 0 for the loser, or 1-1 in case of a draw. These points determine the ranking of teams in their group.

### **d. Knockout Phase Formats**

After the group stages, a certain number of teams progress to the knockout phase, a phase where all of them are still able to finish in 1st place.

General EDF Rules require to proceed structuring the knockout phase with the following brackets, unless the format needs to be reduced for a tighter schedule:

- Semifinals only, with 8 teams or less;
- 6-teams Playoffs, with 6, 9 or 10 teams;
- Quarterfinals, with 11 to 19 teams (*or as alternative with 8 teams exactly*);
- Round of 16, with 20 teams or more

## **e. Knockout Phase Details**

### **1. SEMIFINALS**

#### **1.1. 1-Group scenario**

Semi-finals are paired based on group stage positions: 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>  
The two losers play for 3<sup>rd</sup> place, the two winners play for 1<sup>st</sup> place

#### **1.2. 2-Groups scenario**

Semi-finals are paired based on group stage positions: 1A vs 2B and 1B vs 2A  
The two losers play for 3<sup>rd</sup> place, the two winners play for 1<sup>st</sup> place

### **2. 6-TEAMS PLAYOFFS**

#### **2.1. 2-Groups scenario**

Playoffs are paired 2A-3B and 3A-2B  
The two losers play for 5<sup>th</sup> place

Semifinals are: 1A vs the winner of 3A-2B, and 1B vs the winner of 2A-3B  
The two losers play for 3<sup>rd</sup> place, the two winners play for 1<sup>st</sup> place

#### **2.2. 3-Groups scenario**

After the group stage, the 6 teams involved are paired following rule 2.c  
The two playoff losers play for 5<sup>th</sup> place, the two winners advance to semifinals  
The two semifinals losers play for 3<sup>rd</sup> place, the two winners play for 1<sup>st</sup> place

### **3. QUARTERFINALS**

#### **3.1. 2-Groups scenario**

Quarterfinals are paired 1A - 4B (Q1), 2A - 3B (Q2), 3A - 2B (Q3), 4A - 1B (Q4)  
In the semi-finals, quarterfinals winners are paired Q1Q3 and Q2Q4  
The two losers play for 3<sup>rd</sup>, the two winners play for 1<sup>st</sup>

The quarterfinals losers are paired as above: Q1Q3 and Q2Q4  
The two losers play for 7<sup>th</sup>, the two winners play for 5<sup>th</sup>

#### **3.2. 3-Groups scenario**

After the group stage, the 8 teams involved are paired following rule 2.c  
In the semifinals, quarterfinals winners are paired Q1Q4 and Q2Q3, where:  
Q1 = game including the best 1<sup>st</sup>-place-finisher  
Q2 = game including the second-best 1<sup>st</sup>-place-finisher  
Q3 = game including the third-best 1<sup>st</sup>-place-finisher  
Q4 = game including the two 2<sup>nd</sup>-place finisher  
The two losers play for 3<sup>rd</sup>, the two winners play for 1<sup>st</sup>

The quarterfinals losers are paired as above: Q1Q4 and Q2Q3  
The two losers play for 7<sup>th</sup>, the two winners play for 5<sup>th</sup>

#### **3.3. 4-Groups scenario**

Quarterfinals are paired 1A - 2B (Q1), 1B - 2A (Q2), 1C - 2D (Q3), 1D - 2C (Q4)  
In the semi-finals, quarterfinals winners are paired Q1Q3 and Q2Q4  
The two losers play for 3<sup>rd</sup>, the two winners play for 1<sup>st</sup>

The quarterfinals losers are paired as above: Q1Q3 and Q2Q4  
The two losers play for 7<sup>th</sup>, the two winners play for 5<sup>th</sup>

### **4. ROUND OF 16**

#### **4.1. 4-Groups scenario**

In the Round of 16, teams are paired:  
1A - 4B (R1), 2A - 3B (R2), 2B - 3A (R3), 1B - 4A (R4),  
1C - 4D (R5), 2C - 3D (R6), 2D - 3C (R7), 1D - 4C (R8)

In the quarterfinals, Round of 16 winners are paired:

R1R6 (Q1), R2R8 (Q2), R4R7 (Q3), R3R5 (Q4)

In the semi-finals, quarterfinals winners are paired Q1Q3 and Q2Q4

The two losers play for 3<sup>rd</sup>, the two winners play for 1<sup>st</sup>

The quarterfinals losers are paired as above: Q1Q3 and Q2Q4

The two losers play for 7<sup>th</sup>, the two winners play for 5<sup>th</sup>

The 8 Round of 16 losers are paired in a format which matches the winners'

quarterfinals: R1R6 (Q1), R2R8 (Q2), R4R7 (Q3), R3R5 (Q4)

Winners table with semifinals Q1Q3, Q2Q4; losers play for 11<sup>th</sup>, winners for 9<sup>th</sup>

Losers table with semifinals Q1Q3, Q2Q4; losers play for 15<sup>th</sup>, winners for 13<sup>th</sup>

## **f. Positioning games**

Positioning games are used to determine the placement of teams who have not progressed to the knockout stage, thus creating a final ranking from first to last.

What follows are guidelines on how to structure the positioning games according to the number of teams: they can be combined to create the best format based on how many teams are left out of the knockout stage, with the goal to try and give every team the chance to still play after the group stage, possibly at least two games. This however depends on the competition format and can be reduced if necessary to adjust to a tighter schedule.

How any of the following format works can be deduced by reading the details in point e) along with Rule 2.c on pairing adjustments

### **Positioning games based on number of teams left out of the knockout stage:**

1 Team: No more matches (try to avoid this if possible)

2 Teams: One match between them (if possible, try to make teams advance differently so to have at least 3 teams left out who play two matches each)

3 Teams: Round Robin

4 Teams: Two playoffs, losers final and winners final (*point e.1 + Rule 2.c if needed*)

5 Teams: *Use 2 Teams + 3 Teams*

6 Teams: 6-Teams Playoffs (*point e.2 + Rule 2.c if needed*)

*or Use 3 Teams + 3 Teams*

*or Use 4 Teams + 2 Teams*

7 Teams: *Use 4 Teams + 3 Teams*

8 Teams: *Use 4 Teams + 4 Teams*

9 Teams: *Use 6 Teams + 3 Teams*

10 Teams: *Use 6 Teams + 4 Teams*

*or Use 4 Teams + 4 Teams + 2 Teams*

11 Teams: *Use 4 Teams + 4 Teams + 3 Teams*

*or Use 6 Teams + 3 Teams + 2 Teams*

## 2. Additional Rules

### **a. Comparing teams in the same group**

When multiple teams in the same group are tied in points, to determine their ranking they have to be compared following this order:

COMPARING 2 TEAMS	COMPARING 3 OR MORE TEAMS*
1. Head to head	1. Points <i>(in the new ranking)</i>
2. Match wins	2. Match wins <i>(in the new ranking)</i>
3. Set difference	3. Set difference <i>(in the new ranking)</i>
4. Sets won	4. Sets won <i>(in the new ranking)</i>
5. Short playoff game, if time allows it	5. Set difference <i>(overall)</i>
6. Draw	6. Sets won <i>(overall)</i>
	7. Short playoff round robin, if time allows it
	8. Draw

*\* If more than two teams are tied, a new ranking is to be created first, featuring only the results of the matches involving the teams that needs to be compared*

### **b. Comparing teams in different groups**

Oftentimes it might be necessary to compare teams who finished in the same position in different groups. This happens especially in a 3-groups competition, but also in general anytime a pairing involves a “best/worst X-placed team”.

Shall there be groups with a higher number of teams, it is first of all important to compare teams considering an equal number of games: in the bigger groups, the results of the teams involved in the comparison against the last placed team in their group will be deducted.

Once this is done (not necessary if all groups already had the same number of teams), teams have to be compared following this order:

1. Points
2. Match wins
3. Set difference
4. Sets won
5. Short playoff round robin, if time allows it
6. Draw

### **c. Avoiding repetitions of group stage matches**

Most frequently, after the group stage teams are automatically paired for their next matches based on their group and position.

It might however happen (usually because of a 3-groups format, but not only) that this pairing is not automatic, as it previously requires to compare teams who ended in the same position in different groups in order to establish their ranking.

The following rule is therefore applied in this scenario, when in the first round of matches after the group stage two teams from the same group could potentially already play against each other. The goal is in fact to avoid re-playing group matches right out of the group stage, shall that be possible.

*NOTE 1: This means that if a group match happens to be re-played in a more subsequent stage of the tournament due to how the competition has developed, this is acceptable and not to be adjusted.*

*NOTE 2: This does not apply to any Round Robin after the group stage, as all those teams have to play against each other so the pairing cannot be inverted.*

## Premise

In this scenario, all the involved teams in the specific bracket must be ordered in one single ranking; this is achieved following the rule in Point b) about comparing teams from different groups, always keeping in mind that the most important ranking criteria is their placement in the group (*a team with 5 points who was second in their group is ranked higher than a team with 6 points who was third in another group: this means that the ranking will always feature all first-placed teams above all second-placed teams, all second-placed teams above third-placed teams and so on*).

Then, matches are determined picking the first team in the ranking and pairing it with the worst one, then pairing the second team with the penultimate team, and so on. HOWEVER it is to be avoided that two teams who just played each other in the group stage will play against each other in the first phase after the group stages. Therefore, shall that happen, the pairing will be shifted accordingly, as detailed in these specific cases:

### **CASE A - Pairing 4 teams coming from 3 groups**

*This should normally apply to positioning matches in a format for 10, 12 or 15 teams in 3 groups.*

After the group stage, having ranked the 4 teams involved as 1-2-3-4, the pairing should be 1-4 and 2-3; HOWEVER, shall teams 1 and 4 come from the same group, the pairing will become 1-3 and 2-4.

### **CASE B - Pairing 6 teams coming from 3 or 4 groups**

*This should normally apply to knockout matches in a format for 9 or 10 teams in 3 groups, or to positioning matches in a format for 17, 18 or 22 teams in 4 groups.*

After the group stage, having ranked the 6 teams involved as 1-2-3-4-5-6, the pairing for playoffs should be 3-6 and 4-5 (as 1 and 2 are automatically through to the next phase). HOWEVER, shall teams 3 and 6 come from the same group, the pairing will become 3-5 and 4-6.

*NOTE: in the following match, pairing will always be 1 vs the winner of the playoff game involving 4, and 2 vs the winner of the playoff game involving 3, even if some of those teams come from the same group.*

### **CASE C - Pairing 8 teams coming from 3 groups**

*This should normally apply to quarterfinals in a format for 11 to 15 teams in 3 groups.*

After the group stage, the two best ranked first-place finishers will play against the two qualified third-place finishers, in such a way that none of these teams will play in the quarterfinals against a team they just faced in the group stage.

Additionally, the worst first-place finisher will play against the worst second-place finisher that was not in their same group. The remaining two second-place finishers will play each other.

### 3. Scheduling

#### **a. Competitions overlap**

The goal is to have only one category (mixed/women's/men's) playing in each time slot.

Shall this not be achievable, the overlap of different categories at the same time should be limited to the smallest amount of matches necessary to better complete the schedule.

In the exceptional circumstances of a timeslot with more categories involved, the overlap must never feature two teams from the same nation at the same time.

Note: should the tournament regulations allow multiple teams from the same nation in the same category, those teams may play at the same time.

#### **b. Breaks**

Teams (not nations) must have at least 1 game break between matches.

This does not include referee duties.

#### **c. Games distribution**

Games of each competition must happen each day

Games in the group stages should be balanced for each team throughout the days of play  
(Example: 5 games in 2 days should be scheduled as 3+2, not 4+1)

Shall that not be possible, teams should always play at least one match per day during the group stages

#### **d. Finals**

At the European Championships, all 3 finals must be played one after the other, with no other matches at the same time on other courts.

In regional, junior or other shorter championships, it is allowed to have matches playing at the same time as the finals.

#### **e. Host nation matches**

The host nation should play a match in the first slot of a tournament.

#### **f. Streamed matches**

The host nations must coordinate with EDF Media Department about how many courts will be streamed and which ones, as well as which matches.

# ADDENDUM: Tournament formats summary

*(in brackets the total number of matches per format)*

## 6 TEAMS

Option A: One single group. Knockout phase with 6-teams playoffs (22 matches)

Option B: One single group. Knockout phase with semifinals + 5<sup>th</sup> place finals (20 matches)

## 7 TEAMS

One single group. Knockout phase with semifinals + round robin for 5<sup>th</sup> to 7<sup>th</sup> (28 matches)

## 8 TEAMS

Option A: Two groups. Knockout phase with quarterfinals (24 matches)

Option B: Two groups. Knockout phase with semifinals + semifinals for 5<sup>th</sup> to 8<sup>th</sup> (20 matches)

## 9 TEAMS

Option A: Two groups. Knockout phase with 6-teams playoffs + round robin for 7<sup>th</sup> to 9<sup>th</sup> (26 matches)

Option B: Three groups. Knockout phase with 6-teams playoffs + round robin for 7<sup>th</sup> to 9<sup>th</sup> (19 matches)

## 10 TEAMS

Option A: Two groups. Knockout phase with 6-teams playoffs + semifinals for 7<sup>th</sup> to 10<sup>th</sup> (31 matches)

Option B: Three groups. Knockout phase with 6-teams playoffs + semifinals for 7<sup>th</sup> to 10<sup>th</sup> (23 matches)

## 11 TEAMS

Option A: Two groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> (40 matches)

Option B: Three groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> (30 matches)

## 12 TEAMS

Option A: Two groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> (46 matches)

Option B: Three groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> (34 matches)

Option C: Four groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> (28 matches)

## 13 TEAMS

Option A: Two groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> + final for 12<sup>th</sup> (52)

Option B: Three groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> + final for 12<sup>th</sup> (38)

Option C: Four groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> + final for 12<sup>th</sup> (31)

## 14 TEAMS

Option A: Two groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> + round robin for 12<sup>th</sup> to 14<sup>th</sup> (60 matches)

Option B: Three groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> + round robin for 12<sup>th</sup> to 14<sup>th</sup> (44 matches)

Option C: Four groups. Knockout phase with quarterfinals + round robin for 9<sup>th</sup> to 11<sup>th</sup> + round robin for 12<sup>th</sup> to 14<sup>th</sup> (36 matches)

## 15 TEAMS

Option A: Three groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> + round robin for 13<sup>th</sup> to 15<sup>th</sup> (49 matches)

Option B: Four groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> + round robin for 13<sup>th</sup> to 15<sup>th</sup> (40 matches)

## 16 TEAMS

Four groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> + semifinals for 13<sup>th</sup> to 16<sup>th</sup> (44)

## 17 TEAMS

Four groups. Knockout phase with quarterfinals + 6-teams playoffs for 9<sup>th</sup> to 14<sup>th</sup> + round robin for 15<sup>th</sup>

to 17<sup>th</sup> (50 matches)

### **18 TEAMS**

Four groups. Knockout phase with quarterfinals + 6-teams playoffs for 9<sup>th</sup> to 14<sup>th</sup> + semifinals for 15<sup>th</sup> to 18<sup>th</sup> (55 matches)

### **19 TEAMS**

Four groups. Knockout phase with quarterfinals + semifinals for 9<sup>th</sup> to 12<sup>th</sup> + semifinals for 13<sup>th</sup> to 16<sup>th</sup> round robin for 17<sup>th</sup> to 19<sup>th</sup> (59 matches)

### **20 TEAMS**

Four groups. Knockout phase with round of 16 + semifinals for 17<sup>th</sup> to 20<sup>th</sup> (76 matches)

### **21 TEAMS**

Four groups. Knockout phase with round of 16 + round robin for 17<sup>th</sup> to 19<sup>th</sup> + final for 20<sup>th</sup> (81 matches)

### **22 TEAMS**

Four groups. Knockout phase with round of 16 + 6-teams playoffs for 17<sup>th</sup> to 22<sup>nd</sup> (89 matches)

### **23 TEAMS**

Four groups. Knockout phase with round of 16 + semifinals for 17<sup>th</sup> to 20<sup>th</sup> + round robin for 21<sup>st</sup> to 23<sup>rd</sup> (94 matches)

### **24 TEAMS**

Four groups. Knockout phase with round of 16 + semifinals for 17<sup>th</sup> to 20<sup>th</sup> + semifinals for 21<sup>st</sup> to 24<sup>th</sup> (100 matches)

### **25 TEAMS**

Five groups. Knockout phase with round of 16 + 6-teams playoffs for 17<sup>th</sup> to 22<sup>nd</sup> + round robin for 23<sup>rd</sup> to 25<sup>th</sup> (92 matches)

*EDF can always make exceptions and adjustments to a tournament format in order to best adapt to each event's circumstances such as limited time and courts, especially in shorter competitions.*