2027 JOOLA EUROPE YOUTH SERIES

SPORT SPECIFIC INFORMATION

1. PARTIES INVOLVED

ETTU – European Table Tennis Union, Secretary General (SG), Competition Manager (CM), Marketing Manager (MM) and Youth Committee (YC)

The participating Associations - Member Associations of the ETTU

The Organising Association - Member Association of ETTU represented during the Event by an Event Manager or Tournament Director, to be appointed by the Organising Association

2. ELIGIBILITY

The Europe Youth Series shall be open for entry to all Member Associations of the ETTU whose subscriptions are not in arrears.

3. AGE CATEGORIES

The Europe Youth Series will consist of the following age categories:

- U15 girls (born 01.01.2012. and younger)
- U15 boys (born 01.01.2012. and younger)
- U13 girls (born 01.01.2014. and younger)
- U13 boys (born 01.01.2014. and younger)

4. EVENTS

4.1 Mandatory events are :

Team Events	Singles Events
U15 Mixed Teams	U15 Girls Singles
U13 Mixed Teams	U15 Boys Singles
or	U13 Girls Singles
U15 Girls Teams	U13 Boys Singles
U15 Boys Teams	
U13 Girls Teams	
U13 Boys Teams	

4.2 Optional events are:

Doubles Events
U15 Mixed Doubles
U13 Mixed Doubles
or
U15 Girls Doubles
U15 Boys Doubles
U13 Girls Doubles
U13 Boys Doubles

5. COMPETITION SCHEDULE

Day 1: Team Events - Qualification Stage

Day 2: Team Events - A Final Draw and B Final Draw

Day 3: Singles Events - Qualification Stage

Team Events - Final Matches

Doubles Events : Main Draw

Day 4: Singles Events - A Final Draw and B Final Draw

Doubles Events : Main Draw

Day 4: Singles Events - A Final - Final Stage

Doubles Events : Main Draw

6. PLAYING FORMAT

6.1. MIXED TEAM

Qualification Stage: Groups (round robin)

Teams Advancing to A Final Draw : decision of Competition Manager, based on number of entries and playing system

Teams who will not advance to A Final Draw will continue participation in B Final Draw

A Final Draw: direct KO (if schedule allows, progressive KO)

B Final Draw: direct KO (if schedule allows, progressive KO)

Mixed Team Composition:

In each match, 2 boys and 2 girls can be nominated by the team captain. A third or fourth player from the team can not play in that specific match.
In exceptional circumstances, the Competition Manager of the event can allow players from different associations to play on the same team.

6.1.1. PLAYING SYSTEM GROUP STAGE:

Team composition : Each team consists of 2 boys and 2 girls

Match Order	**Team A**	vs	**Team B**	NOTE
Match 1	XD	vs	XD	table 1
Match 2	A1 Girl	vs	B2 Girl	table 1*
Match 3	A1 Boy	vs	B2 Boy	table 2*
Match 4	A2 Girl	vs	B1 Girl	table 1*
Match 5	A2 Boy	vs	B1 Boy	table 2*
Match 6	A1 Girl	vs	B1 Girl	table 1*
Match 7	A1 Boy	vs	B1 Boy	table 2*
Match 8	A2 Girl	vs	B2 Girl	table 1*
Match 9	A2 Boy	vs	B2 Boy	table 2*

All nine matches must be played.

The match result is based on the principle : one game (set) equals one point.

There can be 334 different outcomes, but for determining the final group standings, the number of games (sets) won will be taken into account, regardless of the match result.

Match will be played on 2 tables

A-FINAL

Team composition : Each team consists of 2 boys and 2 girls

Match Order	**Team A**	vs	**Team B**	**NOTE**
Match 1	XD	vs	XD	no restriction
Match 2	A1 Girl	vs	B2 Girl	table 1
Match 3	A1 Boy	vs	B2 Boy	table 2
Match 4	A2 Girl	vs	B1 Girl	table 1
Match 5	A2 Boy	vs	B1 Boy	table 2
Match 6	A1 Girl	vs	B1 Girl	table 1 - If match is not over after first 5 matches
Match 7	A1 Boy	vs	B1 Boy	table 2 - If match is not over after first 5 matches
Match 8	A2 Girl	vs	B2 Girl	table 1 - If match is not over after first 7 matches
Match 9	A2 Boy	vs	B2 Boy	table 2 - If match is not over after first 7 matches

The principle one game (set) equals one point is applied.

The winner of the match is :

1. first five matches must be played

1.1. **The Team match is over if one of the teams reaches 15 games, In other words, if the overall score after first five matches is one of the following results :**

15:0	**15:1**	**15:2**	**15:3**	**15:4**	**15:5**	**15:6**	**15:7**	**15:8**

match is over .

1.2. If there is any other result, next two matches must be played

2. after first seven matches

2.1. If, after seven matches played, one team leads by 7 or more points, match is over, and that team is declared as the winner

2.2. If the score after 7 played matches is not according to 2.1., next two matches must be played

3. after all nine matches are played

3.1. team with more winning games (sets) is the winner of the match

3.2. In case of a tie after nine played matches, the winner is determined by the number of winning points (example: if game (set) result is 11:9, 11 points and 9 points will be in calculation)

Match will be played on two tables

6.1.3. PLAYING SYSTEM B-FINAL:

Playing system in B-finals:

Match Order	**Team A**	vs	**Team B**	NOTE
Match 1	XD	vs	XD	no restriction
Match 2	A1 Girl	vs	B1 Girl	players not playing XD
Match 3	A1 Boy	vs	B1 Boy	players not playing XD
Match 4	A2 Girl	vs	B2 Girl	players playing XD match
Match 5	A2 Boy	vs	B2 Boy	players playing XD match

The principle one game (set) equals one point is applied.

The winner of the match is :

1. first three matches must be played

1.1. **The Team match is over if one of the teams reaches 9 games. In other words, if the overall score after the first five matches is one of the following results :**

9:0	**9:1**	**9:2**	**9:3**	**9:4**	**9:5**

match is over .

1.2. If there is any other result, next match must be played

2. after first four matches

2.1. If, after four matches played, one team leads by 4 or more points, match is over, and that team is declared as the winner

2.2. If the score after 4 played matches is not according to 2.1., fifth match must be played

3. after all five matches are played

3.1. team with more winning games (sets) is the winner of the match

3.2. In case of a tie after five played matches, the winner is determined by the number of winning points (example: if game (set) result is 11:9, 11 points and 9 points will be in calculation)

If schedule allows, the CM can approve same playing system as for the A-finals

6.2. BOYS AND GIRLS TEAMS

Team Composition:

In each match, 2 players can be nominated by the team captain. A third or fourth player from the team can not play in that specific match.

Qualification Stage: Groups (round robin)

Teams Advancing to A Final Draw : decision of Competition Manager, based on number of entries and playing system

Teams who will not advance to A Final Draw will continue participation in B Final Draw

A Final Draw: direct KO (if schedule allows, progressive KO)

B Final Draw: direct KO (if schedule allows, progressive KO)

6.2.1. PLAYING SYSTEM - QUALIFICATION STAGE

Match Order	**Team A**	vs	**Team B**	NOTE
Match 1	A1	vs	B2	
Match 2	A2	vs	B1	
Match 3	doubles	vs	doubles	

Three matches must be played.

The principle one game (set) equals one point is applied.

There can be 40 different outcomes, but for determining the final group standings, the number of games (sets) won will be taken into account, regardless of the final match result.

6.2.2. PLAYING SYSTEM - A FINAL DRAW

Match Order	**Team A**	vs	**Team B**	NOTE
Match 1	A1	vs	B2	
Match 2	A2	vs	B1	
Match 3	double	vs	double	no changes possible
Match 4	A1	vs	B1	no changes possible
Match 5	A2	vs	B2	no changes possible

The principle one game (set) equals one point is applied.

The winner of the match is :

1. first three matches must be played

1.1. **The Team match is over if one of the teams reaches 9 games. In other words, if the overall score after the first five matches is one of the following results :**

9:0	**9:1**	**9:2**	**9:3**	**9:4**	**9:5**

match is over .

2. after first four matches

2.1. If, after four matches played, one team leads by 4 or more points, match is over and that team is declared as the winner

2.2. If the score after 4 played matches is not according to 2.1., fifth match must be played

3. after all five matches are played

3.1. team with more winning games (sets) is the winner of the match

3.2. In case of a tie after five played matches, the winner is determined by the number of winning points (example: if game result is 11:9, 11 points and 9 points will be in calculation)

6.2.3. PLAYING SYSTEM - B FINAL DRAW

Depending on schedule, The Cometition Manager will chose which playing system will be used in the B Final Draw. The two options are :

- qualification stage playing system (three matches should be played)
- A Finals playing system (best of five matches)

In both, principle one game(set) equals one point is applied

In exceptional circumstances, the Competition Manager of the event can allow players from the different associations to play in the same team, with the condition that the same team can't be players from more than two Associations.

6.2. BOYS AND GIRLS SINGLES

Qualification Stage: Groups (round robin)

Players Advancing to A Final Draw : 2 players from each group

3rd and 4th player from each group will continue participation in B Final Draw

A Final Draw: direct KO

B Final Draw: direct KO

All matches in singles events should be played **BEST OF FIVE GAMES**

6.3. ALL DOUBLES EVENTS

There will be only Main Draw for all doubles events (Direct KO)

All matches in doubles events should be played **BEST OF FIVE GAMES**

7. ENTRIES

7.1.1. NUMBER OF GUARANTEED TEAMS/PLAYERS PER EVENT

Number of guaranteed teams per event per association:	**2**
Number of guaranteed mixed teams per event per association:	**2**
Number of guaranteed players per event per association:	**4**
Number of guaranteed doubles per event per association:	**2**
Number of guaranteed teams per event per host association:	**3**
Number of guaranteed mixed teams per event per host association:	**3**
Number of guaranteed players per event per host association:	**8**
Number of guaranteed doubles per event per host association:	**4**

In the Online Entry System, Associations can enter more players/teams than is guaranteed.

After the Entry Deadline, the Competition Manager, if schedule allows, can setup the New Entry Limit, which is higher than the guaranteed one.

Latest three days after the Entry Deadline, the Competition Manager must inform Associations about the new Entry Limit and accept all players/teams up to that limit.

7.1.2. ENTRIES INFORMATIONS

ETTU Online Entry System will be used.

The Entry Deadline will be one month before the tournament starts.
Entry modifications will be possible until 48 hours before the tournament starts.

8. MAXIMUM NUMBER OF ENTRIES

The maximum number of entries depends on maximum number of tables for specific event.

The minimum number of tables organizers need to provide is 12.

The following number of entries will be accepted:

	TEAMS	MIXED TEAMS	SINGLES ENTRIES
12 tables	88	40	176
14 tables	100	48	200
16 tables	112	56	224
18 tables	124	64	248
20 tables	136	72	272

9. DRAWS

The Draw for the Qualification Stage of the Team Events will be conducted one day before the event commences, before the Jury meeting with Team Delegates.
The Draw for the A and B Finals in Team Events will be conducted immediately after the qualification stage.
The Draw for Qualification Stage in Individual Events will be conducted one day before the event commences.
The Draw for the A and B Finals in Individual Events will be conducted immediately after the qualification stage.

9.1.1. Draws for Qualification Stage / Team events:

Mixed Teams : according to Individual points (ETTU U15 and U13 ranking list will be used) of best two nominated boys and best two nominated girls

Boys and Girls Teams: according to Individual points (ETTU U15 and U13 ranking list will be used) of best two nominated players

Draw Rules: Modified Snake system

Draw for Qualification Stage for teams must be a public draw.

9.1.2. Draws for Final Stage / Team events:

A final :

Priority 1: If two teams from each group advance to A Final, the winner and runner-up must be drawn in opposite halves

Priority 2: Teams from same associations must be drawn as far away from each other as possible

B final:

Priority 1: If two teams from the same group play B-final, teams must be drawn in opposite halves
If three teams are playing from the same group in B-final; the two best teams from the same group must be drawn in opposite halves, and the third team can't play in the first round with the opponents from the same group

Priority 2: Teams from same associations must be drawn as far as possible

The draw for the Final Stage for team events must be a public draw.

9.1.3. Draws for Qualification Stage / Singles events:

Draw Rules: ordinary snake system according to ETTU U13 and U15 ranking

The Draw will be conducted automatically by the ETTU Competiton Manager.

Draws for Final Stage / Singles events:

A Final :

Priority 1: winner and runner up from the same group must be drawn in opposite halves

Priority 2: players from same associations must be drawn as far as possible

B Final:

Priority 1: winner and runner up from the same group must be drawn in opposite halves

Priority 2: players from same associations must be drawn as as far away from each other as possible

The Draw for the Final Stage for singles must be a public draw.

9.1.4. Draws for doubles events:

Seeding List : According to Individual points of players from U15 and U13 ETTU ranking

Doubles from same association must be drawn as far as possible.

If a double consists of players from two associations, that pair must be drawn as far away as possible from doubles of both associations

The Draw for the Doubles Events must be a public draw.

The Ranking List to be used for the specific event will be announced in the Prospectus.

10. ETTU RANKING FOR U-13 and U15

All tournaments from EYS will be included in the European Ranking U13 and U15.

The seeding for European Youth Series events will be according to the European U13 and U15 ranking