

EDF Scheduling Regulations



1. Organization

a. Time regulations

Playing time should never exceed the maximum timeslot 9am-8pm

The timeslot 8am – 9am can be used as backup for exceptional causes

No specific lunch breaks are set time wise

b. Competitions overlap, games of the same nation in different competitions

Group stage:

Mixed – men: not allowed to overlap

Mixed – women: not allowed to overlap

Men – women: should be avoided

Knockout stage:

Mixed – men: not allowed to overlap

Mixed – women: not allowed to overlap

Men – women: not allowed to overlap unless there is no other option

EDF suggests having only one category playing in each slot, as far as possible

c. Breaks

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

This does not include different competitions.

This does not include referee duties.

d. Games throughout the days of competition

I. Games of each competition must happen each day

II. Teams should not have days without matches in the group stages

III. Games in the group stages need to be balanced throughout the days of the competition for each team.

Example: 7 games in 2 days should be scheduled as 3+4, not 2+5

e. Finals

I. All 3 finals have to be played after one another, with no other matches at the same time on other courts

II. Games for 3rd place have to be played after one another, but other matches can occur at the same time on other courts

f. Host nation games

The host nation has to play a game in the first slot of each competition

EDF suggests streaming said matches

g. Televised /streamed games

The host nation has full control over deciding which games should be on televised or streamed courts. Finals must be televised / streamed.

EDF suggests the hosts try to give balanced screen time to the other nations, if possible, or at least have all teams featured on the stream at least once

2. Scheduling

a. **Premise**

This is the general regulation for a basic EDF Tournament, and should always apply. If general settings and/or circumstances are not allowing for a minimum of 4 courts and 4 days of play, exceptions to the following regulations can be made in accordance with EDF. For regional tournaments (CEC/NEC), considering the limited time available and the fact that those tournaments don't award points for the European Ranking System, exceptions can be made in accordance with EDF. These include (but are not limited to): split in three groups below 12 teams; cutting down quarterfinals and proceeding with two separate tables over 8 and below 12 teams; having teams play only one positioning match for the lower positions; having teams play only one match after quarterfinals, based on their group performance.

b. **Number of groups**

2-7 nations: 1 group
 8-15 nations: 2 groups
 16-24 nations: 4 groups

c. **Group Stage**

Every team plays round robin 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 the teams in their group.

d. **Comparison for progression in a group table**

If more teams have the same points in the same group, 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. Playoff game (10 min)	5. Set difference (<i>overall</i>)
6. Draw	6. Sets won (<i>overall</i>)
	7. Playoff round robin (10 min. games)
	8. Draw

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

e. **Knockout stage (2-7 nations)**

I. **Progression**

4 teams advance (top 4 from 1 group) to semi-finals

II. **Semi-finals and finals**

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

f. **Knockout stage (8-15 nations)**

I. **Progression**

8 teams advance (top 4 from 2 groups) to quarterfinals

II. **Quarterfinals**

Teams are paired 1A - 4B (Q1), 2A - 3B (Q2), 3A - 2B (Q3), 4A - 1B (Q4)

III. **Winners table (semi-finals and finals)**

In the semi-finals, quarterfinals winners are paired Q1Q3 and Q2Q4
 The two losers will play for 3rd, the two winners will play for 1st

IV. **Losers table (5th to 8th place)**

The quarterfinals losers face off following the semi-finals pairings: Q1Q3 and Q2Q4
The two losers will play for 7th, the two winners will play for 5th

g. Knockout stage (16-19 nations)

I. Progression

8 teams advance (top 2 from 4 groups) to quarterfinals

II. Quarterfinals

Teams are paired 1A - 2B (Q1), 1B - 2A (Q2), 1C - 2D (Q3), 1D - 2C (Q4)

III. Winners table (semi-finals and finals)

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

The two losers will play for 3rd, the two winners will play for 1st

IV. Losers table (5th to 8th place)

The quarterfinals losers face off following the semi-finals pairings: Q1Q3 and Q2Q4

The two losers will play for 7th, the two winners will play for 5th

h. Knockout stage (20-24 nations)

I. Progression

16 teams advance (top 4 from 4 groups) to round of 16

II. 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)

III. Quarterfinals

Round of 16 winners are paired R1R6 (Q1), R2R8 (Q2), R4R7 (Q3), R3R5 (Q4)

IV. Winners table (semi-finals and finals)

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

The two losers will play for 3rd, the two winners will play for 1st

V. Losers table (5th to 8th place)

The quarterfinals losers face off following the semi-finals pairings: Q1Q3 and Q2Q4

The two losers will play for 7th, the two winners will play for 5th

VI. Places 9th to 16th (Round of 16 losers)

Playoff format replicating the one used for Round of 16 winners:

Round of 16 losers' quarterfinals paired R1R6 (Q1), R2R8 (Q2), R4R7 (Q3), R3R5 (Q4)

Winners table with semifinals Q1Q3, Q2Q4; losers play for 11th, winners for 9th

Losers table with semifinals Q1Q3, A2A4; losers play for 15th, winners for 13th

i. 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. Said teams should have the chance to play positional games after the group stage, possibly at least two, but this depends on the competition format and calendar.

Possible scenarios:

5 nations: 5th place finisher has no more games

6 nations: 5th and 6th play against each other

7 nations: 3 nations (5th to 7th) play round robin against each other

8 nations: no positioning games, all teams advance

9 nations: A5 is the 9th place finisher and has no more games

10 nations: A5 and B5 play against each other

11 nations: A5, A6 and B5 play round robin for 9th to 11th place

12 nations: A5 plays B6 and A6 plays B5 for playoffs

Winners play for 9th place and losers play for 11th place

13 nations: A5 plays B5 for 9th place

A6, B6 and A7 play round robin for 11th to 13th place

14 nations: A5 plays B6 and A6 plays B5 for playoffs
Winners play for 9th place and losers play for 11th place
A7 plays B7 for 13th place

15 nations: A5 plays B6 and A6 plays B5 for playoffs
Winners play for 9th place and losers play for 11th place
A7, B7 and A8 play round robin for 13th to 15th place

16 nations: Playoffs A3-B3, C3-D3: Winners play for 9th place, losers play for 11th
Playoffs A4-B4, C4-D4: Winners play for 13th place and losers play for 15th place

17 nations: Playoffs A3-B3, C3-D3: Winners play for 9th place, losers play for 11th
Playoffs A4-B4, C4-D4: Winners play for 13th place and losers play for 15th place.
A5 is the 17th place finisher and has no more games (consider revisiting)

18 nations: Playoffs A3-B3, C3-D3: Winners play for 9th place, losers play for 11th
Playoffs A4-B4, C4-D4: Winners play for 13th place and losers play for 15th place.
A5 plays B5 for 17th

19 nations: Playoffs A3-B3, C3-D3: Winners play for 9th place, losers play for 11th
Playoffs A4-B4, C4-D4: Winners play for 13th place and losers play for 15th place.
A5, B5 & C5 play round robin for 16th to 19th

20 nations: Playoffs A5-B5, C5-D5: Winners play for 17th place, losers play for 19th

21 nations: Playoffs A5-B5, C5-D5: Winners play for 17th place, losers play for 19th
A6 is the 17th place finisher and has no more games (consider revisiting)

22 nations: Playoffs A5-B5, C5-D5: Winners play for 17th place, losers play for 19th.
A6 plays B6 for 21st

23 nations: Playoffs A5-B5, C5-D5: Winners play for 17th place, losers play for 19th.
A6, B6 & C6 play round robin for 21st to 23rd place

24 nations: Playoffs A5-B5, C5-D5: Winners play for 17th place, losers play for 19th
Playoffs A6-B6, C6-D6: Winners play for 21st place and losers play for 23rd place

3. Schedule with three groups

a. Premise

A 3-groups category is an exception to the standard EDF scheduling rules, and for a fairer progression it should be considered only when the groups have an equal number of teams in each (15 teams total).

However, these rules apply even in cases of odd numbers like 13 or 14 teams.

The following rules feature examples with only 13, 14 or 15 teams: up until 12 teams the schedule should feature 2 groups; with 16 or more the schedule should feature 4 groups.

Three groups can be considered below 12 teams for regional tournaments, see above.

b. Group Stage

Every team plays round robin in their group.

A match always awards 2 points: 2 for the winner, 0 for the loser; 1-1 in case of a draw.

These points determine the ranking of the teams in their group.

c. Comparison for progression in a group table

If more teams have the same points in the same group, 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>
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4. Sets won	4. Sets won <i>(in the new ranking)</i>
5. Playoff game (10 min)	5. Set difference <i>(overall)</i>
6. Draw	6. Sets won <i>(overall)</i>
	7. Playoff round robin (10 min. games)
	8. Draw

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

d. 3-Groups Comparison

Due to the odd nature of the 3-groups competition, oftentimes a comparison is required between teams who finished in the same position in different groups to determine the best and worst placed.

First, it is important in this scenario to make sure that the comparison happens considering an equal number of games for all teams: therefore, if there are groups with a higher number of teams (ie with 13 or 14 teams), the results of the qualified teams against the last placed team in their group will be deducted.

Once this is done (not needed for 15 teams), teams can be compared in the following order:

1. Points
2. Match wins
3. Set difference
4. Sets won
5. Playoff round robin (10 min. games)
6. Draw

e. Knockout Stage Progression

Teams who placed first and second in their respective groups automatically qualify for the Knockout Stage in the quarterfinals (A1, A2, B1, B2, C1, C2).

Additionally, the best two teams that placed third advance as well (so either A3 & B3, B3 & C3 or A3 & C3).

The two best 3rd-placed teams are determined according to the aforementioned criteria.

f. Quarterfinals

To determine the pairings for the quarterfinals, the previous method will create a ranking of all qualified teams.

The two best ranked first-place finishers will play against the two qualified third-place finishers, in such a way that no two teams that have played each other in the group stage will play against each other in the quarter finals.

Example: If A1 and B1 are the best teams, and A3 and B3 qualify, the pairings will be A1-B3 and B1-A3. If the best teams are A1 and C1 and B3 and C3 qualify, the pairings will be A1-C3 and C1-B3.

The same procedure is used to determine the other pairings. 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.

Example: First-place finishers are ranked A1, B1, C1 and second-place finishers A2, B2, C2. The pairings will be C1-B2 and A2-C2, because C2 can't play against C1, but A2 is ranked higher than B2.

g. Winners table (semi-finals and finals)

In the semi-finals, quarterfinals winners are paired Q1Q4 and Q2Q3.

Q1 = game including the best 1st-place-finisher.

Q2 = game including the second-best 1st-place-finisher.

Q3 = game including the third-best 1st-place-finisher.

Q4 = game including the two 2nd-place finisher.

3rd place match: loser Q1Q4 vs loser Q2Q3

Final: winner Q1Q4 vs winner Q2Q3

h. Losers table (5th to 8th place)

The quarterfinals losers will face off following the semi-finals pairings: Q1Q4 and Q2Q3.

The two losers will play for 7th, the two winners will play for 5th.

i. Positioning games

To determine the final placement of all teams who did not qualify for quarterfinals:

With 13 or 14 teams, additional formats must be considered for the specific event.

In the usual scenario with 3 equal groups (15 teams), the following rules apply:

A5, B5 and C5 play a normal round robin for 13th, 14th and 15th place.

Places 9th to 12th are determined through playoffs; the pairing is determined based on which group the worst third-place finisher was in, to avoid re-playing a group match.

Three options:

a. A3 does not qualify for quarterfinals: A3-C4 and A4-B4; winners play for 9th, losers for 11th

b. B3 does not qualify for quarterfinals: B3-C4 and A4-B4; winners play for 9th, losers for 11th

c. C3 does not qualify for quarterfinals: C3-A4 and B4-C4; winners play for 9th, losers for 11th