HADO WORLD CUP 2026 Official Rulebook

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Chapter 1 Event Overview

The 2026 HADO World Cup will take place from November 20 to 22, 2026, in the waterfront area of the Shanghai Port International Cruise Terminal on the North Bund in Hongkou District. The event features four competitions: HADO WORLD, HADO 3v3, the HADO International Campus Championship, and the HADO Solo Global Championship. The competitions bring together national teams, international clubs, school teams, youth players, and members of the public.

1.1 Four International Competitions

1.1.1 2026 HADO WORLD GLOBAL CHAMPIONSHIP

- **Format: HADO WORLD 3v3**
- **Schedule: November 20 (evening) to November 21 (afternoon)**
- **Eligibility: Open worldwide to players of all ages**
- **Roster size: 3–6 players per team**
- **Field size: 54 teams**

1.1.2 2026 HADO WORLD CUP

- **Format: HADO 3v3**
- **Schedule: November 21 (afternoon to evening)**
- **Eligibility: National and regional representative teams only**
- **Roster size: 3–6 players per team**
- **Field size: 24 national and regional representative teams**

1.1.3 2026 HADO INTERNATIONAL CAMPUS CHAMPIONSHIP

- **Format: HADO 3v3**
- **Schedule: November 22 (morning to afternoon)**
- **Eligibility: International school and youth teams**
- **Age requirement: Players must have been born on or after January 1, 2010.**
- **Roster size: 3–6 players per team**
- **Field size: 24 teams**

1.1.4 2026 HADO SOLO GLOBAL CHAMPIONSHIP

- **Format: HADO 1v1**
- **Schedule: November 22 (afternoon to evening)**
- **Eligibility: Open worldwide to players of all ages**
- **Entry: Players compete individually.**
- **Field size: 96 players**

Chapter 2 HADO Scoring and Match Outcomes

2.1 Basic Rules of Play

2.1.1 Game Duration

- Each game lasts 80 seconds.

2.1.2 Determining the Winner

- The team with the higher score at the end of play wins.

2.1.3 Overtime

- If the score is tied at the end of regulation, overtime begins 10 seconds later. Overtime has no time limit. The first team to score a point without the other team scoring simultaneously wins.
- Points scored after overtime begins are valid as determined by the system.
- If both teams score simultaneously in overtime, play continues until one team scores ahead of the other, ending the game.

2.2 Court Entry and Substitutions

2.2.1 Court Entry Procedure

- Collect equipment → Select heroes (if applicable) → Allocate skill points → Enter the court and line up → Greet opponents → Adjust focus and calibrate AR → Complete the motion check → Start play

2.2.2 Settings

- All settings, including skill-point allocations and hero selections, become final once confirmed on the tablet and submitted to event staff. Changes are then prohibited.
- Players must allocate skill points and select heroes within two minutes. If they exceed that limit, the referee may order them to stop immediately and start play using the settings already confirmed.

2.2.3 Substitution Rules

- Players may no longer be substituted once they enter the court wearing their equipment.

- Substitutions are prohibited once play begins.
- A player who cannot continue due to injury may leave during play. A player who leaves in this manner may not return to the court.

Chapter 3 Player Rights and Responsibilities

3.1 Player Rights

- Players may check their competition results through their designated team representative.
- Players may contact the referee through their team representative or coach.

3.2 Player Responsibilities

- Understand and comply with the competition documents and all organizer requirements.
- Follow generally accepted standards of conduct and respect event officials, spectators, media, and fellow participants.
- Use the personal account designated at registration throughout the event. Using a third party's account, using multiple accounts, or transferring an account to a third party is prohibited.
- Follow without exception all referee orders and instructions directly related to competition procedures.
- Strictly follow the designated order for entering the court.

- Comply with the developer's license agreement. Participants are personally responsible for any infringement of intellectual property rights or breach of that agreement.

- Follow safety, equipment operation, and anti-doping rules.

- Follow the organizer-approved dress code and other appearance requirements.

- Observe sportsmanship and fair play.

- Be present when the starting lineup is determined, following the technical rules and competition documents. Sign and provide the required information when requested.

- Ensure that participants and team representatives attend only as specified in the competition documents.

- After each match, the captain or the team representative confirmed at registration must sign the match record to confirm the result. In solo competition, the player signs. If the signer refuses or delays without a valid reason, the referee records the circumstances on the match record and the result remains valid.

3.3 Prohibited Conduct

- Interfering with the work of referees or their assistants.

- Disabling, breaking, or otherwise damaging competition equipment.

- Interfering with play in any way that disrupts the normal course of a match.

- Deliberately delaying play.

- Engaging in other conduct that obstructs the organization or running of the event or violates the technical rules or other competition documents.

- Using software that affects game mechanics, including software or tools that alter parameters to gain an advantage or interfere with an opponent's ability to play.

- Using multiple accounts during the event or attempting to transfer an account to a third party. Participants must promptly report changes related to account use to the organizer or referees.

- Using any item or equipment outside the technical rules or other competition documents that could endanger the life or health of the participant or others.

- Improperly influencing a match result. Prohibited conduct includes the following:

    - Deliberately losing a match for any reason.
    - Deliberately playing in another participant's favor to help that participant.
    - Manipulating a match in any form.
    - Colluding to divide cash or other prizes.
    - Other prohibitions may apply under the technical rules and other competition documents.

- Players may not change their player IDs during the event.

Chapter 4 Fouls and Disciplinary Standards

Fouls are classified as technical fouls or gameplay fouls. The referees determine the category and severity based on the nature and impact of the conduct. They rule on fouls on site and may review match footage afterward. Their determination is final. The three levels of discipline are a warning, a yellow card, and a red card. A player's foul counts against their team. The referees apply the following standards according to the type and severity of the foul.

- **Warning: An initial caution for a minor ordinary technical foul or gameplay foul. Warnings do not count toward yellow or red card totals. If a player or team repeatedly ignores warnings, the referees may issue a yellow card directly.**
- **Yellow card: Issued for a clear ordinary technical foul or gameplay foul, or for ignoring a referee's warning. Two yellow cards accumulated by the same team or player automatically result in one red card. The referees may issue a yellow card directly for a more serious technical foul.**
- **Red card: Issued for a serious technical foul or an exceptionally egregious gameplay foul. A red card is an immediate serious penalty that triggers the applicable suspension or loss-by-ruling provisions.**

4.1 Gameplay Fouls

Gameplay fouls directly affect fairness or the score, or put excessive strain on equipment and cause AR tracking errors that disrupt play. Examples include the following:

4.1.1 Conduct Directly Affecting Fairness or Scoring

- Deliberately striking or touching an opponent's body or headset during play.
- Tripping an opponent or engaging in other dangerous conduct that creates a safety risk.
- Deliberately causing the target cells to drift more than 4 seconds.
- Initiating physical contact with an opponent during play.
- Dropping one's own equipment in a way that prevents an opponent from playing normally.
- Continuing to violate equipment-use restrictions after a referee's warning.

4.1.2 Conduct That Strains Equipment and Causes AR Tracking Errors

- Deliberately looking away from the marker wall during play.
- Rotating the head sharply during play, putting excessive strain on the headset and causing an AR tracking error.
- Allowing the target cells to remain out of its correct position for more than 4 seconds.
- Deliberately repeating the same or a similar prohibited movement after a referee's warning.

If the referees verify that inaccurate AR tracking was caused by equipment failure, a system issue, or court conditions, the player is not held responsible and receives no warning or penalty. If excessive swinging of the wrist sensor causes equipment failure, the referees determine the applicable penalty.

4.1.3 Physical Contact

- When physical contact occurs during play, the referees determine who initiated the contact and who received it, taking into account what happened on court and any post-match replay

.

- The side that initiates the contact commits a gameplay foul. The side that receives the contact is not charged with a foul.
- Initiating contact is a foul even if accidental. Accidental contact may warrant a lighter penalty. Deliberate contact warrants a more severe penalty.

4.2 Technical Fouls

Technical fouls are classified as ordinary or serious according to the severity of the conduct.

4.2.1 Ordinary Technical Fouls

An ordinary technical foul violates event regulations or basic sporting etiquette. Examples include the following:

- Failing to observe required sporting courtesies.
- Disobeying a referee's on-site ruling or instruction.
- Verbally abusing a referee, opponent, or event staff member.
- Kicking, striking, or damaging court fixtures, positioning backdrops, or similar items.
- Making an offensive gesture, such as raising the middle finger.
- Deliberately throwing away event equipment.
- Sitting on the court floor without a valid reason.
- Swearing or using offensive language during play.
- Showing signs of starting a fight or engaging in a verbal dispute without affecting the match result.

4.2.2 Serious Technical Fouls

A serious technical foul is an aggravated violation of sportsmanship. Examples include the following:

- Fighting with an opponent, referee, or staff member during play.
- Repeatedly ignoring referee warnings and refusing to correct the misconduct.
- Deliberately damaging equipment designated for the event.
- An individual player accumulates two ordinary technical fouls over the course of the same competition.
- Engaging in severe verbal abuse of a referee, opponent, or staff member.
- Threatening a referee or event staff member through words or actions.

4.3 Penalties for Fouls

The referees apply the following penalties to teams that receive warnings, yellow cards, or red cards. Group-stage and knockout-stage penalties apply independently.

4.3.1 Group Stage

- Gameplay fouls accumulate across all players on a team. In groups of five or six teams, once a team accumulates three gameplay fouls, five points are deducted from its score on the group-stage record sheet.
- A player who receives a red card is disqualified from the remaining matches in that group. If the team has no substitute available, it automatically forfeits.
- Fouls accumulated in the group stage expire at the end of that stage.

4.3.2 Knockout Stage

- Team fouls accumulate separately for each BO3 match and reset when that match ends. However, individual ordinary technical fouls continue to accumulate throughout the competition under Section 4.2.2.
- A team's first foul in a BO3 match results in a warning. Depending on the impact of the foul, the referee may order the current game to be replayed.
- A team's second foul in the same BO3 match results in an immediate loss of the current game. The same penalty applies to the third foul and each subsequent foul.

Chapter 5 Wins and Losses by Ruling

The following rules determine results arising from forfeits, suspensions, and other circumstances outside competitive play.

5.1 Forfeits

- In 3v3, a team forfeits if fewer than three of its players are present before the match starts. In solo competition, a player forfeits if they fail to appear for the match.
- No one from the team arrives to compete on the day of the event.
- If the start or progress of a match is delayed by more than three minutes, a team may be ruled to have forfeited unless a specific provision of the technical rules prescribes a different penalty.

5.2 Forfeit or Suspension of One Team

- **Group stage: The eligible team is awarded a 3–0 win.**
- **Knockout stage: The eligible team is awarded a 2–0 match win, with a score of 3–0 in each game.**

5.3 Forfeit or Suspension of Both Teams

- **Group stage: The match is recorded as 0–0.**
- **Knockout stage: The match is recorded as 0–0 in games. Both teams are ineligible to advance to the next round.**

Chapter 6 Referee Duties and Authority

Referees may make rulings under these competition rules in all circumstances to ensure fair and impartial play. They may issue warnings, yellow cards, or red cards directly for fouls committed on site and may review those rulings afterward using match footage.

6.1 Referee Authority

Referees prepare, complete, and sign the forms and reports documenting match progress and results in accordance with the competition documents.

A referee may warn or remove any player, spectator, or staff member who engages in the conduct listed below. If a player engages in such conduct, it is classified as a serious technical foul and the applicable yellow or red card penalties apply.

- Objecting to a ruling or penalty imposed by a referee or the organizer and expressing dissatisfaction through extreme conduct.
- Threatening a referee or event staff member through words or actions.
- Deliberately obstructing the normal course of play.
- Offering money, goods, or other benefits to a team in an attempt to give one side a competitive advantage, or engaging in similar unfair conduct.

Chapter 7 Pauses Interruptions and Rematches

From the start of play until the result is officially displayed (the period referred to as “during play”), if circumstances affect fairness or the normal course of play, the referees and the organizer may pause or stop play or arrange a rematch, depending on the circumstances.

7.1 Grounds for Stopping or Rematching a Game

The following are examples of grounds for stopping or rematching a game.

7.1.1 Equipment and System Issues

- Low equipment battery power.
- An incorrect or malfunctioning software version.
- Incorrect configuration, such as missing audio or abnormal settings.

- Network failure.
- Equipment crashes or damage for which players are not responsible.
- Serious gyroscope malfunction.
- Abnormal target cells positioning or prolonged displacement.
- Abnormal target cells positioning at the start of play.
- Display problems for which players are not responsible, including missing or misaligned images, lag, or stuttering.
- Target cells positioning problems for which players are not responsible, including offsets, misalignment, drift, or a clear mismatch with the player's actual position.
- An incorrect change in the score for reasons outside the players' control, including points wrongly awarded or lost.

7.1.2 Court Conditions and External Factors

- External interference, including interference with the court or signal.
- Safety issues that pose a risk of personal injury.
- Force majeure events.

7.1.3 Fairness Issues

- One team commits a foul that prevents the other team from playing normally.
- The referees review the incident and confirm that it affected fairness and meets the conditions for a rematch.

7.2 Incidents Attributable to Players

As a rule, the following circumstances do not warrant a rematch, and the result remains valid.

- A player drops equipment, including the HMD or arm Sensor) through improper handling.
- A forceful collision causes an equipment or sensor malfunction.
- Excessive or rapid rotation causes a gyroscope malfunction.
- Moving outside the marker wall prevents the system from making a valid

determination.

- A player’s technique or operation prevents an energy ball, shield, or skill from being deployed normally.
- If an arm sensor or head-mounted display (HMD) breaks or becomes detached during play, the incident is considered the player's responsibility and, as a rule, does not warrant a replay.

7.3 Decision Criteria and Responsibility

- A pause or rematch may be ordered only after the referee confirms that the issue affected fairness or the normal course of play.
- If the issue can be resolved quickly, the referee may resume play.
- If the issue cannot be resolved quickly or has a significant impact, the referee may order a full rematch.
- Issues caused by a player’s operation, skill level, or error in judgment are ineligible as grounds for a pause or rematch.
- Responsibility for each issue is determined by whether a player’s actions caused it directly or indirectly.
- If the referee confirms that an equipment or system issue was the cause, the player-responsibility provisions do not apply.
- If a rematch is ordered, every player must keep the skill-point allocation confirmed for the original game. Changes are prohibited.

Chapter 8 Equipment and Uniform Requirements

- Players must use the equipment designated by the organizer. They must wear the headset and wrist sensor correctly, with the sensor on the wrist of their dominant hand.
- Rubber bands or similar aids may be used to secure the equipment.

- Players may replace the headset's rubber padding or neck strap. Fragile or irregularly shaped materials are prohibited. Color changes, including spray painting, are permitted.
- Before each match, players must inspect their equipment, including the arm sensor and head-mounted display (HMD), to ensure that there are no signs of damage or defects. Any issues must be reported to the designated event official before the match begins.
- Covering ventilation openings or adding extra components is prohibited.
- Cutting, drilling, or otherwise altering the shape of the headset is prohibited.
- All players must wear tops and long trousers of the same design.
- All participant clothing and equipment must be suitable for the competition and must be free of potentially offensive marks, text, or combinations of symbols.
- Religious or political statements or images are prohibited.
- All advertising marks, including sponsor and partner logos, must be coordinated with and approved by the Organizing Committee.

Chapter 9 Protests

A team that disputes a ruling by the officiating referee must lodge a protest on site under this chapter. Knockout-stage protests are decided on site. Group-stage protests follow Section 9.3. The subsequent schedule continues while protests are received and decided. Group-stage and knockout-stage protest rules apply independently.

9.1 Eligibility and Grounds for Protest

- In team competitions, only the team captain or the team representative confirmed at registration may lodge and sign an on-site protest on behalf of the team. Other team members may not submit protests directly to the referees. In solo competition, the player may lodge and sign their own protest and signs any records required under this chapter.

- Protests are limited to refereeing errors in scoring decisions or the handling of technical faults. Referee judgment calls are ineligible, including who initiated or received physical contact, the severity of a foul, and the use of warnings, yellow cards, or red cards.

9.2 Protest Procedure

Knockout-stage protests follow these steps in order and are handled entirely on site. Section 9.3 governs group-stage protests.

Step 1. The match ends and the system displays the result.

Step 2. Within five minutes of the match ending, the captain, team representative, or solo player goes to the relevant referee desk, completes the official protest form, states the grounds, and signs it.

Step 3. After the referee receives the form, the remaining schedule proceeds as planned.

Step 4. If needed, the referee reviews the system records and instant replay for the match in question.

Step 5. After review, the referee issues a decision and informs both teams of the decision and the grounds for it.

Step 6. If the protest is upheld, the referee voids the original result. Both teams must retain the previously confirmed skill-point allocations and hero selections. The Organizing Committee schedules the rematch. Substitutions and changes to any settings are prohibited for the rematch.

Step 7. If the protest is rejected, the original result stands and the schedule continues.

Step 8. The referee records the substance of the protest, the decision, and its grounds on the match record. Both team captains or, in solo competition, both players sign to confirm the record.

9.3 Group Stage

- The captain, team representative confirmed at registration, or solo player must go to

the relevant referee desk within five minutes of the match ending, complete the official protest form, state the grounds and the time of submission, and sign it. The referees may decline to consider a form submitted after the five-minute deadline.

- After receiving the form, the referees assess the protest. They may review the system records and instant replay for the match as needed and inform both teams of their decision and the grounds for it.
- The schedule continues while the protest is received and decided. Both teams must report for their next match as scheduled. They may not remain on the court, interfere with later matches, or argue with the referees or the opposing team.
- If the protest is upheld and the referees order a rematch, the original result is void. The Organizing Committee schedules the rematch. Both teams must retain the previously confirmed skill-point allocations and hero selections. Substitutions and changes to any settings are prohibited. If the protest is rejected, the original result stands.
- Each team has two protest opportunities during the group stage. An upheld protest uses neither opportunity, and the team retains its right to protest. A rejected protest uses one opportunity. Once both opportunities are used, the team may lodge no further group-stage protests.
- The protesting team may receive a warning if the referees find that it abused the right to protest or deliberately delayed play.

9.4 Knockout Stage

- The knockout stage uses BO3 matches. The right to protest applies to the entire BO3 match. Each team may protest during each BO3 match. If a protest is upheld, the team retains its right to protest. If a protest is rejected, the team may lodge no further protest during that BO3 match. The right to protest resets automatically at the start of each BO3 match and does not carry over to the next BO3 match.
- Abuse of the right to protest and deliberate delays carry stricter penalties in the knockout stage. The referee may issue a yellow card directly. Serious cases are

handled under the technical foul rules.

9.5 Conduct During a Protest

- While a knockout-stage protest is being decided on site, players from both teams must remain in the court area and await the ruling. While a group-stage protest is being received and decided, the schedule continues and players must attend their subsequent matches as scheduled. At either stage, leaving the court without authorization or arguing with referees or the opposing team is a technical foul.
- The protesting team must state the facts truthfully. The Organizing Committee may reject a protest based on fabricated facts or made in bad faith and may issue a warning or yellow card, or disqualify the team, depending on the severity.

9.6 Written Protests on Other Matters

- The on-site procedure does not apply to matters outside on-site rulings, such as player eligibility or registration information. The team concerned must submit its protest in writing to the Organizing Committee within 24 hours of discovering the issue. The Committee handles it separately. The written protest does not affect the result of the match at issue or the progress of the schedule.

Chapter 10 Final Provisions

The HADO World Cup Organizing Committee issues and interprets these rules. The Committee reserves the right to amend or supplement them as operational needs require.

Appendix 1 Official Protest Form

Event		**Match No.**	
Protesting Team or Player		**Opposing Team or Player**	
Captain, Representative, or Solo Player		**Date and Time**	

Reason for Protest

_____

_____

Protester's Signature: _____ Date: _____

For Officials' Use Only

Received By		**Time Received**	
Decision	☐ Upheld ☐ Rejected		
Rationale			

Referee Signature: _____ Date: _____