2026 HADO INTERNATIONAL CAMPUS CHAMPIONSHIP

COMPETITION FORMAT

I. Event Overview

1. **Event Name:** 2026 HADO INTERNATIONAL CAMPUS CHAMPIONSHIP
2. **Organizer and Governing Body:**

International HADO Federation (IHF)

Host City and Government Support:

Shanghai Municipal Sports Bureau; People's Government of Hongkou District, Shanghai

Local Organizing Partners:

Shanghai Future Jump Sports Technology Co., Ltd.; Shanghai Donghao Lansheng Yuanshu Culture Technology Co., Ltd.

Supporting Organizations:

Shanghai Science and Technology Sports Management Center; Hongkou District Sports Bureau; Hongkou District Education Bureau; Hongkou District Commission of Commerce; Hongkou District Culture and Tourism Bureau; North Bund Subdistrict, Hongkou District; Hongkou District Federation of Returned Overseas Chinese

Partner Organizations:

Shanghai Sports Industry Federation; Shanghai Esports Association; Shanghai Liuyu Culture Co., Ltd..

3. **Date:** November 22, 2026
4. **Location:** North Bund, Shanghai
5. **Competition Governance:**

The International HADO Federation (IHF) is the governing body of the competition and holds final authority over competition regulations, tournament formats, officiating standards, and all competition-related decisions. Local organizing partners are responsible for supporting event operations in coordination with IHF.

II. Participation Information

1. Competition Mode: HADO 3v3, 80-second match, manual charging.
2. Team Composition: Each team consists of 3 to 6 players.
3. Number of Participating Teams: 24 international campus teams.

   Age Requirement (U16): Players must have been born on or after January 1, 2010.
4. Team Information:

No	Country/Region	Team Name
1	China	Bingo Rain
		Shadow Walker
		AKA

		Guole Thunder
		Heaven
		Qingning Baoxue
		Aurora
		Please enter Liuguang
		Star Frost
		K-Boys
2	Japan	KidsBAKUFU
		Metal Knot
		METEORITE
3	Malaysia	HADO MALAYSIA M3
		HADO MALAYSIA M2
		HADO MALAYSIA M1
4	Greece	PANATHINAIKOS
5	Republic of Korea	DARK HORSE
		THUNDER
		KINGDOM
		AION
6	Hong Kong, China	Sports Expo
		Griffon
		HK U16

III. Competition Rules

1. Grouping

1) The 24 campus teams will be divided into four groups, Groups A, B, C and D, with 6 teams in each group (24 teams in total).

2) Groups will be determined by draw. There will be no seeded teams and no division into seeded and unseeded pots. Instead, separate country/region pools will be established. Teams will be drawn and assigned by country/region in sequence, with teams from the same country/region being placed in different groups wherever possible. For the detailed draw procedure, please refer to the “2026 HADO INTERNATIONAL CAMPUS CHAMPIONSHIP Draw Rules.”

2. Competition Format

1) Group Stage:

A. A single round-robin will be played within each group. Each team must play each of the other teams in its group once. Each group will play 15 matches.

Advancement: The top two teams from each group will advance, producing 8 teams from the four groups for the Quarterfinals.

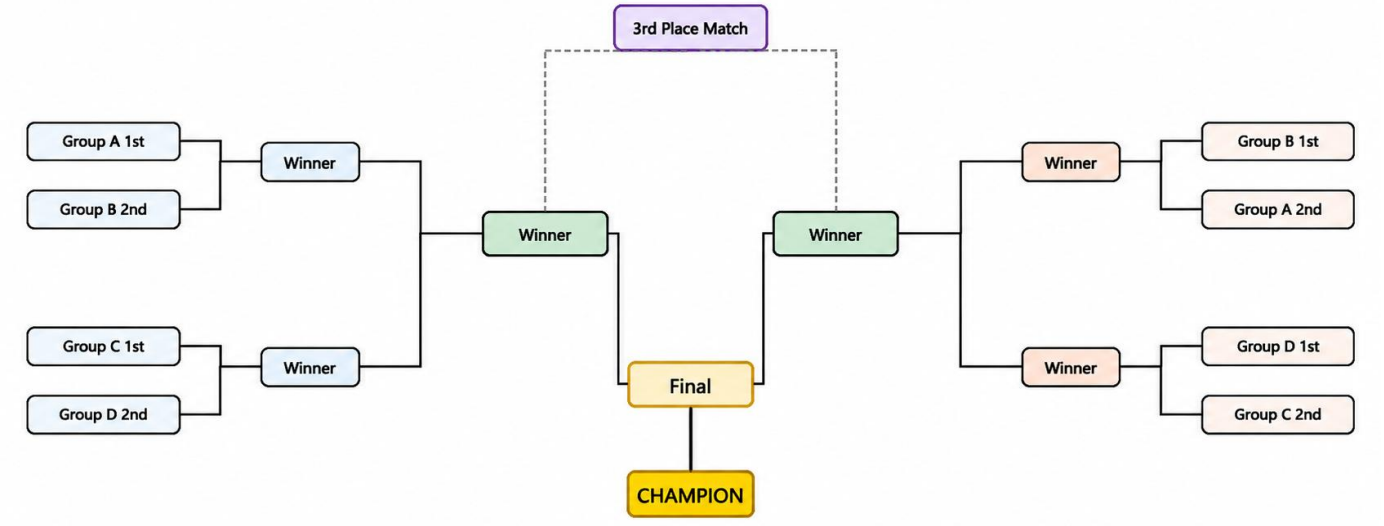
2) Knockout Stage:

The 8 qualified teams will compete in a single-elimination tournament beginning with the Quarterfinals. All rounds will be played as best-of-three series. The stages are: Quarterfinals (4 matches), Semifinals (2 matches), Third-Place Match, and Final.

From the Quarterfinals onward, no further draw will be conducted. Matchups are fixed according to group-stage rankings, as shown below.

Final: Winner of Semifinal 1 vs Winner of Semifinal 2.

Third-Place Match: Loser of Semifinal 1 vs Loser of Semifinal 2.



3. Competition System

1) Group Stage Ranking:

A. After the group stage, teams will be ranked according to number of wins.

B. If teams in the same group have the same number of wins, the following criteria will be applied in order:

a. Point differential among the tied teams

b. Total points scored among the tied teams

c. Head-to-head result among the tied teams

2) Knockout Stage:

A. Quarterfinals: Best-of-three; winners advance.

B. Semifinals: Best-of-three; winners advance.

C. Third-Place Match: Best-of-three.

D. Final: Best-of-three.

4. Basic Match Rules

1) Match Overview: Teams compete through offense and defense within the designated court and aim to score as many points as possible within 80 seconds.

2) Court Dimensions: 10 m (L) × 6 m (W) × 2.66 m (H).

3) Players and Match Duration: 3v3, 80 seconds. Player substitutions are not permitted during a match.

4) Team Composition: Each team consists of 3 to 6 players.

5) Determining the Winner: The team with the higher score after 80 seconds wins. If the score is tied, a one-point overtime will be played to determine the winner. Draws are not permitted.

6) Equipment: Standardized equipment for international competitions.

7) Single-Match Duration: Approximately 5 minutes; applicable to the group stage.

8) Best-of-Three Duration: Approximately 20 minutes; applicable to the knockout stage.

5. Match Procedures

1) Player Waiting Procedure:

A. Players not currently competing must wear their equipment and wait in order. After the current match has been confirmed as finished, the next group of players will enter the court.

B. Apart from the teams currently competing, the two teams scheduled for the next match shall wait in the designated waiting area.

2) Main Competition Match Order:

A. Matches will be conducted according to the group-stage results and the competition format.

3) Refereeing, Rematches and Violations:

A. Matches will be conducted in accordance with international competition regulations.

B. Decisions regarding rematches and violations during the competition will be announced before implementation.

6. Participant Safety Measures

1) Participants should complete sufficient warm-up and preparation before matches to prevent injuries.

2) Taking health, injuries and psychological factors into consideration, decisions prioritizing player safety should be made through procedures acceptable to both parties.

3) Participant and player safety shall be regarded as the highest priority.

IV. Event Schedule

Time	Content	Remarks

V. Awards

Champion: Champion Medal and Prize Money of ¥30,000

Runner-up: Runner-up Medal and Prize Money of ¥10,000
Third Place: Third-Place Medal and Gift