2026 HADO SOLO GLOBAL CHAMPIONSHIP

COMPETITION FORMAT

I. Event Overview

1. **Event Name:** 2026 HADO SOLO GLOBAL 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 1v1, 80-second match, manual charging.
2. Participation Format: Individual.
3. Number of Participants: 96 players.
4. Player Information:

No	Country/Region	Team Name
1	China	IDOL.C0uki
		BGR_Ice
		Alex.Z
		YZY
		ZCG
		DEMOK
		Mel
		Cheng
		Hanson
2	Spain	Nai
		Dave

		Anclaboy
3	New Zealand	Minos
		ratio
		Weiky
		JozzBoss
4	Morocco	Djo
		Hamza
		Abdel
5	Wales	TADPOLE
		HUW
		DURBIN
6	Saudi Arabia	Abdulrahman
7	Japan	IKAHACHI
		Yogoshin
		ZOOMAA
		Sho
		masa
		OTSU
		BAKUTO
		Morozo
		SASUKE
		TAKOCHAN
8	Malaysia	Ca'an
		Anas
		Iyang
		DIFF
9	Scotland	ROBBIE
		DAN
10	Cyprus	ATHANASIA
		ZINONOS E
		Merl1n
11	Belgium	ETHAN
		RAYAN
12	Philippines	JOHN_P
		JAMES_P
13	Republic of Korea	JINU
		RUMA
		JAY
		ROHA
		TAEOH
		URI
		MIN
		BAXTER
14	Greece	SPIRO
		JOHN
		DimSter
		MAKIS13
		THODORIS
		MichJ21
		GEDATSU
		YOUMERTBRO
		EFFIE
15	Australia	Kenchan_0_
		Lachlan_67
		FallenStar
		SirReinz

16	North Macedonia	Matrix
		VOID
17	Hong Kong, China	Alfred
		WL
		Yin
18	USA	Shadowball
		BOSS13E13E
		FLACKHILL
19	England	$HAMP
		ROMA
		ROHAN
		NATHAN
		SAVAGE
		PYRO
20	Türkiye	Erdem
		Utku
		Emre
		Metin
		Gökay
		Barış
21	France	Ludo
		Adri
		Karl
22	Italy	Atat
		Jedi
23	Chinese Taipei	TOBY
		Icelan
		yu7ing
24	Romania	Slowyd

III. Competition Rules

1. Grouping

1) The 96 players will be divided into 16 groups, Groups A through P, with 6 players in each group.

2) Groups will be determined by draw. During the draw, priority will be given to placing players from different countries/regions in the same group.

2. Competition Format

1) Group Stage:

A. A single round-robin will be played within each group. Each player must play each of the other players in the group once.

Advancement: The top two players from each group advance to the knockout stage.

2) Knockout Stage:

The 32 qualified players will not be redrawn. They will be placed directly into the fixed bracket below according to their group-stage rankings. From the Round of 32 onward, the tournament will use single elimination, with all rounds played as best-of-three series. The stages are: Round of 32 (16 matches), Round of 16 (8 matches), Quarterfinals (4 matches), Semifinals (2 matches), Third-Place Match, and Final.

3. Competition System

1) Group Stage Ranking:

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

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

a. Point differential among the tied players

b. Total points scored among the tied players

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

2) Knockout Stage:

A. Round of 32: Best-of-three; winners advance.

B. Round of 16: Best-of-three; winners advance.

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

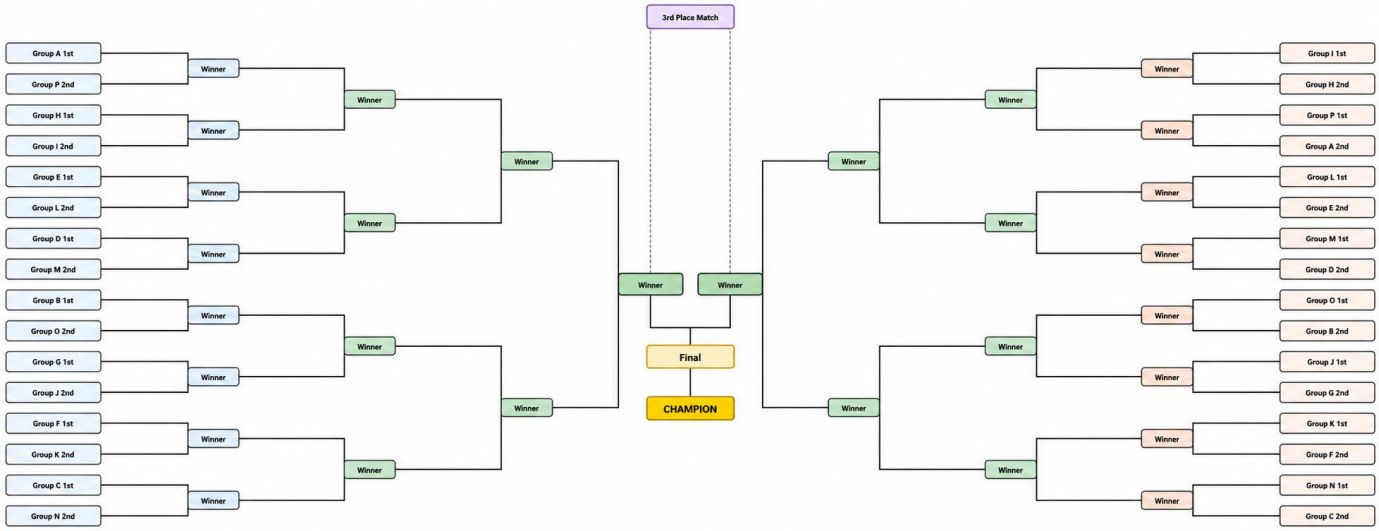
D. Semifinals: Best-of-three; winners advance.

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

F. Final: Best-of-three.

G. From the Round of 32 onward, the knockout bracket is fixed and no draw will be conducted. In the table, “Group A 1st” means the player finishing first in Group A, and “Group A 2nd” means the player finishing second in Group A, and so on.

H. The Semifinals are fixed as follows: the upper half consists of Groups A, B, C, D, E, F, G and H, with the winner of Quarterfinal 1 facing the winner of Quarterfinal 2 (Semifinal 1); the lower half consists of Groups I, J, K, L, M, N, O and P, with the winner of Quarterfinal 3 facing the winner of Quarterfinal 4 (Semifinal 2). The two semifinal winners advance to the Final, while the two losing players advance to the Third-Place Match.



4. Basic Match Rules

1) Match Overview: Both players 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: 1v1, 80 seconds.

4) Participation Format: Individual 1v1; each player competes independently.

5) Determining the Winner: The player 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 players currently competing, subsequent players will wait in order for the next match.

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 ¥20,000

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

Third Place: Third-Place Medal and Prize Money of ¥5,000