2026 HADO SOLO GLOBAL CHAMPIONSHIP
DRAW RULES

I. General Rules

1. Seeding will be determined solely based on the results of the quarterfinalists of the 2025 HADO WORLD CUP. All SOLO participants from the eight countries that reached the quarterfinals will be designated as seeded players.

2. The draw order is fixed as “seeded players first, non-seeded players second.” The non-seeded slots will be drawn only after all seeded players have been placed and the placements have been verified.

3. A “same-country avoidance” principle will apply: players from the same country/region will be distributed across different groups wherever possible.

II. Group Stage

The 96 players will be divided into 16 groups, Groups A-P, with six players in each group. Each group will play a single round-robin, and the top two players from each group will advance to the Round of 32 knockout stage.

III. Number of Participants

A total of 96 players from 24 countries/regions have been finally confirmed, as follows:

No.	Country/Region	Confirmed Players	Status
1	China	9	Seeded
2	Japan	9	Seeded
3	Greece	9	Seeded
4	Republic of Korea	8	Seeded
5	England	6	Seeded
6	Türkiye	6	Seeded
7	New Zealand	4	Seeded
8	USA	3	Seeded
	Seeded subtotal	**54**	
9	Malaysia	4	Non-seeded
10	Australia	4	Non-seeded
11	Spain	3	Non-seeded
12	Scotland	3	Non-seeded
13	Wales	3	Non-seeded
14	Morocco	3	Non-seeded
15	France	3	Non-seeded
16	Cyprus	3	Non-seeded
17	Hong Kong, China	3	Non-seeded
18	Chinese Taipei	3	Non-seeded
19	Belgium	2	Non-seeded
20	North Macedonia	2	Non-seeded
21	Italy	2	Non-seeded
22	Philippines	2	Non-seeded
23	Saudi Arabia	1	Non-seeded
24	Romania	1	Non-seeded
	Non-seeded subtotal	**42**	
	Total	**96**	

IV. Seeded Players

The seeded players consist of all registered participants from the eight countries that reached the quarterfinals of the 2025 HADO WORLD CUP, for a total of 54 players: China 9, Japan 9, Greece 9, Republic of Korea 8, England 6, Türkiye 6, New Zealand 4, and USA 3. The remaining 42 players from 16 countries/regions are non-seeded players.

V. Draw Procedure

1. Draw Equipment: Three draw boxes will be used. Box 1 will contain 16 group identifier balls marked A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, and P, which will be used to determine the priority order of the groups. Box 2 will be used for country/region identifier balls to determine the processing order of the countries/regions. Box 3 will be used for player identifier balls. The draw will be conducted in two stages — seeded players first, followed by non-seeded players. Seeded and non-seeded player balls will be organized separately, with the player balls for each country/region grouped together.

2. Determining the Group Priority Order: At the start of the draw, the 16 group identifier balls A-P in Box 1 will be mixed thoroughly and drawn one by one by the draw guest. The resulting sequence will become the “Group Priority Order” (hereinafter referred to as the “group order”). This order will serve as the common basis for resolving ties when multiple groups have the same number of remaining slots.

3. Placement of Seeded Players: The identifier balls for the eight seeded countries/regions (China, Japan, Greece, Republic of Korea, England, Türkiye, New Zealand, and USA) will be placed into Box 2 and drawn one by one to determine the processing order of the seeded countries/regions. Each time a country/region is drawn, all seeded player balls from that country/region will be placed into Box 3, mixed thoroughly, and drawn one by one. Each player will be placed, among groups whose seeded slots are not yet full and that do not already contain a player from the same country/region, into the group with the greatest number of remaining seeded slots. If multiple groups have the same number of remaining seeded slots, the player will be placed into the group appearing earlier in the predetermined group order. After all seeded players from that country/region have been placed, the next country/region will be drawn from Box 2 and the same procedure will be repeated until all eight seeded countries/regions have been processed. Upon completion, Groups A-F will each contain four seeded players, while Groups G-P will each contain three seeded players.

4. Placement of Non-Seeded Players: After all seeded players have been placed and the placements have been verified, Box 2 will be emptied and the identifier balls for the 16 non-seeded countries/regions will be placed into it and drawn one by one to determine the processing order. Each time a country/region is drawn, all non-seeded player balls from that country/region will be placed into Box 3, mixed thoroughly, and drawn one by one. Each player will be placed, among groups whose non-seeded slots are not yet full and that do not already contain a player from the same country/region, into the group with the greatest number of remaining non-seeded slots. If multiple groups are tied, the player will be placed into the group appearing earlier in the predetermined group order. The same procedure will continue until all 16 non-seeded countries/regions have been processed. Upon completion, Groups A-F will each contain two non-seeded players, while Groups G-P will each contain three non-seeded players.

5. Placement Results: Under the procedure above, every player from the same country/region will be placed into a different group, thereby achieving same-country/region avoidance. Each group will ultimately contain six players. Groups A-F will each consist of four seeded players and two non-seeded players, while Groups G-P will each consist of three seeded players and three non-seeded players. The entire draw will proceed according to the established rules. Whenever available slots are tied, the predetermined group order will be used directly, without any additional draw or re-draw, ensuring balanced, fair, and traceable group allocation.

VI. Distribution of Seeded and Non-Seeded Slots

Group Type	No. of Groups	Seeded per Group	Non-Seeded per Group	Total per Group
4-seed groups	6	4	2	6
3-seed groups	10	3	3	6
Total	**16**	**54**	**42**	**96**

Note: The six 4-seed groups are fixed as Groups A-F (4 seeded + 2 non-seeded players per group), while the ten 3-seed groups are fixed as Groups G-P (3 seeded + 3 non-seeded players per group).