2026 HADO WORLD CUP

COMPETITION FORMAT

I. Event Overview

1. **Event Name:** 2026 HADO WORLD CUP
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 21, 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: 23 national teams.
4. Team Information:

No.	Country / Region	Team Name	Player ID
1	China	HADO China	Koi
			Ice
			MuMu
			C0uki
			Zen
			Regulus
2	USA	HADO USA	M8L33
			Shadowball
			BOSS13E13E
			FLACKHILL
			Yaniv
3	England	HADO England	$HAMP
			ROMA
			ROHAN
			NATHAN
			Savage

No.	Country / Region	Team Name	Player ID
4	Greece	HADO Greece	SPIRO
			Makis13
			THODORIS
			MichJ21
			JOHN
5	Republic of Korea	HADO Korea	JINU
			RUMA
			ROHA
			JAY
			TAEOH
			MIN
6	Japan	HADO Japan	ZOOMAA
			Sho
			masa
			OTSU
			IOPON
			Koto
7	France	HADO France	Ludo
			Adri
			Karl
8	Australia	HADO Australia	Kenchan_0_
			Lachlan_67
			SirReinz
			FallenStar
9	New Zealand	HADO New Zealand	Minos
			ratio
			Weiky
			Notorious
			JozzBoss
10	Malaysia	HADO Malaysia	Anas
			Ca'an
			DIFF
			Iyang
11	Philippines	HADO Philippines	SPIDERMAN
			IRON MAN
			JOHN_P
			JAMES_P
12	Chinese Taipei	HADO Chinese Taipei	TOBY
			Icelan
			yu7ing
			JIM
13	Hong Kong, China	HADO Hong Kong, China	Alfred
			WL
			Yan
			FRANKL
			Yin
			Yuet
14	Cyprus	HADO Cyprus	DimSter

No.	Country / Region	Team Name	Player ID
			ZINONOS E
			Merl1n
			ATHANASIA
15	Italy	HADO Italy	Atat
			Jedi
			Y Canina
			Epsilon
16	Türkiye	HADO Türkiye	Erdem
			Utku
			Emre
			Metin
			Gökay
			Barış
17	Belgium	HADO Belgium	ETHAN
			SOU
			RAYAN
			JEROEN
			RYAN
18	Spain	HADO Spain	Nai
			Yphith
			Dave
			Anclaboy
			Hakky
			JLO
19	Wales	HADO Wales	TADPOLE
			DURBIN
			HUW
			NATHAN
20	Saudi Arabia	HADO Saudi Arabia	Abdulrahman
			Naif
			Abdulhadi
21	Morocco	HADO Morocco	Saad
			Djo
			Hamza
			yusef
			Abdel
22	Scotland	HADO Scotland	DAN
			ALEX
			ROBBIE
23	North Macedonia	HADO North Macedonia	Matrix
			EcoNiko
			VOID
			ANETA

III. Competition Rules

1. Grouping

1) The 23 national teams will be divided into four groups, Groups A, B, C and D, with 6 teams in each group.
2) Group allocation will be determined by draw.

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.

Advancement: The top four teams from each group will advance to the knockout stage.

Match No.	Matchup
M1	T1-T6
M2	T2-T5
M3	T3-T4
M4	T5-T1
M5	T6-T4
M6	T3-T2
M7	T1-T4
M8	T5-T3
M9	T2-T6
M10	T3-T1
M11	T4-T2
M12	T6-T5
M13	T1-T2
M14	T3-T6
M15	T5-T4

2) Knockout Stage:

The 16 qualified teams will be placed directly into the fixed bracket below according to their group-stage rankings, with no further draw. The knockout stage begins with the Round of 16 and is played as a single-elimination tournament. All rounds before the Final will be played as best-of-three series, while the Final will be played as a best-of- five series. The stages are: 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, teams will be ranked according to the 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

d. Drawing of lots

2) Knockout Stage:

A. Round of 16: The 16 teams will be paired according to the fixed bracket, for a total of 8 matches. Best-of-three; winners advance.

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

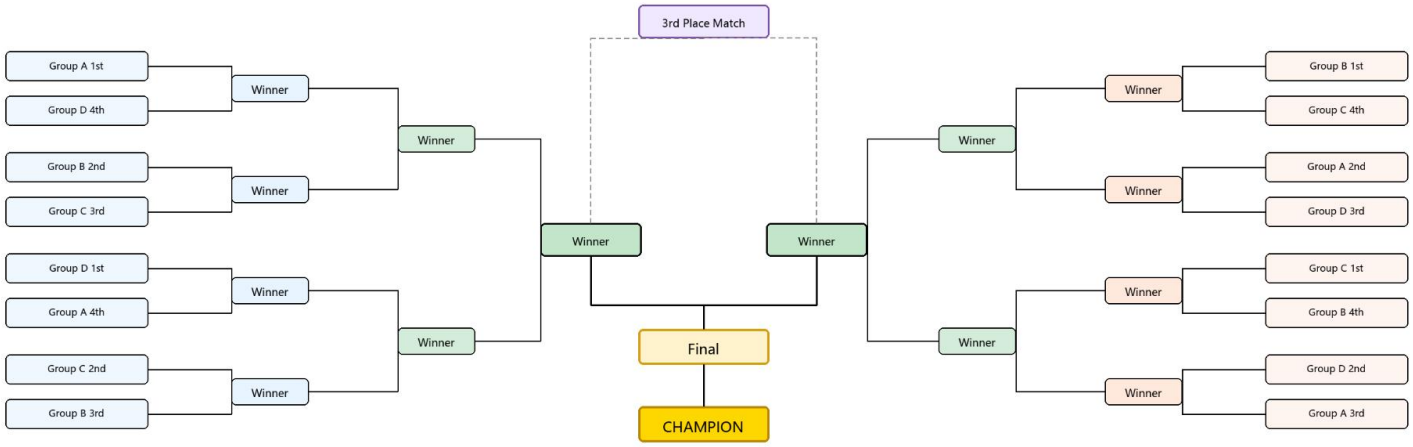
C. Semifinals: Best-of-three; winners advance.

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

E. Final: Best-of-five.

F. From the Round of 16 onward, the knockout bracket is fixed and no draw will be conducted. The specific matchups are shown below. (For example, “Group A 1st” means the team finishing first in Group A, and so on.)

G. The Semifinals are fixed as follows: in the Upper Half, the winner of QF1 will play the winner of QF2 (Semifinal 1); in the Lower Half, the winner of QF3 will play the winner of QF4 (Semifinal 2). The winners of the two Semifinals advance to the Final, while the losing teams advance to the Third-Place Match.



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 Trophy and Prize Money of ¥100,000
Runner-up: Runner-up Medal and Prize Money of ¥40,000
Third Place: Third-Place Medal and Prize Money of ¥20,000
Special Award: Best New Star Team — Prize Money of ¥4,000