# 2026 HADO WORLD GLOBAL CHAMPIONSHIP

# COMPETITION FORMAT

## I. Event Overview

1. **Event Name**: 2026 HADO WORLD 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 20–21, 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, Hero Mode, 80-second match, manual charging.
2. Team Composition: Each team consists of 3 to 6 players.
3. Number of Participating Teams: 54 teams.
4. Team Information:

| No | Country/Region | Team Name |
|---|---|---|
| 1 | China | Star Frost |
| | | Ember |
| | | Shadow Walker |
| | | Tianma |
| | | AGE |

| | | |
|---|---|---|
| | | Lime Blizzard |
| | | QCS |
| | | AKA |
| | | Avengers |
| | | Purple dragon 1 |
| | | Guole Thunder |
| | | Spark |
| | | Bingo Rain |
| | | HEAVEN |
| | | Please enter Liuguang |
| | | Howling Pack |
| | | ACE |
| | | Aurora |
| | | K boys |
| | | Purple dragon 2 |
| | | Full Counter |
| 2 | Spain | Singularity |
| 3 | New Zealand | E Blacks |
| 4 | Morocco | HADO Morocco |
| 5 | Wales | HADO Wales |
| 6 | Japan | MISTA |
| | | WAPEEE'S |
| | | Kids Bakufu |
| | | ColorFul |
| | | HIBANA |
| | | OrthroZ |
| 7 | Malaysia | HADO MALAYSIA M1 |
| | | HADO MALAYSIA M2 |
| 8 | Greece | ATROTOS |
| | | ZEROLAG ESPORTS |

| | | |
|---|---|---|
| 9 | Cyprus | HADO CYPRUS |
| 10 | Australia | Zingrr boxers |
| 11 | North Macedonia | HADO North Macedonia |
| 12 | Hong Kong, China | Sports Expo |
| | | Stiornament FC |
| | | HK U16 |
| 13 | USA | IDK |
| 14 | England | HADO England |
| 15 | Türkiye | HADO TÜRKİYE RED |
| | | HADO TÜRKİYE WHITE |
| 16 | France | HADO FRANCE |
| 17 | Chinese Taipei | Formosa Blade |
| 18 | Scotland | HADO Scotland |
| 19 | Republic of Korea | K-ROCK |
| | | SNIPER.W |
| | | CARBONS |
| | | SIRIUS |
| 20 | Philippines | HADO PH KIDLAT |
| 21 | Belgium | SUPER HEROES |

## III. Competition Rules

### 1. Grouping

1) The 54 teams will be divided into nine groups, Groups A, B, C, D, E, F, G, H and I, with 6 teams in each group, for a total of 54 teams.

2) Group allocation will be determined by draw. There will be no seeded teams and no division into seeded and unseeded pots. Instead, separate pools will be established by country/region, and teams will be drawn and assigned to groups sequentially on a country/region basis. For the detailed draw procedure, please refer to the “2026 HADO WORLD GLOBAL 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 five teams in its group once. Each group will play 15 matches, for a total of 135 matches across the nine groups.

Advancement: The top three teams from each group will advance, producing 27 teams from the nine groups. In addition, the five best fourth-place teams across the nine groups will advance, for a total of 32 teams in the Round of 32. Since all

groups play the same number of matches, the nine fourth-place teams will be ranked across groups by number of wins. If the number of wins is equal, point differential will be compared first, followed by total points scored. If still tied, the ranking will be decided by draw.

| 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 32 qualified teams 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, 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. Round of 32: 32 teams are paired according to the fixed bracket, 16 matches in total, 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.

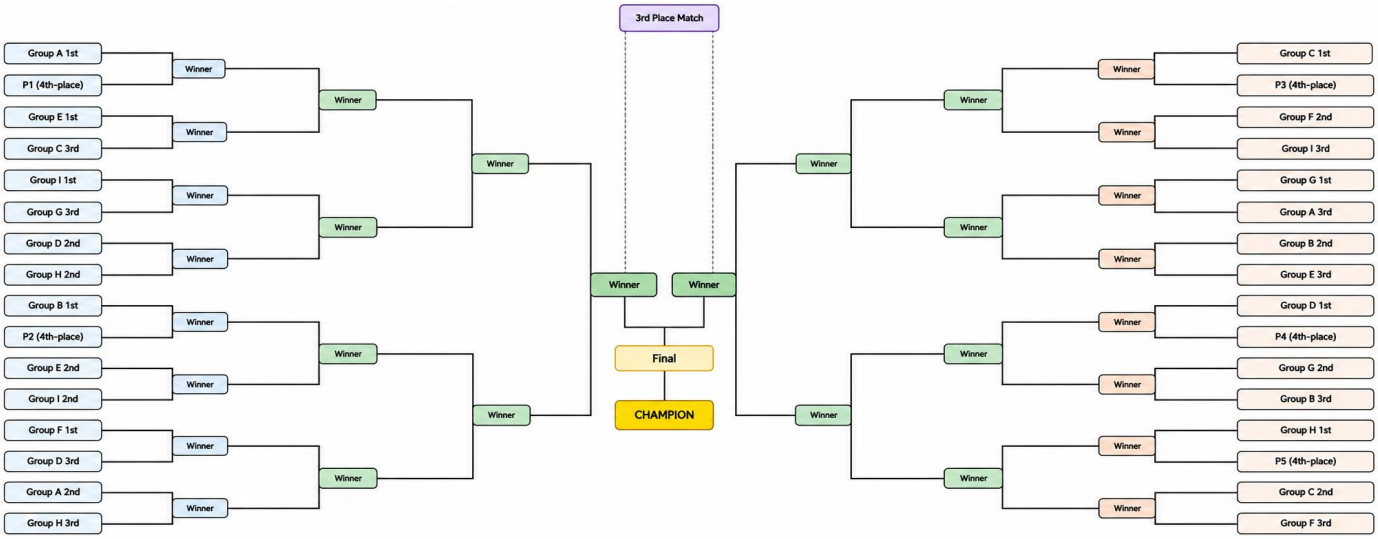
E. Third-Place Match: Best-of-three.

F. Final: Best-of-three.

G. From the Round of 32 onward, the knockout bracket is fixed and no draw will be conducted. The matchups are as follows. In the table, “Group A 1st” means the team finishing first in Group A. P1 to P5 are the five best fourth-place teams across all groups.

H. P1 to P5 are the five best fourth-place teams across all groups in the group stage, ranked by number of wins (P1 is the best and P5 is fifth). If a fourth-place qualifier is scheduled to face the first-place team from its own group, the qualifier positions will be swapped among the five designated fourth-place qualifier slots (R32-1, R32-5, R32-9, R32-13 and R32-15) to ensure that no fourth-place qualifier faces the first-place team from its own group.

I. Matchups from the Quarterfinals onward are also fixed. Quarterfinal Section 1: Winner of R16-1 vs Winner of R16-2; Section 2: Winner of R16-3 vs Winner of R16-4; Section 3: Winner of R16-5 vs Winner of R16-6; Section 4: Winner of R16-7 vs Winner of R16-8. In the Semifinals, the winner of Quarterfinal Section 1 plays the winner of Section 2 (upper half), and the winner of Section 3 plays the winner of Section 4 (lower half). The two semifinal winners advance to the Final, while the two 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, subsequent teams 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 ¥33,000

Runner-up: Runner-up Medal and Prize Money of ¥16,000

Third Place: Third-Place Medal and Prize Money of ¥8,000