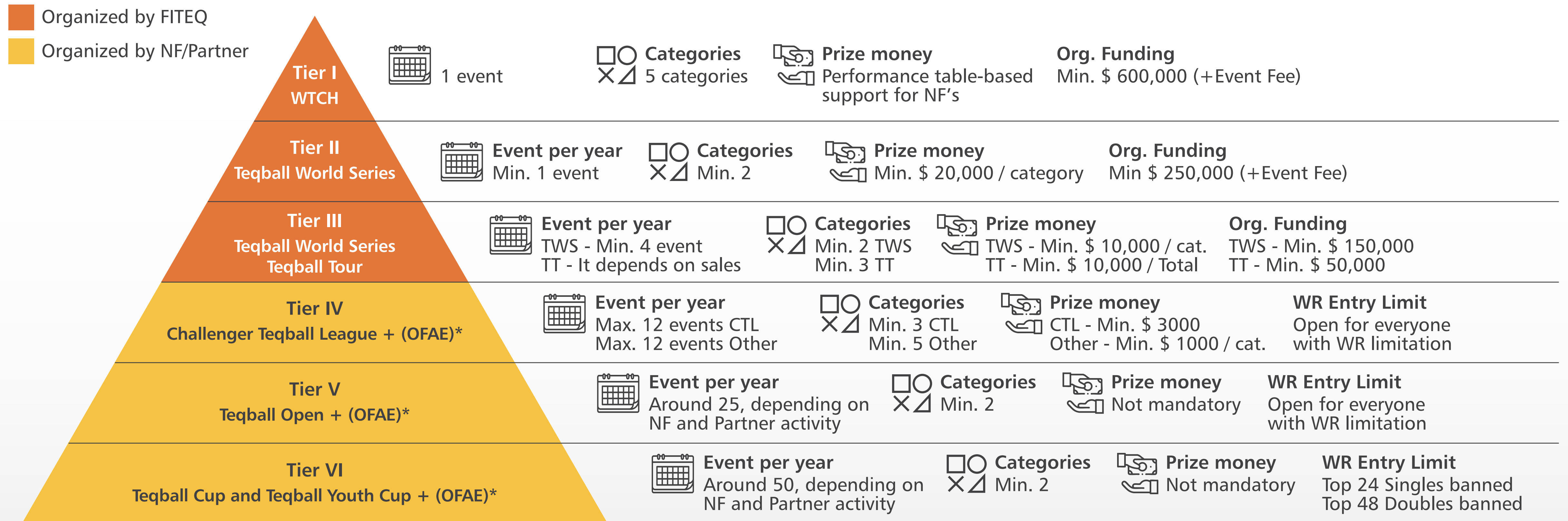


# FITEQ COMPETITION FORMAT 2025 - BRIEF SUMMARY

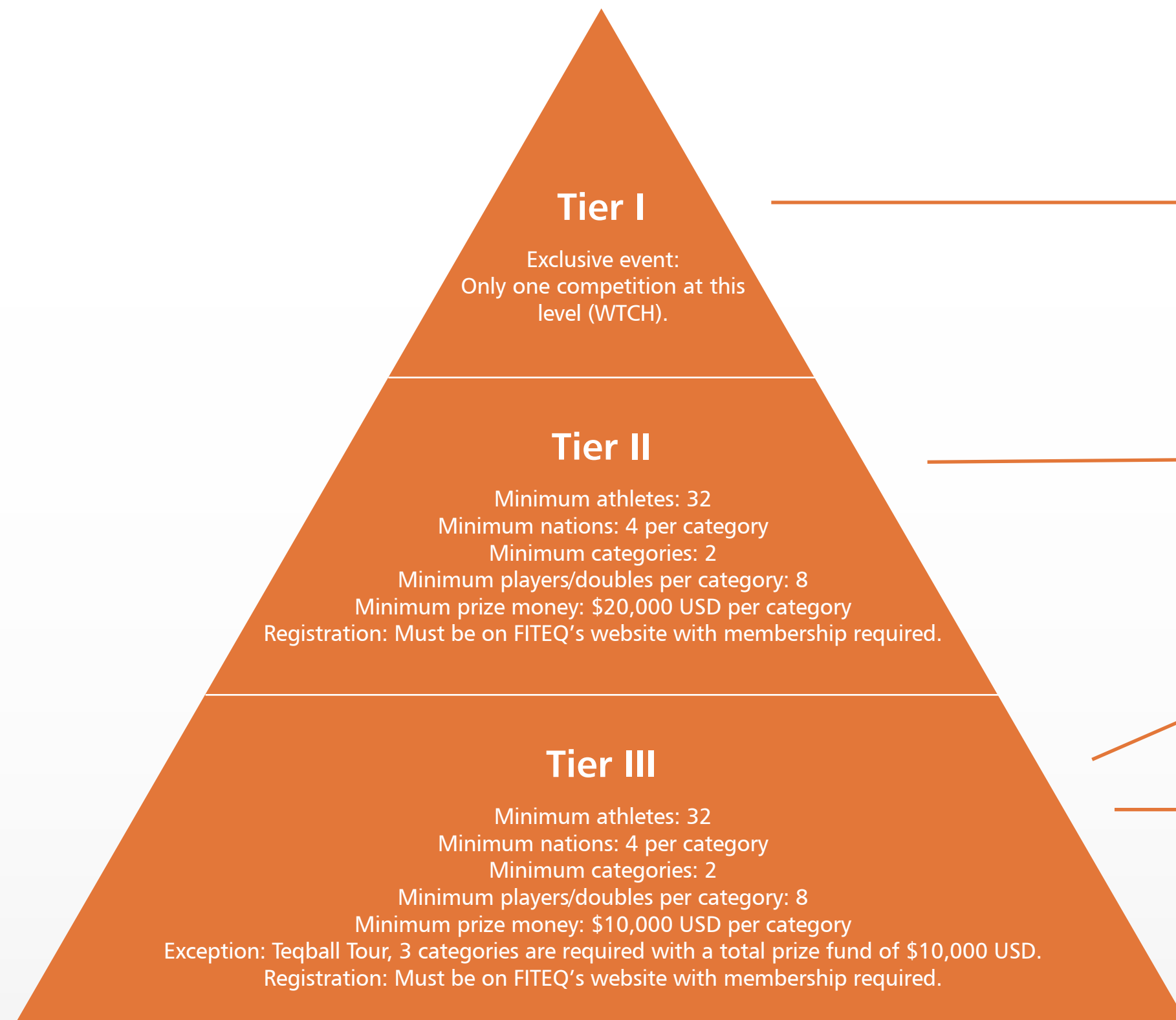
The 2025 competition structure for Teqball's World Ranking allocation system consists of six tiers, each with specific requirements for participation, prize money, and entry fees. The tiers form an interconnected system, offering numerous opportunities for competition and development, ranging from youth levels to professional ranks, while ensuring that partners and national federations can get involved in organizing competitions at various levels.



\*OFAE: Other - FITEQ Approved Event

# TIER I-III - ORGANIZED BY FITEQ

The top part of the pyramid consists of Tier I-III tournaments, which have a minimum entry cost and event fee, with significant prize money for the players. An exception is the World Championships (WTCH), where, following the participation of the nations, the National Federation (NF) is awarded.



## WORLD TEQBALL CHAMPIONSHIPS

The only Tier I event, exclusive to the World Championships.  
Min. 600,000 USD org. funding plus event fee.

## TEQBALL WORLD SERIES

**Tier II:** FITEQ provides the 20,000 USD / category prize money if the event fee and the minimum organizational funding are available from the partner's side, and an agreement is reached. The event fee is subject to discussion.  
Min. 250,000 USD org. funding plus event fee.

**Tier III:** Similar criteria but with \$10,000 USD prize money/category,  
Min. 150,000 USD org funding plus event fee.

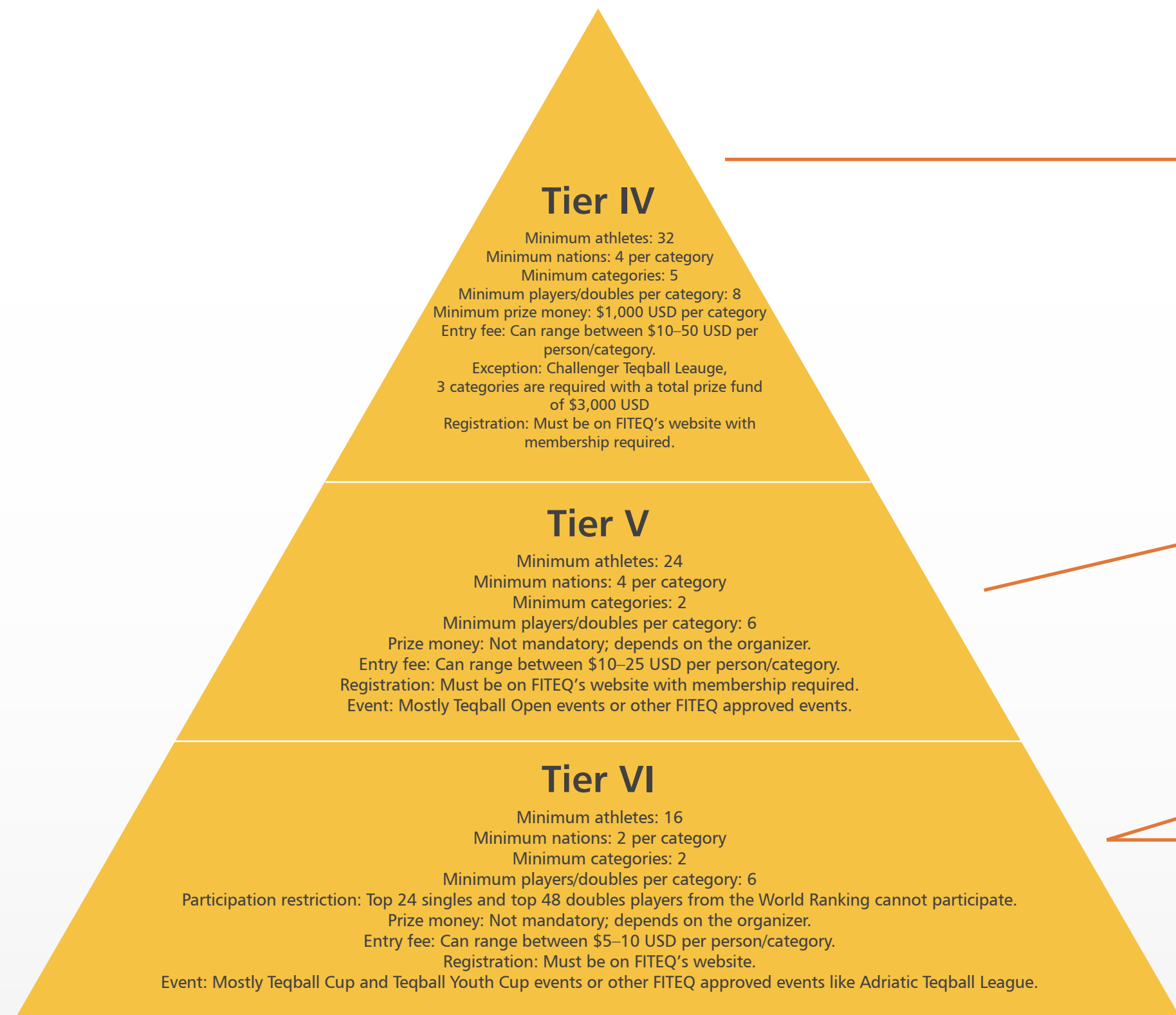
## TEQBALL TOUR

Requires at least 3 categories and a total prize money fund of min. 10,000 USD  
Min. 50,000 USD org. funding plus event fee.

APPLICATION

# TIER IV-VI- ORGANIZED BY LOC UNDER THE SUPERVISION OF FITEQ

The lower part of the pyramid consists of Tier IV-VI tournaments, which can be organized by local federations and partners under FITEQ supervision. In regions where no tournaments have been organized yet, it is mandatory to start with a Tier VI event. After successfully organizing a Tier VI event, it is possible to move on to Tier V and then Tier IV events.



## CHALLENGER TEQBALL LEAGUE

A minimum of 32 athletes, with at least 4 nations per category and a minimum of 3 categories, is required. The total prize fund is \$3,000 USD. Membership is required for registration, and an entry fee of \$10-50 USD per category is acceptable. In the case of successful organization, the partner/NF may receive Teqball tables. All details are subject to discussion.

## TEQBALL OPEN

Minimum 24 athletes, min. 4 nations/category, min. 2 categories, with prize money optional, Entry Fee is acceptable: 10-25 USD/category, Open for everyone with 24 max / category in case of 4 tables. 16 max / category in case of 2 tables.

## TEQBALL CUP

Minimum 16 athletes, min. 4 nations/category, min. 2 categories, with participation restrictions for top-ranked players (Top 24 Singles and Top 48 Doubles according the current World Ranking List cannot participate) Entry fee is acceptable: 5-10 USD/category, Without Membership Fee 24 max / category in case of 4 tables, max 16 in case of 2 tables.

## TEQBALL YOUTH CUP

Minimum 16 athletes, min.2 nations/category, min.2 categories only players between U14-U19 – New U19 World Ranking List from 2025, Entry fee is acceptable: 5-10 USD, Without Membership Fee max 24 / category.

## OTHER - FITEQ APPROVED EVENT

FITEQ has the right to discuss with partners about different events, and this fits into one of the Tier systems, but the primary goal is to maintain the basic system.

### Application:

Tier IV-VI tournaments must be approved by the competition team, for which a Jotform needs to be completed. For organizing a Tier IV-V-VI event, such as the Challenger Teqball League, Teqball Open, Teqball Cup, Teqball Youth Cup, or other FITEQ-approved events, please fill out the designated Jotform.

APPLICATION



# COMPETITION LIMITS AND FORMATS

From 2025 onwards, certain registration numbers in the categories will be invalid, falling into a so-called "dead zone." These include the registration numbers 17-23, 33-47, and 49-63 per category, as well as any number over 64. There are two options for selecting the limitation: a maximum of 24 players/teams per category or a maximum of 64 players/teams per category. In the case of a 24-player/team limit, the numbers 17-23 fall into the dead zone, while with a 64-player/team limit, all dead zones apply. This structure allows for predictable tournament organization for smaller events, while in larger tournaments, it enables more players to register if the registration reaches the appropriate number. Additionally, the organizer can plan with a fixed schedule in advance, regardless of the number of registrations.

6 players/teams - 2x3 groups	17-23 players/teams – Dead Zone
7 players/teams – 1x3, 1x4 groups	24 players/ teams - 8X3 groups
8 players/teams - 2x4 groups	25-31 players/teams – adding +1 in groups
9 players/teams – 1x5, 1x4 groups	32 players/teams - 8x4 groups
10 players/teams - 2x5 groups	33-47 – Dead Zone
11 players/teams – 1x5, 1x6 groups	48 players/teams - 16X3 groups
12 players/teams - 4x3 groups	49-63 – Dead Zone
13-15 players/team – adding +1 in groups	64 players/teams - Knock Out system
16 players/teams - 4x4 groups	

The biggest advantage of the new system is that we can expect the same schedule for 32, 48, and 64 players, making it easy to calculate the necessary conditions for the venue. In one category, we have a total of 62 matches plus the final. With 4 tables, one category can be completed in one long day; with 6 tables, it can be finished in a shorter day. With 8 tables, it is possible to run up to 4 categories in a day, meaning up to 248 matches in one day, assuming these are Men's Singles, Women's Singles, Men's Doubles, and Women's Doubles. This is just an example, of course other cases may occur for different categories.

In smaller tournaments, the 24-player limitation, along with the dead zone, helps ensure that they are conducted in a similar manner, easily and quickly. This way, the competitions can be consistently administered and organized at this level as well.

## WILD CARD SYSTEM:

The wild card system for Teqball competitions allows lower-ranked players or teams to be replaced by other registered athletes, with the number of replacements increasing based on the size of the player field:

- For 6-16 players/teams, the 15th and 16th spots (2 replacements).
- For 24 players/teams, the 21st to 24th spots (4 replacements).
- For 32 players/teams, the 27th to 32nd spots (6 replacements).
- For 48 players/teams, the 41st to 48th spots (8 replacements)
- For 64 players/teams, the 49th to 64th spots (12 replacements)

FITEQ prioritizes youth World Rankings, increasing nationality diversity, and selecting the most improved players from smaller tournaments when granting these wild cards.

## SUMMARY:

In summary, with the new limitation and tier systems, we can now offer a clearer perspective on the schedule and match numbers. This also enables us to expand the number of tournaments, with all registrations going through our system. From a betting standpoint, this increases predictability and structure, providing a better overview of the competitions. Additionally, players striving to improve and climb the World Ranking (WR) ladder will have more opportunities. With these systems in place, more athletes and nations can participate in a single tournament, making the events more dynamic and competitive. The membership fee serves to filter out athletes who lack genuine interest, ensuring higher-quality participation. Finally, the introduction of a World Ranking system for U19 players will not only aid in wild card selections but also play a significant role in the Youth World Teqball Championships.

# 2-4 TABLES - TIER IV-VI EVENTS

## 16-24 LIMITATION - PLAYERS/TEAM PER CATEGORY

In smaller tournaments, the 24-player limitation, along with the dead zone, helps ensure that they are conducted in a similar manner, easily and quickly. This way, the competitions can be consistently administered and organized at this level as well.

### PROVISIONAL SCHEDULE:

In case of 2 tables 1 category/day 16 max

Start	End	Table 1	Table 2
9:00	9:30	Men's Singles Qual	Men's Singles Qual
9:30	10:00	Men's Singles Qual	Men's Singles Qual
10:00	10:30	Men's Singles Qual	Men's Singles Qual
10:30	11:00	Men's Singles Qual	Men's Singles Qual
11:00	11:30	Men's Singles Qual	Men's Singles Qual
11:30	12:00	Men's Singles Qual	Men's Singles Qual
12:00	12:30	Lunch break	
12:30	13:00	Men's Singles Qual	Men's Singles Qual
13:00	13:30	Men's Singles Qual	Men's Singles Qual
13:30	14:00	Men's Singles Qual	Men's Singles Qual
14:00	14:30	Men's Singles Qual	Men's Singles Qual
14:30	15:00	Men's Singles Qual	Men's Singles Qual
15:00	15:30	Men's Singles Qual	Men's Singles Qual
15:30	16:00	Lunch break	
16:00	16:40	Men's Singles QF	Men's Singles QF
16:40	17:20	Men's Singles QF	Men's Singles QF
17:20	18:00	Men's Singles QF	Men's Singles QF
18:00		END OF DAY 1	

### PROVISIONAL SCHEDULE:

In case of 4 tables 1 category/day 24 max

Start	End	Table 1	Table 2	Table 3	Table 4
9:00	9:30	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual
9:30	10:00	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual
10:00	10:30	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual
10:30	11:00	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual
11:00	11:30	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual
11:30	12:00	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual	Men's Singles Qual
12:00	13:00	Lunch break			
13:00	13:30	Men's Singles KO16	Men's Singles KO16	Men's Singles KO16	Men's Singles KO16
13:30	14:00	Men's Singles KO16	Men's Singles KO16	Men's Singles KO16	Men's Singles KO16
14:00	14:30	Men's Singles QF	Men's Singles QF	Men's Singles QF	Men's Singles QF
14:30	15:00	Men's Singles SF	Men's Singles SF		