INTERNATIONAL TEQBALL FEDERATION

# COMPETITION POLICY 

ATHLETE GUIDELINES

In line with our commitment to fostering a structured pathway and enhancing opportunities within the sport of Teqball, FITEQ is introducing several policy changes and updates for the 2024 season. These changes aim to provide athletes with clear career progression opportunities, streamline event organization, and ensure fairness and transparency in competitions. Below are the key topics addressed in the new policy:

## 1. EVENT CATEGORIZATION POLCCY:

A new policy has been implemented to categorize Teqball events, creating a structured pathway for athletes. This policy allows players to accumulate World Ranking (WR) points, with Event Categories V and IV serving as stepping stones to access limited edition competitions. [LINK]

## 2. EVENT ORGANIZATION FROM CATEGORY III

FITEQ organized events will primarily commence from Event Category III, with player limitations. This approach ensures that Category V and IV events offer opportunities for athletes to collect WR points and progress within the sport. Additionally, FITEQ will provide Wild Cards to participants as follows: For Category III events limited from 8 to 24 players, 2 FITEQ Wild Cards will be provided. For Category III events limited from 25 to 48 players, 4 FITEQ Wild Cards will be provided. For Category III events limited from 49 to 64 players, 6 FITEQ Wild Cards will be provided. For Category III events limited to over 64 players, 8 FITEQ Wild Cards will be provided. If FITEQ is not utilizing Wild Cards, the original order of the registration method will continue.

## 3. SNAKE METHOD DRAW

Before competitions, players/teams will be drawn into groups using the Randomized Snake Method. This method ensures fairness and balance by initially placing players/teams according to primary ranking order, followed by subsequent placements to maintain equilibrium. The drawing process follows a specific pattern:

- Method: Randomized Snake Method
- Procedure: Players/Teams are initially placed at the top of groups according to primary ranking order. Following the first positions, players/teams are drawn into groups in smaller segments, as per the provided diagram, with subsequent placements being done automatically to maintain fairness and balance.

| GROUPS |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | B | C | D | E | F | G | H |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| (13 | 14 | 15 | 16) | (9 | 10 | 11 | 12) |
| (17 | 18 | 19 | 20) | (21 | 22 | 23 | 24) |
| (29 | 30 | 31 | 32) | (25 | 26 | 27 | 28) |

## 4. LAMP SYSTEM POLICY FOR TOURNAMENT ELIGIBILITY

## RED LIGHT

If a player sees a red light next to their category, it indicates that at that moment, they are not eligible to participate in the tournament.
Red light does not signify permanent ineligibility; instead, it suggests that certain criteria necessary for participation are currently not met.
Reasons for displaying a red light include:

- Unconfirmed double partner.
- Insufficient World Ranking points, with other registered players possessing higher points.


## YELLOW LIGHT

A red light can transition to yellow when a player is nearing eligibility for participation. Yellow light serves as a warning signal, indicating that the player is approaching the threshold required for participation.
This transition occurs as the player progresses closer to meeting the necessary criteria. After the registration is closed, FITEQ reserves the right to use WILD Cards for certain players with yellow lights. During the cancellation deadline, FITEQ will decide whether to utilize WILD Cards. Subsequently, yellow lights will either turn into green or red based on FITEQ's decision. Players with yellow lights will receive an email from FITEQ regarding the final decision on their eligibility status.

## GREEN LIGHT

The green light indicates that the player is eligible for participation in the tournament. Meeting all requisite criteria, the player can confidently proceed with tournament registration and preparation.
It signifies that the player's status satisfies all necessary conditions for participation.
During the registration period, green lights can transition to yellow and then to red depending on the registrations of other players and their World Ranking points.
After the registration has been closed, all players will receive an email from FITEQ confirming the final approval of their eligibility status.

### 4.1 POLICY IMPLEMENTATION:

The lamp system will be prominently displayed in tournament registration portals, providing players with immediate visibility into their eligibility status.
Regular updates will be provided regarding eligibility criteria and threshold requirements to ensure transparency and clarity for all participants.
Players are encouraged to monitor their eligibility status closely and take necessary actions to progress towards meeting the criteria for participation.
Conclusion: The lamp system offers a straightforward method for players to ascertain their eligibility for tournament participation. By clearly defining the criteria and utilizing visual indicators, the system aims to streamline the registration process while ensuring fairness and transparency for all participants.
Examples:

Registered events
(Upcoming events)

## Apr 6, 2024

UAT registration test Hungary
\#1 Registration is in progress Men's singles

Registration is in progress Men's doubles

Registered events
(Upcoming events)

## ${ }_{20}{ }_{20}$ 2024, UAT registration test 2024 Hungary <br> Registration is in progress Men's singles

Currently, the registered player is eligible to participate in the Men's Singles Category of the tournament. However, eligibility for the Men's Doubles Category is contingent upon the registration of the player's partner, pending confirmation from FITEQ regarding the partner's registration status.

The yellow lamp signifies that the player is currently at risk of receiving a pass for the tournament due to the limitation of 18 players with 2 wild cards, as depicted in the current picture.

## 5. KNOCKOUT STAGE DRAW PROCEDURES

Specific drawing procedures are outlined for knockout stages to ensure fairness. In KO16, KO32, and KO64, the drawing process follows the pattern: \#1, \#2, \#3-8, \#9-16, \#17-32, \#33-64.


For KO8, the pattern is: \#1, \#2, \#3-4, \#5-8. Seeded players starting directly in the KO system without a group stage will have fixed positions.


## 6.CATEGORY III UPGRADE SYSTEM TO CATEGORY II

During registration, a World Ranking point counter will determine if the event qualifies for a Category II upgrade. Meeting predetermined WR point criteria across all categories signifies high-quality competition.

According to the FITEQ Policy 2024 [LINK]

### 8.1. Calculation and Observation

8.1.1. FITEQ analyses the world ranking points of participating players in various competitions over the past two years across five categories. After ranking the events in ascending order, FITEQ calculates the median for each category. This median value serves as a dividing point, with $50 \%$ of the events falling on the right and $50 \%$ on the left. FITEQ then identifies the events where all categories have a total world ranking sum higher than the median for that category.

### 8.2. Upgrade Process:

8.2.1. FITEQ verifies cumulative world ranking points during the registration period.
8.2.2. If the required WR points are met, FITEQ officially announces the upgraded Event Category on its website.

This document highlights the importance of structured pathways in Teqball competitions, ensuring fairness, transparency, and opportunities for athletes at all levels. We believe these updates will contribute to the continued growth and development of the sport.

