

1. GENERAL INFORMATION

The ETTU Champions League Men, hereinafter referred to as "the Competition, shall be organised according to the ETTU Regulations applicable for the Competition, i.e. Chapter "J" of the ETTU Handbook.

The following directives provide a supplementary framework to the European Club Competitions Men (ECCM) regulations "J" and must be followed by all participating Clubs.

A Club failing to do this will be fined by the Club Competition Official and eventually made liable for the payment of all documented and undisputed damages claimed by ETTU, or its partners.

ETTU is the sole owner of the Competition and all associated rights, including but not limited to media, commercial, and intellectual property rights, unless otherwise agreed in writing.

The directives may be reviewed and amended in line with the decisions of the ETTU Executive Board to reflect updates to the general organisation and planning of the European Club Competitions Men.

2. PARTIES INVOLVED

- ETTU – European Table Tennis Union, (Competition Director (CD), Secretary General (SG))
- Clubs participating in the Competition
- Club Competition Manager
- Club Competition Official
- ETTU Member Associations
- Rightholders (media, betting, sponsors)

The competition shall be conducted by the ETTU Secretary General, whose authority shall include changing dates and venues of matches whenever needed.

3. EUROPEAN CLUB COMPETITION RANKING

3.1. The European Club Competition Ranking will be used for the seeding list in all club competitions

3.2. Points allocation:	Full	2024/25	2023/24	2022/23
Champions League winner	1000	500,0	300,0	200,0
Champions League runner up	800	400,0	240,0	160,0
Champions League SF	600	300,0	180,0	120,0
Europe Cup winner	500	250,0	150,0	100,0
Champions League QF (CL stage 2 group 2nd -season 23-24)	400	200,0	120,0	80,0
Europe Cup runner	300	150,0	90,0	60,0
Europe Cup SF	250	125,0	75,0	50,0
Europe Cup QF (CL stage 2 group 3rd season 23-24)	200	100,0	60,0	40,0
Europe Trophy Grand Final winner	190	95,0	57,0	38,0
Europe Trophy Grand Final runner up	180	90,0	54,0	36,0
Champions League (stage 2 group 4th until season 23-24) 1/8 F	170	85,0	51,0	34,0
Europe Trophy Grand Final third	130	65,0	39,0	26,0
Europe Trophy Grand Final participant	120	60,0	36,0	24,0
Europe Cup R3(until season 23-24) 1/8 F	100	50,0	30,0	20,0
Europe Trophy Regional winner	90	45,0	27,0	18,0
Europe Trophy Regional runner up	70	35,0	21,0	14,0
Europe Cup R2 (3rd)	60	30,0	18,0	12,0
Europe Trophy Regional stage 2 qualifier	50	25,0	15,0	10,0
Europe Cup R2 (4th)	40	20,0	12,0	8,0
Europe Trophy Regional stage 1 runner up	30	15,0	9,0	6,0
Europe Cup R1 (2nd)	25	12,5	7,5	5,0
Europe Cup R1 (3rd)	20	10,0	6,0	4,0
Europe Trophy Regional stage 1 participant	15	7,5	4,5	3,0
Europe Cup R1 (4th)	10	5,0	3,0	2,0
Europe Cup R1 (5th)	5	2,5	1,5	1,0

In case of equality in total points for Clubs in important positions at the seeding, the most recent result will decide.

In case of equality of points in each of the previous 3 seasons, a draw by lot will decide.

3.3. Only the points for the highest result will be allocated to a team

4. 2025/26 THE EUROPEAN MEN'S CLUBS COMPETITION STRUCTURE

CHAMPIONS LEAGUE MEN									
STAGE 1		STAGE 2				FINAL 4			
16 teams		16 TEAMS				4 TEAMS			
Groups	4	R 16	2 legs (Home/Away)		SF	1 leg			
Teams	4 in each group	QF	2 legs (Home/Away)		F	1 leg			
Host :	1 host	R16		QF		SF		F	
GROUP A		R16/1	S1	QF1	W R16/1	SF1	W QF/1	FIN	W SF/1
S9-12			RU/A						
S13-16		R16/2	W/D	QF2	W R16/2		W QF/2		W SF/2
S17-20			S7-8						
S21-24		R16/3	S5-6	QF3	W R16/3	SF1	W QF/3	FIN	W SF/3
GROUP B			W/C						
S9-12		R16/4	RU/B	QF4	W R16/4		W QF/4		W SF/4
S13-16			S3-4						
S17-20		R16/5	S3-4	QF5	W R16/5	SF1	W QF/5	FIN	W SF/5
S21-24			RU/C						
GROUP C		R16/6	W/B	QF6	W R16/6		W QF/6		W SF/6
S9-12			S5-6						
S13-16		R16/7	S7-8	QF7	W R16/7	W QF/7	W SF/7		
S17-20			W/A						
S21-24		R16/8	RU/D	QF8	W R16/8	W QF/8	W SF/8		
GROUP D			S2						
S9-12									
S13-16									
S17-20									
S21-24									

EUROPE CUP MEN										
STAGE 1		STAGE 2		STAGE 3						
16 teams		16 teams		16 teams						
Groups	4	Groups	4	R 16			2 legs (Home/Away)			
Teams	4 in each group	Teams	4 in each group	QF			2 legs (Home/Away)			
Host :	1 host	Host :	1 host	SF			2 legs (Home/Away)			
GROUP 1		GROUP A		F			2 legs (Home/Away)			
S25-28		EC Stage 1 W/1		R16		QF		SF		F
S29-32		CL - Stage 1 3rd		R16/1	CL L/R16	QF1	W R16/1	SF1	W QF1	W SF1
S33-36		CL - Stage 1 4th			ECS2 RU/A					
S37-40		EC Stage 1 RU/4		R16/2	CL L/R16	QF2	W R16/3		W QF2	
GROUP 2		GROUP B			ECS2 W/D					
S25-28		EC Stage 1 W/2		R16/3	CL L/R16	QF3	W R16/5	SF2	W QF3	W SF2
S29-32		CL - Stage 1 3rd			ECS2 RU/B					
S33-36		CL - Stage 1 4th		R16/4	CL L/R16	QF4	W R16/7		W QF4	
S37-40		EC Stage 1 RU/3			ECS2 W/C					
GROUP 3		GROUP C		R16/5	CL L/R16	QF1	W R16/1	SF1	W QF1	W SF1
S25-28		EC Stage 1 W/3			ECS2 RU/C					
S29-32		CL - Stage 1 3rd		R16/6	CL L/R16	QF2	W R16/3		W QF2	
S33-36		CL - Stage 1 4th			ECS2 W/B					
S37-40		EC Stage 1 RU/2		R16/7	CL L/R16	QF3	W R16/5	SF2	W QF3	W SF2
GROUP 4		GROUP D			ECS2 RU/D					
S25-28		EC Stage 1 W/4		R16/8	CL L/R16	QF4	W R16/7		W QF4	
S29-32		CL - Stage 1 3rd			ECS2 W/A					
S33-36		CL - Stage 1 4th								
S37-40		EC Stage 1 RU/1								

EUROPE TROPHY REGIONAL STAGE
Maximum 6 Regions/ 6 hosts
Playing System and Regions will be decided by ETTU for each region
Eligible participants:
registered teams for Europe Trophy
3rd positioned teams - EC S1
4th positioned teams - EC S1

EUROPE TROPHY GRAND FINALS			
8-12 teams will participate - depending on a playing system of Regional Stage			
one host			
Stage 1	Stage 2		
3 or 4 groups by 3/4 teams	QF	SF	FIN
single round robin	one leg		

* In the case of less teams participating in Stage 1, ETTU may adapt and confirm the Competition Structure at its own discretion.

5. QUALIFICATION FOR ETTU CHAMPIONS LEAGUE MEN

- 5.1. The Competition shall be open for the clubs/teams according to the European Club Competition seeding list based on the results of the clubs from the last 3 European Club Competitions' seasons, to the Europe Cup winner of the previous season, and to the clubs with accepted wild cards.
- Teams :
- | | |
|--|------------------------------------|
| European Clubs Ranking / Position 1-8 : | Directly Qualified for the Stage 2 |
| European Clubs Ranking / Position 9-21 : | Qualified for the Stage 1 |
| Winner Europe Cup Men 2024/25: | Qualified for the Stage 1* |
| Wild Card 1 : | Qualified for the Stage 1 |
| Wild Card 2 : | Qualified for the Stage 1 |
- In case there are no Wild Card Requests/Acceptance teams, ranked 23 (24) at the European Clubs Ranking, will take part in Stage 1.
- 5.2. The limitation of teams per national Association for the Competition is 5.
In case there are more than 5 teams eligible to participate in the Competition, teams ranked below 5th position (from the same NA) in the European Clubs Ranking must be assigned to the Europe Cup. Vacant places must be filled by the next-highest ranked club or team in the European Clubs Ranking.
- 5.3. In case of two clubs/teams qualified for the Competition with the same management, ETTU can move the lower ranked of the two clubs/teams to the Europe Cup and the vacant position in the Competition will be filled by the next highest ranked club/team of the European Clubs Ranking, unless the national Association of that club/team reached already the maximum (5) available places in the Competition
- 5.4. If the Europe Cup winner club's/team's Association has already reached its quota (5) in Competition, then the club of that national Association, being ranked on 5th position must be moved to the Europe Cup
- 5.5. The Europe Cup winner from the 2024/2025 season will be positioned as last team in the seeding before the wild cards' teams in case this team is not positioned higher by the European Club Ranking.
- 5.6. Teams ranked 17-24 in the European Clubs Ranking can participate in the Champions League but not mandatory i.e. they are not obliged to compete in Champions League group stage 1 and may directly start at Europe Cup group stage 1 or at Europe Trophy
- 5.7. If one or more teams ranked 17-24 in the European Clubs Ranking will not start in the Champions League but in Europe Cup or Europe Trophy, the next seeded team(s) may take the last positions in Champions League but the total number of teams for the Champions League and Europe Cup together cannot exceed 40
- 5.8. Only teams ranked in TOP 40 of the European Club Ranking can be allowed to participate in the Champions League.
- 5.9. Wild Cards for up to 2 clubs/teams may be given by ETTU for clubs wishing to join the Competition but not ranked high enough to reach a Competition position by seeding
- Clubs asking for a Wild Cards shall meet the following criteria in order to be accepted:
- show evidence of their playing venue to meet all directive criteria
 - show evidence (preferably contract) of their top 3 players who will play ECC
 - agree to pay a "buy in" of 10.000 € in addition to the entry fee
- Wild Cards in Champions League can only be given if the demanding club's final Association's quota (5) has not been achieved.
- These clubs will be seeded number 24 (in case of 1) or numbers 23 and 24 (in case of 2)
- In case more than 2 clubs ask for a Wild Card and meet all directive criteria, the clubs with the highest total points of their 3 highest ranked players in the most recent World Rankings will have priority.
- A Champions League wild card is valid for 2 consecutive seasons.
- 5.10. In case a qualified team ranked 1-16 does not participate in the Champions League, this team is neither allowed to participate in the Europe Cup nor in the Europe Trophy.

6. REGISTRATION

6.1. Key Dates:

▪ Deadline for Club's Teams Registration:	Friday, 12.07.2025., 23:59 CEST
▪ Deadline for Wild Card Application:	Friday, 12.07.2025., 23:59 CEST
▪ Deadline for the clubs MA-s verification:	Monday, 14.07.2025., 23:59 CEST
▪ Deadline for clubs players registration:	Monday, 28.07.2025., 23:59 CEST
▪ Deadline for the clubs players MA-s verification:	Tuesday, 29.07.2025., 23:59 CEST
▪ Deadline for clubs for sending team/players details	Monday, 04.08.2025., 23:59 CEST

6.2. ETTU OERS (Online Entry Registration System) will be used.

6.2.1. **Deadline for Club's Teams Registration and Wild Card application:**

Until the deadline on 12.07.2025. at 23:59 CEST Clubs needs to send Application form to:

- club@ettu.org
- competition@ettu.org
- to corresponding Member Association

In the Application Form, Clubs need to enter :

- Competition in which clubs would like to participate in the season 2025/26
- Wild Card Request, if any
- Venue Details
- Equipment Details
- Application for hosting the ETTU Clubs Events in season 2025/26

6.2.2. **Deadline for the clubs MA-s Verification:**

Until the deadline on 14.07.2025. at 23:59 CEST Club MA in the in the OERS needs to:

- Enter club(s) registration for the season 2025/26, by that club is verified for the season 2025/26
- Enter club(s) Wild Card application, if any

6.2.3. **Deadline for the clubs players registration:**

Until the deadline on 28.07.2025. at 23:59 CEST, Clubs in the Application Form needs to enter to:

- club@ettu.org
- competition@ettu.org
- to corresponding Member Association
- a minimum of six (6) and a maximum of twelve (12) players. Teams are encouraged to register the maximum number allowed, as no late nominations or registrations will be accepted after the registration deadline.

Clubs are entitled to enter:

- up to 12 players, who are eligible to represent ETTU Member Association
- up to 12 players, who have ETTU Member Association passport, but not representing ETTU Member Association
- up to 3 players, who do not have ETTU Member Association passport (non-European players)

6.2.4. **Deadline for the clubs players MA-s verification:**

Until the deadline on 29.07.2025. at 23:59 CEST Club MA in the in the OERS needs to:

- Enter Club Players list, by this entry players are verified by the MA-s

6.2.5. **Deadline for clubs/teams/players details :**

The deadline is 04.08.2025. at 23:59 CEST, Clubs needs to send following information to ETTU:

- club logo
- players photos
- players details
- key persons details
- team photo
- venue picture

*** ETTU will notify the clubs of the procedure by which the required information must be submitted

6.3. Clubs concerned must transfer the specified entry fee to the ETTU bank account within 7 days upon receipt of the final seeding list and invoice:

- 1.200,00 € - teams starting in the Competition Stage 2
- 800,00 € - teams starting in the Competition Stage 1

6.4. Clubs with any debts stemming from ETTU Club competitions (ECCM) will not be accepted participate.

Clubs wishing to participate in the Competition will only be accepted if the entry fees are transferred to the ETTU bank account in accordance with Article 6.3.

6.5. If a qualified team does not enter the Competition or does not fulfil the requirements set up, the next highest ranked team of the seeding may fill the vacant position, unless the national Association of that team reached already the maximum (5) available places in the Competition.

6.6. Exit possibility

6.6.1. After the publication of the final seeding list, and following the teams' registration deadline, clubs will have a 24-hour window to withdraw from the competition.

Withdrawals must be communicated to ETTU by email (club@ettu.org) by both the club and its National Association.

A cancellation fee of two hundred (200) € has to be paid to the ETTU bank account.

6.6.2. All withdrawals after the exit possibility will be fined up to five thousand (5.000) €.

6.7. After the registration deadline for team registration, the clubs and their National Associations will receive the final seeding list with the entered teams.

6.8. After the deadline for players' registration, the clubs and their National Associations will receive a list with all entered players of the teams.

Clubs and National Associations have 24 hours to inform ETTU in case of any irregularity or mistake. The exact deadline will be set by the ETTU.

After this deadline, the players' list shall be final, and no additional player can be accepted.

7. ELIGIBILITY

7.1. Only nominated players are entitled to represent their club/team. After deadline for player registration, no additional player can be accepted for a club/team

7.2. A player may represent only one team in ETTU club competitions, from the day before the first round until the day after the last match of the competition.

This means that a player may be registered with more than one team, and in one or more Associations, but may only be registered for ETTU Club Competitions with a single team.

The responsibility for player participation in competitions other than the ETTU Club Competitions remains with the national Associations and the clubs themselves

7.3. A player having signed with a club to play ECCM and refuses to play for that club in ECCM can be suspended for the following ECCM season(s) by ETTU

7.4. A player's presence is only counted if the player is confirmed on the official team line-up sheet (A/B sheet) by the Referee or umpire on duty.

On that team line-up sheet all players present in the playing venue before the match starts can be added.

Team captains are responsible for checking if their players present are written on the team line-up sheet while signing it. Team line-up sheets are part of the score sheet.

No later request will be accepted.

7.5. In a team match up to 1 non-European* player is entitled to play but either the second or the third non-European* player, if given, can be only nominated as "reserve player" for replacing the other non-European* player

7.6. In case a player starts the competition as a non-European* player and his nationality changes during the playing season he shall nonetheless continue to be considered as a non-European* player up to the end of the current playing season.

* A non-European player is a player with a nationality outside ETTU member Associations' countries.

* To define player nationality, ETTU will use the nationality as provided by the players' passports.

- 7.7. In order to be eligible to compete in the semi-finals and finals (FINAL 4), a player shall have at least 2 participations at team matches in the period before (group stages until quarter finals included) i.e. at least participated or having been listed in official scoresheet in two team matches in total. No exception can be made.

This eligibility directive also counts for Champions League teams relegated to the Europe Cup.

8. PLAYING FORMAT

8.1. PLAYING FORMAT OF STAGE 1

- 8.1.1. Eligible teams : Seeded 9-24
- 8.1.2. Number of groups : 4 groups
- 8.1.3. Number of teams in each group : 4 teams
- 8.1.4. Order of matches : Single Round Robin with following order :
- R1: 1-3, 2-4
- R2: 1-2, 3-4
- R3: 1-4, 2-3
- 8.1.5. Advance for the Stage 2 of CLM: 4 group winners
4 group runner-ups
- 8.1.6. Relegated to ECM Stage 2: 3rd and 4th team from each group. Relegated teams must continue in the Europe Cup. Failure to do so will be considered a withdrawal as defined under 6.6.2.

*** In case of withdrawals, ETTU may adapt Stage 1 Playing System

- 8.1.7. The referee or umpire on duty will make a draw 60 minutes prior each team match to define which team is team A and which team is team B for each match.
- 8.1.8. In a group, 2 match points shall be awarded for a win, 1 for a loss and 0 for a loss in a not played or unfinished match, and the ranking order shall be determined primarily by the numbers of match points gained.
- 8.1.8.1. If 2 or more teams have gained the same number of match points, their relative positions shall be determined by the results only of matches between them, taking successively the numbers of match points, then the ratio of wins to losses in individual matches, then the ratio of wins to losses in games and then the ratio of wins to losses in points, as far as it is necessary to determine the ranking order
- 8.1.8.2. If after any step the positions of one or more teams have been determined while others are still equal, the results of matches in which those teams took part shall be excluded from any further calculations needed to resolve the equalities in accordance with the procedure of 8.1.8. and 8.1.8.1.
- 8.1.8.3. If 2 or more teams have gained the same number of match points and have the same ratios of wins to losses in individual matches, games and points, their relative positions shall be decided by lot. The Referee shall do this draw by lot after the end of the team matches with at least the team captains present and inform the ETTU without delay.
- 8.1.9. Team matches end when a team has won 3 individual matches.

8.3. PLAYING FORMAT OF STAGE 2

- 8.3.1. Eligible teams : 8 seeded teams
Winner and Runner up of each group from Stage 1
- 8.3.2. Bracket : 16 teams - R16 and QF
- 8.3.3. Playing Format : Direct KO (the home team will be always considered as the team A, the away team will be team B.)
the knock-out competition method consists of 2 Clubs playing each other where the loser is immediately eliminated from winning the ECLM and the winner qualifies to the next round. The two clubs will compete in a two-legged match - also called "Home and Away" match
In a "Home and Away" match, the winner is the Club with more allocated points than the other one

- 8.3.4. Allocation of points :
- 3 points : for the winner of 3:0 or 3:1 match
 - 2 points : for the winner of 3:2 match
 - 1 point: for the loser of 2:3 match
 - 0 points: for the loser of 0:3, 1:3 or walk over match

RESULTS				Who Wins
LEG 1		LEG 2		
Team A	Team B	Team A	Team B	
3	0	0	3	tie
3	1	1	3	tie
3	0	1	3	tie
3	1	0	3	tie
3	2	2	3	tie
3	0	2	3	Team A
3	1	2	3	Team A
3	2	0	3	Team B
3	2	1	3	Team B

8.3.5. Golden Match

In case of "tie" according to 8.3.4. Golden Match will be played.

8.3.5.1. The Golden Match will be played 10 minutes after 2nd leg is over.

8.3.5.2. The Golden Match consists of up to 3 games (sets), best of 3. The club winning 2 games (sets) is the winner.

8.3.5.3. The team captains chose for the Golden Match any 3 players from the team line up (including reserves) with limitation of 1 non european player, of the second leg team match. The team captains have to provide their lineup for the Golden Match to the Referee within 3 minutes after the 2nd leg match is over.

8.3.5.4. There shall be no time out at the Golden Match and no change of ends during a Golden Match game (set).

8.3.5.5. Regarding the rules concerning discipline (advice, misbehaviour and good presentation) the Golden Match is seen as a continuation of the previous team match.

8.3.6. Home / Away right

R16 Leg 1: home team is the qualified team from Stage 1

Leg 2: home team is the seeded team

Quarter -Finals Leg 1: home team it is lower ranked team in the seeding list for the Competition

Leg 2: home team it is higher ranked team in the seeding list for the Competition

8.3.7. Team matches starting with the KO rounds shall end once the winner of that round is defined. If the round's winner is already defined before a team has won 3 individual matches (of the second leg), playing the following match(es) is optional and at the discretion of the home team. In such an event, teams may nominate any of the entered players in the line-up for these matches.

8.4. PLAYING FORMAT OF FINAL 4

8.4.1. Eligible teams : 4 winners of Quarter-Finals

8.4.2. Bracket : 4 teams - SF and F

8.4.3. Playing Format : Direct KO

The knock-out competition method consists of 2 Clubs playing each other, where the loser is immediately eliminated from winning the ECLM, and the winner qualifies for the next round. The two Clubs play one match.

8.4.4. the referee on duty will make a draw 60 minutes prior each team match to define which team is team A and which team is team B for each match.

9. PLAYING SYSTEM

- 9.1. The playing system shall be the New Swaythling Cup system (best of 5 singles) and in each individual match, the 5th game (set) shall start at 0:0 and play until the first player reaches 6 points (sudden death point at 5:5). In the 5th game (set) each player shall serve only once in a row and there will be no change of ends in the 5th game (set).
The match shall end when a team has won 3 singles, each the best of 5 games.
- 9.2. A team shall consist of up to 5 players selected from those nominated by the team's club for the competition. It is recommended that a team always arrives at a match with at least 4 eligible players to reduce the risk of walk overs in case player(s) get ill/injured shortly before the match start. When walk overs could have been avoided by the participation of the club's reserve player, the club may be fined by the Club Competition Official. This recommendation is based on a requirement for fair play towards the ECL, the opponent club, spectators, media and the Table Tennis as a sport in general.
A team will lose by walk over (WO) in case the team has less than 2 players ready to play.
- 9.3. Team Composition

Match 1:	A1	vs	B2
Match 2:	A2	vs	B1
Match 3:	A3	vs	B3
Match 4:	A1 (A4/A5)	vs	B1 (B4/B5)
Match 5:	A2 (A4/A5)	vs	B2 (B4/B5)

The home team is considered to be composed by the players A1, A2, A3 and the visiting team is considered to be composed by the players B1, B2, B3.

In Stage 1 a draw will be made by the Referee or umpire on duty in order to define which team is A and B
Player substitution must be announced by the respective team captain to the Referee at the latest before the start of the third single match.

After the third single match, player No. 4 or No. 5 may replace player A1 or A2 (for the home team), respectively, player B1 or B2 (for the away team).

In a team match up to 1 non-European* player is entitled to play but either the second or the third non-European* player, if given, can be only nominated as "reserve player" for replacing the other non-European* player.

In case none of the players 1-3 is a non-European* player, the non-European* player being a reserve player may replace either player 1 or player 2.

Up to 2 reserve players per team (including up to 1 non-European* player) can be registered whereof each may replace only one player (either player 1 or player 2) after the third individual match.

- 9.4. Intervals between individual matches shall not exceed 1 minute except for the interval after the second individual match, where maximum a 15-minute break is accepted.
For the Stage 1 and Final 4, there shall be no delay, only if written acceptance by ETTU.
The home team shall inform the visiting team, ETTU and the Referee 1 week prior the match about the interval planned after the second individual match.
At each time-out and between each game, the umpire shall place the Time-Out-Clock on the table in the main camera direction (if available).

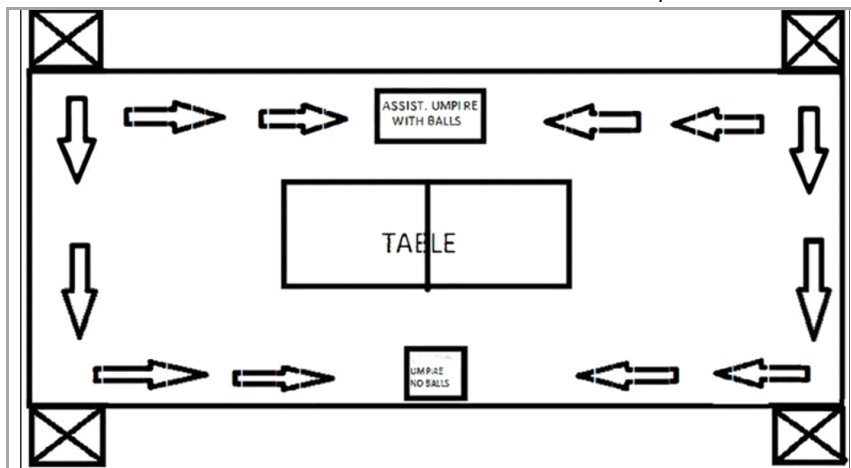
10. MULTI BALLS AND BALL BOYS AND GIRLS (BBGs)

The use of Multiballs is mandatory in Stage 2 and Stage 3.
The host club has to provide 40 new balls and the 2 team captains shall choose 30 balls (15 balls each)
In each match 30 balls shall be kept by the umpire who will provide after each point a new ball to the serving player, in case the ball used from the previous rally is not in imminent reach of 1 of the 2 players
Balls remaining in the Field of Play (FoP) will be collected after each rally by ball boys/girls (BBGs) organised by the home club.

2 BBGs shall sit behind the corner board (1 on each long side, places marked "x" on below diagram). BBGs watch the playing field and collect the balls from the floor, and then run back to their zones. BBGs collecting balls should only move in designated areas (marked "→" on below diagram). BBGs have to return the balls to the umpire after each game, during time outs and when the umpire runs out of balls.

BBGs move only according to "→" on below diagram to hand over the balls to the umpire.

There shall be 1 chair in each of the x marked boxes so that BBGs do not disrupt the matches.



Delivery of the balls to the umpire may occur at any time after a distinct signal from the umpire to the BBGs.

Balls leaving the FoP will not be collected during a game.

BBGs shall be dressed in sportswear, preferably matching or similar clothing

There is no age limit for BBGs, however BBGs shall be mentally and physically able to be fully concentrated and collect balls quickly.

BBGs shall behave and act neutral.

The clubs are recommended to make a training session with the BBGs.



example - show court with BBGs zones

11. DRAW

11.1. The draw shall be made in public by ETTU on a date and a place to be published in advance on the official ETTU web site.

The draw will be made according to the final seeding list.

11.2. Stage 1 Draw :

The 4 top seeds (9-12) shall be drawn in position 1 of each group, the next 4 from the seeding list in position 2 of each group etc.

Teams from the same national Association shall, as far as possible, be drawn into different groups.

Teams appointed to host a group round may be drawn first in order to secure that every group has a host.

11.4. Stage 2 and Final 4 Draw:

The draw for the Stage 2 and Final 4 will be made after completion of Stage 1

The draw positions for each team at the Stage 2 and Final 4 is as following :

1 S1				
2 RU/A				
3 W/D				
4 S7-8				
5 S5-6				
6 W/C				
7 RU/B				
8 S3-4				
9 S3-4				
10 RU/C				
11 W/B				
12 S5-6				
13 S7-8				
14 W/A				
15 RU/D				
16 S2				

11.5. ETTU will confirm before each draw the draw procedure and has the authority to adapt the procedure and system as necessary.

12. FIXTURES

12.1. The competition shall be held each season according to a schedule published by ETTU.

12.2. The playing season is defined as the period from the day before the first round of the competition until the day after the FINAL 4.

12.3. Season 2025/26 schedule :

29.08.-31.08.2025.	Stage 1 (1 host)
11.11.-16.11.2025.	Stage 2 - R16 - Leg 1
16.12.-21.12.2025.	Stage 2 - R16 - Leg 2
13.01.-18.01.2026.	Stage 2 - R16 - QF 1
11.02.-15.02.2026.	Stage 2 - R16 - QF 2
16.05.2026.	Final 4 , SF
17.05.2026.	Final 4 , F

*** The dates are subject to change by ETTU in case of any major change at the international TT calendar.

12.4. Teams qualified for the R16 must confirm their home matches to ETTU within 3 days following the completion of Stage 2 Draw via the Match Form.

Teams qualified for the QF must confirm their home matches to ETTU within 3 days following the completion of Stage 2 via Match Form.

The Final 4 schedule will be decided by the ETTU.

12.5. For each home match with one opponent, the home team must fill in the Team Match Form, according to 12.4.

Home team must fill in:

- match date and time
- playing venue and address
- equipment details
- accommodation and meals details
- transport details
- playing shirt colour

The visiting team must return back the form within 3 days to ETTU and home team with the following information:

- acceptance of rejection or accommodation and meals details
- travelling details of their team
- playing shirt colour

12.5. After receiving details from both clubs, ETTU will officially confirm the date and time of the match.

12.6. At Home-Away matches, a team match may start between 10:00 and 21:00 local time. A starting time outside this

period must be agreed by ETTU.

13. ACCOMMODATION / HOSPITALITY / TRANSPORTATION / MEALS / VISAS

13.1. For team matches with one guest club:

In the Team Match Form the host club shall propose to their guest club a hotel of good standard (minimum three stars) and inform them about the room rates, which shall not be higher than the official rate of the hotel, and the hotel's website link.

In case the away club does not agree on the proposal, the away team is free to choose another hotel, and shall write that in Team Match Form.

Booking and payment of the hotel is the obligation of the away club.

The transport from and to the local airport or from and to the railway station (host club to decide if transport from and to the airport or from and to the railway station) to the hotel or to the playing hall and back must be provided free of charge by the home club.

If the visiting club delegation arrives / departs at different times / days where more than 1 transportation is needed, or if the delegation of a visiting team is superior to 6 and therefore more than 1 transportation is needed, then the visiting club shall reimburse the cost to the host for the additional transport(s).

The costs of additional transport shall be confirmed by the host to the visiting clubs without delay.

If the away team chooses another hotel than the one proposed by the host team, transportation (including transportation from the hotel to the playing venue and from the playing venue to the hotel) must be only taken over by the home team if the hotel's distance to the playing hall is not more than 5 km further away than the proposed hotel from the playing hall.

13.2. For the team matches with more than one guest club:

The same directive as laid down for the team matches with 1 club except that the host club shall make a complete hospitality package offer to their guest clubs and shall only guarantee transportation to the guest clubs in case the official package is used.

13.3. The Referee and umpires have to inform the host club without delay about their accommodation needs.

The host club shall book and take over the costs and shall arrange for their travel from and to the local airport or from and to the railway station to the hotel or to the playing hall and back, free of charge, and provide the umpire team with meals, free of charge.

13.4. For each match, the host club shall provide free hospitality and transportation from and to the playing venue and from and to the airport and railway station, for up to 2 days and nights for up to 3 ETTU / partner representatives, if requested.

13.5. The home club shall provide one main contact for organisational matters to the visiting club in order to arrange everything smoothly. This "team manager" shall be fluently speaking English.

13.6. The host club has to send to their guest club without delay* an invitation letter including all needed details so that the delegation of the guest club is able to receive their visas (if needed) in due time.

The costs for sending these invitations is at the home club's expense unless the guest club requests sending a letter by postal mail to a country outside Europe, then the guest club has to reimburse the home club the costs for the sending.

14. COMPETITION HALLS, EQUIPMENT AND PLAYING CONDITIONS

14.1. There shall be a playing hall, with preferably a seating capacity of minimum 300 and which is large enough to accommodate one (1) playing court (table), in a playing area of 16,8 x 8,4m and at least 5 m high.

14.2. The home club has to put on disposal to their guest clubs a bench or chairs behind the playing court for 8 persons. Neither the home club nor the guest club can have more than 8 persons there without permission from ETTU

14.3. All matches must be played on/with:

- ITTF approved Tables
- ITTF approved Floor
- ITTF approved Ball *
- ITTF approved Net

Each club shall notify ETTU the brands and colours of the table, net assembly, ball and flooring.

* in case of an official ball sponsor, the official ball sponsor's balls must be used

- 14.4. The light intensity shall not be less than 800 Lux over the table surface, and the remaining FoP not be less than 500 Lux.
- 14.5. The temperature in the playing area shall be between 18° C and 25° C.
- 14.6. Each club shall notify ETTU the colour of the playing clothing (2 sets of shirts).
For Stage 1 matches and Final 4, teams shall bring 2 sets of playing clothing (shirts), with a clear difference in the main colour, to use for the matches. In case 2 teams wish to use a shirt with no clear difference in colour and if there is no agreement between the teams, the Referee or umpire will draw the shirt to be used for each team by lot.
For the Home-Away matches the home club shall notify the visiting club of the colours of its playing clothing and the visiting team shall wear different colours.
- 14.7. The ECCM opts out of ITTF Regulations for International Competitions for advertisements on players' clothing to allow more space on clothing for advertisements.
Opting out is only for the sizes and total number of advertisements.
- 14.8. For all competition matches only A-boards or B-boards or LED panels must be used. No use of classic surrounds.
If LEDs (Light emitting diodes) and similar devices are used on surrounds, these shall not be so bright as to disturb players during the match and shall not change when the ball is in play.
- 14.9. Background shall be kept dark.
- 14.10. The playing conditions must be checked by the Referee. Even in the case of disputes about the playing conditions, the clubs are obliged to play the match, which may be played under protest.
- 14.11. There shall be sufficient changing rooms (at least 3, 1 for each of the teams and 1 for the referee/umpires) of good standard.
- 14.12. Matches shall start at the designated time without delay.
- 14.13. Each club is recommended to have a Time-Out-Clock and shall provide it for the Referee at least 60 minutes before the match starts.
- 14.14. Home clubs must guarantee their guest clubs at least 10% of the seating capacity for spectators and upon request provide in advance information on purchasing price. (unless force majeure restriction).
- 14.15. A suitable speaker service must be provided in the playing hall, during the whole duration of the team match.
- 14.16. Teams must face the main camera during the presentation.

15. PRACTICE

Practice shall be arranged for the visiting teams under the same conditions as for the home team with the same equipment as used during the match.

16. REFEREE AND UMPIRES

- 16.1. For Stage 1 and Final 4, ETTU, together with ETTU URC, will nominate a sufficient number of umpires together with 1 Referee.
- 16.2. For all matches not mentioned in 16.1., the National Association of the home club must nominate at least three umpires. At least one of these umpires shall preferably be an International Umpire and shall fulfil the duties of the Referee.
- 16.3. In emergency cases, other umpires present at the match may replace the missing nominated umpires, one of them taking over the duty as Referee. The host shall contact ETTU and ETTU must approve the "emergency umpire team".
- 16.4. The appointed umpires shall receive free hospitality (every umpire is entitled for a single room and full board / meals), a daily allowance as defined below and shall also get their travel expenses reimbursed by the home club (by economy class train or plane, or by car at 40 euro cents per km plus eventual "toll" costs, and visa costs) shall be reimbursed by the home club either by bank transfer before the match or latest in cash upon arrival.

16.5. Daily allowance:

Referee :	150 €
Gold or Blue Badge :	100 €
White Badge :	60 €
National Umpire :	40 €

16.6. The nominated umpires have to arrange their travel to and from the playing hall / airport / railway station as soon as their nomination is received and to inform the home club without delay. The nominated umpires shall use the most economic transport (car, train or flight).

16.7. The appointed Referee has the following responsibilities:

- conduct the team match
- avoid early and late match start (punctual start)
- collect the team line up from both team captains latest 60 minutes before the first match starts
- send the team line-up (match order of play/pairings) to the designated WhatsApp group at least 45 minutes before the first match starts
- send information after the second match if there is any change in the fourth/fifth match
- send filled e-scoresheet latest 30 minutes after the match to following e-mail addresses:
 - results@ettu.org
 - club@ettu.org
 - competition@ettu.org
 - press@ettu.org
- In case of any changes on short notice (such as injuries, breaks, delays, etc.) the Referee shall also inform through the WhatsApp group any known information as soon as possible
- to set up the scoring application
- to do a venue check :
 - venue temperature
 - venue light on the FoP
 - FoP flooring
 - FoP surroundings

17. GENERAL COMMUNICATION

To guarantee a smooth running of the ETTU Champions League Men, all participating clubs must reply to all organisational and communication requests from ETTU latest within 48 hours. Every club must appoint one contact person who is fluent in English.

18. OFFICIAL MATCH PROTOCOL

18.1. The organisers (home teams) are responsible for the preparation and smooth running of their home matches.

18.2. Additional note: at European Club Competitions, no national anthems shall be played, nor country flags being hoisted.

19. MEDIA AND SPONSORSHIP

19.1. ETTU holds the exclusive title sponsor right.

19.2. The ETTU holds the following rights for every team match:

- any kind of Television transmission
- internet Broadband Streaming
- IPTV and Data & Scoring Rights (live, delayed and excerpts)
- mobile devices rights and Radio rights
- the competition's marketing and equipment rights
- world wide exclusive betting rights

19.3. Every club participating in the ECLM must follow the Media and Sponsorship requirements which will be made available to all participating clubs.

20. LIVE STREAMING

- 20.1. Every host club must produce online streaming of its matches according to the following ETTU streaming/technical requirements which includes an internet connection with a minimum dedicated upload bandwidth of 100 Mb/s
- 20.2. Reference how the main camera shall be placed:



This figure acts as an example. It is mandatory that the camera is positioned in a way that the backside of the table is visible.

- 20.3. Host club must send at least 14 days before the match contact details from the streaming provider.
- 20.4. Unauthorised streams (e.g. from TV broadcasters, production companies, spectators using their mobile phones, etc.) as well as unauthorised tickering must be stopped by the organisers (pre-announced production teams are also allowed to stop unauthorised streaming and tickering). Organisers must also inform their supporters about this fact.
- 20.5. ETTU will send the detailed guidelines for streaming.

21. VIP

- 21.1. If requested, the Organising Club* shall provide ETTU with five (5) VIP entry tickets (free of charge) for ETTU representatives, their guests, partners, sponsors, suppliers, etc.
- 21.2. There shall be a special VIP-room, where drinks and snacks are served to honorary guests, sponsors, suppliers, etc., free of charge.

* For Final 4 ETTU will publish a separate document which will describe VIP requirements.

22. WINNERS CEREMONY AND TROPHIES

- 22.1. ETTU will, together with organizer of Final 4 event, organize arrangement for the winners ceremony.
- 22.2. The winner will receive appropriate trophy, the winner and runner-up shall receive medals by ETTU.

23. PRIZE MONEY

ETTU will pay out a prize money of minimum 60.000€ in total. The distribution of the prize money for each position is as follows:

- Winner: 20.000 €
- Runner-up: 14.000 €
- Losing semi-finalists: 7.000 €
- Losing quarter-finalists: 3.000 €

24. STAGE 1

ETTU will open the bidding process for organizer(s) of the Stage 1. In the bidding application ETTU will describe all necessary requirements which clubs who wish to organize needs to fulfill. The Final 4 is confirmed to be held in Saarbrücken (16.-17.05.2026.)

The financial contribution to host the Stage 1 is 250€ per group.

25. PRIVACY POLICY

By registering and entering the ETTU Club Competition, each registered and entered person agrees and gives his/her consent to the ETTU Privacy Policy as laid down on the ETTU website (<https://www.ettu.org/privacy-policy/>).

26. PENALTIES

The Clubs may be fined by the ETTU Club Competition Official for any contravention to the provision of these directives in accordance with the Penalty Catalogue as laid down in the ETTU regulation J.4.

27. **FORCE MAJEURE**

In case of "force majeure"*, the ETTU Executive Board may decide, after consultation with the Club Competition Official, Competition Director and the Secretary General, on any amendment to the general organisation and planning of the European Club Competitions. Such an amendment may also come into force during the season.

*Force majeure is extended to the well-being and safety of all involved parties including the need to guarantee the best possible continuation of the ECLM.

28. **FINAL 4**

ETTU will publish Final 4 Prospectus separately.