

1. GENERAL INFORMATION

The ETTU Europe Cup Women, hereinafter referred to as "EECW", shall be organised according to the ETTU Regulations applicable for the Competition, i.e. Chapter "K" of the ETTU Handbook and according to the EECW Directives.

Clubs failing to comply with the ETTU Regulations and/or Directives will be fined according to the Penalty Catalogue as laid down in article 25.

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 Women.

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
- Title sponsor, if any

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

For the 2026/27 season, all seedings will be based on the previous Ranking System (used at the end of the season 2025/26)

2027/28 Club Competition Ranking System

3.1. The European Club Competition Ranking is used for the seeding lists in all club competitions.

3.2. Clubs are rewarded with points on 2 levels:

- for the final position at the end of the season (Final Position Points)
- for each win against an opponent club (Victory Points)

3.2.1. Final Position Points

Final Position Points allocation:	Full	2025/26	2024/25	2023/24
Champions League winner	2000	2000,0	1000,0	500,0
Champions League runner up	1750	1750,0	875,0	437,5
Champions League SF	1500	1500,0	750,0	375,0
Champions League QF	1250	1250,0	625,0	312,5
Champions League 7th position	1000	1000,0	500,0	250,0
Champions League 8 th position	900	900,0	450,0	225,0
Champions League Stage 1 - finalist	400	400,0	200,0	100,0
Champions League Stage 1 - 2nd in the group	250	250,0	125,0	62,5
Europe Cup winner	1000	1000,0	500,0	250,0
Europe Cup runner-up	600	600,0	300,0	150,0
Europe Cup SF	500	500,0	250,0	125,0
Europe Cup QF	400	400,0	200,0	100,0
Europe Cup R16	300	300,0	150,0	75,0

Final Position Points allocation:	Full	2025/26	2024/25	2023/24
Europe Cup Stage 2 - 2nd in the group	250	250,0	125,0	62,5
Europe Cup Stage 2 - 3rd in the group (not last)	200	200,0	100,0	50,0
Europe Cup Stage 2 - last in the group	125	125,0	62,5	31,3
Europe Cup Stage 1 - 3rd in the group (not last)	100	100,0	50,0	25,0
Europe Cup Stage 1 - last in the group	20	20,0	10,0	5,0
Europe Trophy Grand Finals winner	250	250,0	125,0	62,5
Europe Trophy Grand Finals runner up	200	200,0	100,0	50,0
Europe Trophy Grand Finals 3rd	150	150,0	75,0	37,5
Europe Trophy Grand Finals 4th	125	125,0	62,5	31,3
Europe Trophy Grand Finals 5th	110	110,0	55,0	27,5
Europe Trophy Grand Finals 6th	105	105,0	52,5	26,3
Europe Trophy Grand Finals 7th	100	100,0	50,0	25,0
Europe Trophy Grand Finals 8th	95	95,0	47,5	23,8
Europe Trophy Grand Finals 9th	90	90,0	45,0	22,5
Europe Trophy Grand Finals 10th	85	85,0	42,5	21,3
Europe Trophy Grand Finals 11th	80	80,0	40,0	20,0
Europe Trophy Grand Finals 12th	75	75,0	37,5	18,8
Europe Trophy Grand Finals participant (no win)	60	60,0	30,0	15,0
Europe Trophy Regional winner	50	50,0	25,0	12,5
Europe Trophy Regional runner up	35	35,0	17,5	8,8
Europe Trophy Regional stage 2 qualifier	25	25,0	12,5	6,3
Europe Trophy Regional stage 1 participant	10	10,0	5,0	2,5

3.2.2. Victory Points:

For each win against an opponent club, the winning club will be rewarded with additional points (Victory Points).

Victory Points allocation	Full	2025/26	2024/25	2023/24
Win over an opponent ranked 1st-2nd in the ECR*	150	150,0	75,0	37,5
Win over an opponent ranked 3rd-4th in the ECR*	125	125,0	62,5	31,3
Win over an opponent ranked 5th-8th in the ECR*	100	100,0	50,0	25,0
Win over an opponent ranked 9th-12th in the ECR*	75	75,0	37,5	18,8
Win over an opponent ranked 13th-16th in the ECR*	50	50,0	25,0	12,5
Win over an opponent ranked 17th-24th in the ECR*	25	25,0	12,5	6,3
Win over an opponent ranked 25th-32nd in the ECR*	20	20,0	10,0	5,0
Win over an opponent ranked 33rd-48th in the ECR*	15	15,0	7,5	3,8
Win over an opponent ranked 49th-64th in the ECR*	10	10,0	5,0	2,5
Win over an opponent ranked over 65th position in the ECR*	5	5,0	2,5	1,3
Win over a non-ranked opponent	3	3,0	1,5	0,8

*ECR – standing in the European Club Ranking at the beginning of the season

ETTU will publish the new ranking by 01.08.2026, integrating all results from the previous two seasons in accordance with the New Ranking System. This ranking will be used for the Clubs Season 2027/28

From 01.08.2026, ETTU will publish the New Ranking on a monthly basis, on the same dates as the MA ETTU Rankings.

Victory Points will be calculated on monthly basis, while Final Position Points will be allocated at the end of each Club Competition Season.

For a non-finished team match, Victory Points will not be awarded.

4. 2026/27 EUROPEAN WOMEN'S CLUB COMPETITION STRUCTURE

ETTU CHAMPIONS LEAGUE WOMEN (EECW)										
STAGE 1		STAGE 2		STAGE 3		FINAL 4				
16 teams		8 teams		4 TEAMS		4 teams				
Groups	4	Groups	1	1 leg (home teams A3 and A4)		SF	1 leg			
Teams	4 in	Teams	8			F	1 leg			
Host:	1 host	Single Round Robin		QF		SF	F			
GROUP 1		GROUP A		QF1	A3	SF1	A1	FINAL	W SF1	
S7		S1			A6					
S11-14		S2		QF2	A4					W QF2
S15-18		S3			A5					
S19-22		S4								
GROUP 2		S5				SF2	A2	FINAL	W SF2	
S8		S6								
S11-14		Qualifier M1				W QF1				
S15-18		Qualifier M2								
S19-22										
GROUP 3										
S9										
S11-14										
S15-18										
S19-22										
GROUP 4										
S10										
S11-14										
S15-18										
S19-22										
Qualification M 1										
W1	W3/4									
Qualification M 2										
W2	W3/4									

EUROPE CUP WOMEN									
STAGE 1		STAGE 2		STAGE 3					
16 teams		22 teams		12 teams					
Groups	4	Groups	6	R 16		2 legs (Home/Away)			
Teams	4 in	Teams	3/4 in each	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)			
S23-S26	CLW Stage 1/LO PO1/2		R16		QF		SF		
S27-S30	2nd EC S1 Group				QF1		S2/A1 winner		
S31-S34	2nd EC/3rd CLW S1 group								
S35-S38			R16/1						
GROUP 2		GROUP B							
S23-S26	CLW Stage 1/LO PO1/2		R16/2		QF2		SF1		
S27-S30	2nd EC S1 Group								
S31-S34	2nd EC/3rd CLW S1 group								
S35-S38			S2 E1/F1						
GROUP 3		GROUP C				QF3		SF2	
S23-S26	2nd CLW S1 Group								
S27-S30	Winner EC S1 Group		R16/3						
S31-S34	2nd EC/3rd CLW S1 group								
S35-S38	4th CLW S1 group				QF4		FINAL		
GROUP 4		GROUP D		R16/4					
S23-S26	2nd CLW S1 Group								
S27-S30	Winner EC S1 Group								
S31-S34	2nd EC/3rd CLW S1 group				QF4		FINAL		
S35-S38	4th CLW S1 group								
GROUP E									
2nd CLW S1 Group									
Winner EC S1 Group									
2nd EC/3rd CLW S1 group									
4th CLW S1 group									
GROUP F									
2nd CLW S1 Group									
Winner EC S1 Group									
2nd EC/3rd CLW S1 group									
4th CLW S1 group									

ETTU EUROPE TROPHY REGIONAL STAGE (EETW)
Regional Events
Playing System and Regions will be decided by ETTU for each region
Eligible participants:
registered teams for Europe Trophy
3rd positioned teams - EECW S1
4th positioned teams - EECW S1

EUROPE TROPHY GRAND FINALS			
8-12 teams will participate - depending on a playing system of Regional Stage			
one host			
Stage 1	Stage 2		
group stage	QF	SF	FIN
single round robin	one leg		

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

5. QUALIFICATION FOR ETTU CHAMPIONS LEAGUE WOMEN

5.1. The Competition shall be open for the teams/clubs:

- European Clubs Ranking:

The next 12 teams from the European Club Rankings after the participants of the European Women's Champions League have been determined

- Wild Card 1: Qualified for the Stage 1
- Wild Card 2: Qualified for the Stage 1
- Wild Card 3: Qualified for the Stage 1
- Wild Card 4: Qualified for the Stage 1

These clubs will be seeded in the last position(s) of the Europe Cup and start in Europe Cup Stage 1

In case there are no Wild Card requests/acceptance, the remaining teams will be filled in according to the European Clubs Ranking.

The total number of teams for the ECLW and EECW together cannot exceed 38.

5.2. There is no limitation of teams per national Association for the EECW

5.3. In case of two clubs/teams qualified for the EECW with the same management, ETTU can move the lower ranked of the two clubs/teams to the Europe Trophy and the vacant position in the Competition will be filled by the next highest ranked club/team of the European Clubs Ranking.

5.4. Wild cards for up to 4 clubs/teams may be given by ETTU for clubs wishing to join the Europe Cup but not ranked high enough to reach a Europe Cup position by seeding. Clubs asking for wild cards shall meet the following criteria to be accepted.

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 EECW

In case more than 4 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

These clubs will be seeded in the last position(s) of the EECW and start in EECW group stage 1.

5.5. In case free spots remain in the Europe Cup after attribution of the 4 Wild Cards and the confirmation of the seeded teams from the ECC ranking. In that case, ETTU may allocate further wild cards to complete the Europe Cup until the maximum participation is reached.

5.5. The Europe Cup winner from the 2025/2026 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.

6. REGISTRATION

6.1. Key Dates:

- **Deadline for Clubs' Team Registration:** Monday, 29.06.2026., 23:59 CEST
- **Deadline for Wild Card Application:** Monday, 22.06.2026., 23:59 CEST
- **Deadline for the clubs' MAs' verification:** Wednesday, 01.07.2026., 23:59 CEST
- **Deadline for clubs' player registration:** Monday, 20.07.2026., 23:59 CEST
- **Deadline for the clubs' players' MAs' verification:** Wednesday, 22.07.2026., 23:59 CEST

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

6.2.1. Deadline for Clubs' Team Registration and Wild Card application:

6.2.1.1. Until the deadline on 29.06.2026 at 23:59 CEST, clubs need to send the 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 2026/27
- Venue Details
- Equipment Details
- Application for hosting the ETTU Clubs Events in season 2026/27

6.2.1.1. Until the deadline on 22.06.2026. at 23:59 CEST Clubs need to send Wild Card request to:

- club@ettu.org
- competition@ettu.org

6.2.2. Deadline for the clubs' MAs' verification:

Until the deadline on 01.07.2026. at 23:59 CEST Club MA in the OERS needs to:

- Enter club(s) registration for the season 2026/27, by that club is verified for the season 2026/27
- Enter club(s) Wild Card application, if any

6.2.3. Deadline for the clubs' players' registration:

Until the deadline on 20.07.2026. at 23:59 CEST, Clubs need to enter in the Application Form:

- 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.

and send it to:

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

Clubs are entitled to enter:

- up to 12 players, who are eligible to represent any ETTU Member Association
- up to 12 players, who have a passport from any ETTU Member Association's country, but not representing this ETTU Member Association
- up to 3 players, who do not have a passport from any ETTU Member Association's country (non-European players)

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

Until the deadline on 22.07.2026. at 23:59 CEST, the Member Association (MA) of the respective clubs must enter in the OERS:

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

6.3. The registered ECCW clubs shall pay to the ETTU bank account the following entry fee within 7 days upon reception of the final seeding list and invoice:

- 500 €

6.4. Clubs with any debts stemming from ETTU Club competitions will be unable to 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 Event or does not fulfil the requirements set up, the next highest ranked team of the seeding may fill the vacant position

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; competition@ettu.org) by both the club and its National Association.

A withdrawal/cancellation fee of two hundred (200) € has to be paid by the respective club to the ETTU bank account.

6.6.2. All withdrawals after the exit possibility will be fined according to the Penalty Catalogue (article 25.3)

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 48 hours to inform ETTU in case of any irregularity or mistake.

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 ECCW and refuses to play for that club in ECCW can be suspended for the following ECCW 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 2 non-European* players are entitled to play. The third non-European* player, if given, can be nominated only as “reserve player” to replace the other non-European* player
- 7.6. In case a player starts the competition as a non-European* player and her nationality changes during the playing season she 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, a player shall have at least 2 participations in team matches in the period before (group stages until quarter-finals included), i.e., have participated in or been listed on an official scoresheet in two team matches in total. No exception can be made.
- For the purpose of this Article, a player shall be considered as having participated if she was nominated on the official team line-up sheet, irrespective of whether she actually played an individual match or was designated as a reserve player.
- A player listed on the team line-up sheet but not present in the playing venue during the player's presentation shall not be considered as having participated.
- This eligibility directive also counts for Champions League teams relegated to the EECW.
- No exception to this eligibility requirement shall be granted.

8. PLAYING FORMAT

8.1. GENERAL PRINCIPLES

8.1.1. Competition Phases

The 2026/27 EECW consists of the following four (4) competition phases:

- Stage 1: Group Stage 1
- Stage 2: Group Stage 2
- Stage 3: Main Draw (KO, two-leg matches)

Each phase has a distinct sporting purpose and may apply different playing formats and match completion rules in accordance with these Directives.

8.1.2. Team Match Structure

In all stages of the Competition, team matches shall consist of a maximum of five (5) individual matches.

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)

Each individual match shall be played over three (3) games

Each game won shall count as one (1) game and one (1) point for the team

8.1.3. Match winner definition

The match winner is the team that wins a higher number of games than its opponent in a team match, irrespective of the stage of the Competition.

The match winner shall be used only for the following purposes:

- to determine the team entitled to receive Victory Points for the European Club Ranking;

8.2. STAGE 1 - GROUP STAGE 1

Stage 1 is the initial phase of the EECW. Its purpose is to determine which teams qualify for Stage 2 of the Competition and which are relegated to the Europe Trophy.

8.2.1. PLAYING FORMAT OF STAGE 1

- 8.2.1.1. Eligible teams: Teams Seeded 23-38 on the European Club Ranking
- 8.2.1.2. Number of groups ***: 4 groups
- 8.2.1.3. Number of teams in each group ***: 4 teams
- 8.2.1.4. Order of matches: Single Round Robin with the following order:
R1: 1-3, 2-4 1-3, 2-4
R2: 1-2, 3-4
R3: 1-4, 2-3
- 8.2.1.5. Advance for the Stage 2 of EECW***: Winner and Runner up of each group
- 8.2.1.6. Relegated to Europe Trophy: 3rd and 4th team from each group
- *** In case of withdrawals in ECLW and EECW , ETTU may adapt Stage 1 Playing System

8.2.2. PLAYING SYSTEM OF STAGE 1

8.2.2.1. 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)

A team shall consist of up to 5 players selected from those nominated by the team's club for the event.

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 EECW, 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.

In the event of a walk-over (W.O.) match, the final team-match result shall be recorded as 8:0 in games.

In the event of a walk-over (W.O.) match, the final team-match result shall be recorded as 88:0 in individual points.

- 8.2.2.2. In each match, three games shall be played. The possible results are 3:0, 2:1, 1:2, and 0:3.

When one team reaches eight (8) points, the team match shall be concluded. In such cases, the individual match result may also be recorded as 2:0, 1:0, 1:1, 0:2, or 0:1, depending on the number of games completed at the time the team match is concluded.

- 8.2.2.3. Each game won in a match counts as one point for the team.

Examples:

In the event that an individual match is concluded with a result of 3:0 in favour of Team A, Team A shall be awarded three (3) points and Team B shall be awarded zero (0) points.

In the event that an individual match is concluded with a result of 2:1 in favour of Team A, Team A shall be awarded two (2) points, while Team B shall be awarded one (1) point.... etc

- 8.2.2.4. Team matches shall end when one team has won eight (8) games (points). The final team match result can be:

8:0, 8:1, 8:2, 8:3, 8:4, 8:5, 8:6, 8:7, 7:8, 6:8, 5:8, 4:8, 3:8, 2:8, 1:8, 0:8

- 8.2.2.5. The final standing in the group will be determined by the overall number of points (games).

- 8.3.1.5. Advance for the Stage 2 of EECW***: Winner and Runner up of each group
- 8.3.1.6. Clubs who are not advancing to Stage 3 of the EECW do not continue in any further stage of this competition (no relegation to Europe Trophy).

*** In the case of adapted playing system of Stage 1 of ECLW and EECW, ETTU will adapt the playing system of stage 2

8.3.2. PLAYING SYSTEM OF STAGE 2

8.3.2.1. 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)

A team shall consist of up to 5 players selected from those nominated by the team's club for the event. 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 EECW, 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. In the event of a walk-over (W.O.) match, the final team-match result shall be recorded as 8:0 in games.

In the event of a walk-over (W.O.) match, the final team-match result shall be recorded as 88:0 in individual points.

- 8.3.2.2. In each match, three games shall be played. The possible results are 3:0, 2:1, 1:2, and 0:3. When one team reaches eight (8) points, the team match shall be concluded. In such cases, the individual match result may also be recorded as 2:0, 1:0, 1:1, 0:2, or 0:1, depending on the number of games completed at the time the team match is concluded.
- 8.3.2.3. Each game won in a match counts as one point for the team.
Examples:
In the event that an individual match is concluded with a result of 3:0 in favour of Team A, Team A shall be awarded three (3) points and Team B shall be awarded zero (0) points.
In the event that an individual match is concluded with a result of 2:1 in favour of Team A, Team A shall be awarded two (2) points, while Team B shall be awarded one (1) point.... etc
- 8.3.2.4. Team matches shall end when one team has won eight (8) games (points). The final team match result can be: 8:0, 8:1, 8:2, 8:3, 8:4, 8:5, 8:6, 8:7, 7:8, 6:8, 5:8, 4:8, 3:8, 2:8, 1:8, 0:8
- 8.3.2.5. The final standing in the group will be determined by the overall number of points (games).
- 8.3.2.6. Tie-break criteria shall be applied only when teams are equal on total points. If 2 or more teams have gained the same number of points, their relative positions shall be determined by the results only of matches between them in the following order:
- 1) the total number of games won in the matches played between the tied teams
 - 2) the ratio of games won to games lost in the matches played between the tied teams
 - 3) the ratio of single points won to points lost in the matches played between the tied teams.

8.3.2.7. If, after the application of any of the above criteria, the positions of one or more teams have been determined while others remain equal, the results of the matches in which the already-ranked teams took part shall be excluded from any further calculations, and the remaining tied teams shall be ranked by repeating the above criteria.

8.3.2.8. If two (2) or more teams remain equal after the criteria laid down in 8.2.2.6., their relative positions shall be decided by lot. The Referee shall conduct the draw by lot after the end of the team matches, with at least the team captains present, and shall inform ETTU without delay.

8.3.3. MATCH PROCEDURE OF STAGE 2

In Stage 2 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 2 non-European* players per club are entitled to play. The third non-European* player, if given, can be nominated as "reserve player" for replacing the other non-European* player in the match 4 or 5.

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

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

For the Stage 1, there shall be no additional break after the 3rd 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).

8.3. STAGE 3 - MAIN DRAW

8.3.1. Eligible teams: Winner and Runner up of each group from Stage 2

8.3.2. Bracket: 12 teams

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 EECW, and the winner qualifies for the next round. The 2 Clubs play 2 two-legged match, also called a "Home and Away" match.

8.3.4. PLAYING SYSTEM

8.3.4.1. 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)

A team shall consist of up to 5 players selected from those nominated by the team's club for the event.

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 EECW, 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.

In the event of a walk-over (W.O.) match, the final team-match result shall be recorded as 8:0 in games.

In the event of a walk-over (W.O.) match, the final team-match result shall be recorded as 88:0 in individual points.

8.3.4.2. Team Match End

Each Team Matches shall end when one team has won 8 games (points).

In each match, three games shall be played. The possible results are 3:0, 2:1, 1:2, and 0:3.

When one team reaches eight (8) points, the team match shall be concluded. In such cases, the individual match result may also be recorded as 2:0, 1:0, 1:1, 0:2, or 0:1, depending on the number of games completed at the time the team match is concluded.

8.3.4.3. Overall Team Match winner

In a "Home and Away" match, the winner is the Club with more allocated points than the other one.

Example:

Leg 1: Team XX - Team YY 8:3

Leg 2: Team YY - Team XX 8:4

Overall Match result: Team XX - Team YY 12:11

Match winner and advancing to the next round: Team XX

In case of tie, when points are equal (example a 12:12 result...) Golden Match shall be played.

8.3.4.4. Golden Match

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

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

8.3.4.4.3. The team captains chose for the Golden Match any 3 players from the team line-up (including reserves) 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. Maximum 2 non-european players can play Golden Match.

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

8.3.4.4.5. Regarding the rules concerning discipline (advice, misbehaviour and good presentation) the Golden Match is seen as a continuation of the previous team match (2nd leg match).

8.3.4.4.6. Team Composition of Golden Match

Match 1:	A1	vs	B1
Match 2:	A2	vs	B2
Match 3:	A3	vs	B3

8.3.5. MATCH PROCEDURE OF STAGE 3

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.

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 2 non-European* players are entitled to play. The third non-European* player, if given, can be nominated as "reserve player" for replacing the other non-European* player in the match 4 or 5.

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

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

Intervals between individual matches shall not exceed 1 minute except for the interval after the third individual match, where a maximum of 15-minute break may be accepted.

The home team shall inform the visiting team and ETTU via the Match Form of the planned interval after the third individual match. ETTU has the right to refuse a break after the third match in case of TV and Media Requests.

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).

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

The use of Multiballs is mandatory in Stage 3, Starting from Quarter Finals.

The host club has to provide 40 new balls and the 2 team captains shall choose 30 balls (15 balls each)

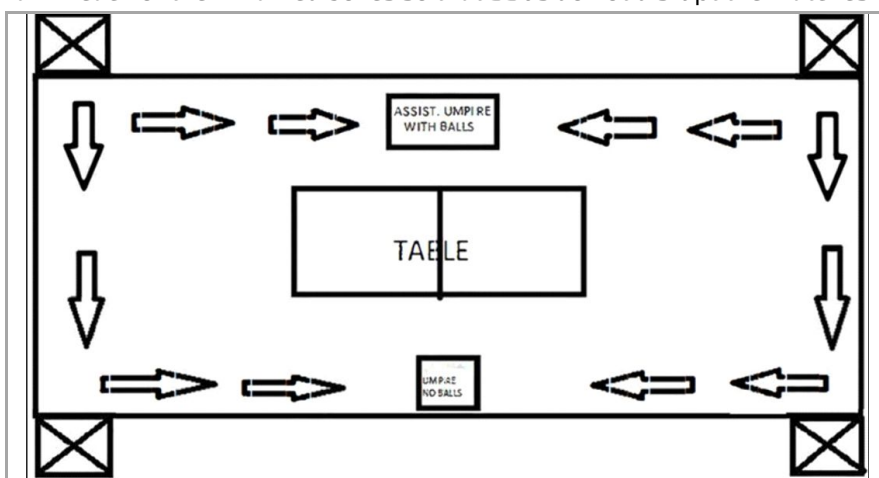
In each match 30 balls shall be kept by the umpire who will provide after each point a new ball to the serving player, in case the ball used from the previous rally is not in imminent reach of 1 of the 2 players

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 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

10. DRAW

The draw shall be made in public by the 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.

10.1. Stage 1 Draw:

The 4 top seeds (23-26) shall be drawn in position 1 of each group according to seeding list (seed no 23 into the group 1, seed no 24 into to group 2 etc); the next 4 from the seeding list in position 2 of each group (draw)etc.

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

10.2. Stage 2 Draw:

Step 1: position 1 / Groups A / B:	free draw losers ECLW Stage 1/PO 1/2
position 1 / Groups C/D/E/F:	2nd ECLW Stage 1/Groups
position 2 / Groups C/D/E/F:	winner EECW Stage 1 groups
position 2 / Groups A/B - position 3 groups A/B/C/D/E/F:	2nd EECW/Stage 1/3rd ECLW Stage 1
position 4 / groups A/B/C/D/E/F:	4th ECLW Stage 1 Groups

Any of the groups A-F can be a group with 3 teams

Restrictions:

Restriction 1: team from the same group from ECLW/EECW can't be in the same group of the Stage 2

Restriction 2: Teams from the same national Association shall, as far as possible, be drawn into different groups.

10.3. Stage 3 Draw:

Winner of group A will be drawn to position 1

Winner of group B will be drawn to position 16

Winners of groups C/D will be drawn to positions 8/9

Winners of groups E/F will be drawn to positions 5/12

The 2nd-positioned teams from each group will be drawn to positions 3,4,7,10,13,14,

Teams from the same group shall be drawn into opposite half.

There is no separation by association.

10.4. ETTU will confirm before the draw of the each Stage the Draw Procedure for that Stage and has the authority to adapt the procedure and system as necessary.

11. FIXTURES

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

11.2. The actual playing season shall be from the day before the first round of the competition until the day after the 2nd final match.

11.3. Season 2026/27 schedule ***:

13.-15.11.2026.	Stage 1 (1 host)
18.-20.12.2026.	Stage 2 (1 host)
12.01.-13.01.2027.	Stage 3 - R16 Leg 1 (final dates tbc)
16.01.-17.01.2027.	Stage 3 - R16 Leg 2 (final dates tbc)
02.-03.03.2027.	Stage 3 - QF Leg 1 (final dates tbc)
06.-07.03.2027.	Stage 3 - QF Leg 2 (final dates tbc)
06.-07.04.2027.	Stage 3 - SF Leg 1 (final dates tbc)
10.-11.04.2027.	Stage 3 - SF Leg 2 (final dates tbc)
30.04.2027.	Stage 3 - F Leg 1 (final dates tbc)
07.05.2027.	Stage 3 - F Leg 2 (final dates tbc)

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

11.4. Home - Away right:

R16: Leg 1: home team is runner up of Stage 2 group /lower ranked team in the seeding list for the Event

Leg 2: home team is winner of Stage 2 group /higher ranked team in the seeding list for the Event

QF: Leg 1: home team is runner up of Stage 2 group /lower ranked team in the seeding list for the Event

Leg 2: home team is winner of Stage 2 group /higher ranked team in the seeding list for the Event

SF: Leg 1: home is the lower ranked team in the seeding list for the Event

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

F: Leg 1: home is the lower ranked team in the seeding list for the Event

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

11.5. Each team, starting with the Stage 3 matches, decides on their home match dates and starting times. Starting Stage 3, all qualified teams must confirm their home matches 3 days following the completion of the previous stage/round. Matches shall be only scheduled within the given period for each stage/round by ETTU. Any variation to that period must be approved in writing by ETTU

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

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

Teams qualified for the SF and F must confirm their home matches to ETTU within 3 days following the completion previous round Match Form.

11.6. For each home match with one opponent, the home team must fill in the Team Match Form, according to 11.4.

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

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

11.8. 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.

12. ACCOMMODATION / HOSPITALITY / TRANSPORTATION / MEALS / VISAS

12.1. 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 via Match form.

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.

12.2. 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.

12.3. 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.

- 12.4. 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.
- 12.5. For each match, the host club must provide up to 3 media accreditations (access to the venue and media area). ETTU will notify the club of the accredited persons.
- 12.6. 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.
- 12.7. 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.

13. COMPETITION HALLS, EQUIPMENT AND PLAYING CONDITIONS

- 13.1. There shall be a playing hall, with preferably a seating capacity of minimum 100 and which is large enough to accommodate one (1) playing court (table), in a playing area of 15 x 8,4m and at least 5 m high.
- 13.2. 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.
- 13.3. 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 the match form.

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

- 13.4. The light intensity shall not be less than 800 Lux over the table surface, and the remaining FoP not be less than 500 Lux.
- 13.5. The temperature in the playing area shall be between 18° C and 25° C.
- 13.6. Each club shall notify ETTU the colour of the playing clothing (2 sets of shirts).
- For the Stage 1 and Stage 2 matches, 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.
- 13.7. The ECCW 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.
- 13.8. 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.
- 13.9. Background shall be kept dark.
- 13.10. 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.

- 13.11. There shall be sufficient changing rooms (at least 3, 1 for each of the teams and 1 for the referee/umpires) of good standard.
- 13.12. Matches shall start at the designated time without delay.
- 13.13. 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.
- 13.14. 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).
- 13.15. A suitable speaker service must be provided in the playing hall, during the whole duration of the team match.
- 13.16. Teams must face the main camera during the presentation.

14. 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.

15. REFEREE AND UMPIRES

- 15.1. For Stage 1 and Stage 2, ETTU, together with ETTU URC, will nominate a sufficient number of umpires together with 1 Referee.
- 15.2. For matches in Stage 3 until semi finals, the National Association of the home club must nominate at least three umpires (validated by ETTU URC). At least one of these umpires shall preferably be an International Umpire and shall fulfil the duties of the Referee.
- 15.3. For the semi-finals and finals ETTU URC will nominate two umpires and one Referee.
- 15.4. 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".
- 15.5. 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.
- 15.5. Daily allowance:

Referee:	150 €	per competition day
Gold or Blue Badge:	100 €	per competition day
White Badge:	60 €	per competition day
National Umpire:	40 €	per competition day
- 15.6. 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).

15.7. 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:
 - result@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

16. GENERAL COMMUNICATION

To guarantee a smooth running of the EECW, 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.

17. OFFICIAL MATCH PROTOCOL

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

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

18. MEDIA AND SPONSORSHIP

18.1. ETTU holds the following exclusive rights:

- the Title sponsorship rights
- any kind of Television transmission
- internet Broadband Streaming
- IPTV and Data & Scoring Rights (live, delayed and excerpts)
- mobile devices rights and Radio rights
- worldwide exclusive betting rights

18.2. Digital & Social Media

If clubs have their own social media accounts, clubs must share content, tag ETTU and send a collaboration request on all Europe Cup content. Use the following hashtag: #ETTUEuropeCup

ETTU selects on its own discretion which content will be posted or reposted on ETTU social media channels.

For every match, clubs must send the following footages:

- Team warm-up video
- Photo/video of venue (emotions, spectators, timelapse of venue filling up...)
- In-match footage (can be player celebrations, rallies, fan footage...)
- Post-match picture of winning team, include video of player comments/celebration.

Contents must be sent via "WeTransfer" to media@ettu.org

18.3. Guidelines for Content

English language captions (native language can also be added below)

High quality footage

Footage adapted to the platform that content is being shared on:

- Videos to be posted in 9x16 for reels, shorts, TikTok's and stories
- Post match player interview/comments to be sent in 16x9
- Photos to be posted preferably in 4x5 or 1x1

18.4. ETTU Official Channels

- Instagram: @ettu_official
- YouTube: @ettutvofficial
- Facebook: European Table Tennis Union
- LinkedIn: ETTU (European Table Tennis Union)
- TikTok: @ettu_official
- Douyin: @ettuofficial

18.5. Press & Photography

All clubs, latest by 31.10.2026, must provide the following:

- Professional headshots of all players, coach, club management, club logo and venue photo.
Players and coach should wear the official team shirt of the current season.
- Official team photo (with season kit).

Players headshots and official team photos must be submitted as PNG files with a transparent background and meet the following size requirements:

- | | |
|---|-------------|
| ▪ Team photo size: | 1256x320 px |
| ▪ Individual player and coach photo size: | 97x144 px |
| ▪ Club Logo size: | 80x75 px |
| ▪ Team Management photo size: | 128x128 px |
| ▪ Venue photo size: | 480x270 px |

18.6. Team Selfie (winning team):

The winning team must send a team selfie immediately after the match ends either by WhatsApp +49 170 638 1206 or by ETTU Social Media Channel or by email media@ettu.org

18.7. Additional Photos (starting from Quarter-Finals)

Any additional photos may also be sent to media@ettu.org.

ETTU reserves the right, at its sole discretion, to determine which of the submitted pictures will be published on its social media platforms and the timing of such publication.

19. LIVE STREAMING

- 19.1. Every host club must produce online streaming of its home matches according to the following ETTU streaming/technical requirements, which include an internet connection with a minimum dedicated upload bandwidth of 100 Mb/s.
- 19.2. 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.

- 19.3. Host club must send at least 14 days before the match contact details from the streaming provider.
- 19.4. 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.
- 19.5. Camera view must show only the Field of Play (playing table, surrounding boards, umpire table and chairs). No elements outside the FoP should be visible in the broadcast frame, including practice tables, benches, venue furniture, etc.
- 19.6. If the venue does not allow a clean FoP-only camera frame, the club must cover the background - for example with dark curtains or the official ETTU media backdrop
- 19.7. Teams must face main camera during presentations
- 19.8. ETTU's partner will contact each host club on streaming requirements in due time.

20. VIP

- 20.1. 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.
- 20.2. There shall be a special VIP-room, where drinks and snacks are served to honorary guests, sponsors, suppliers, etc., free of charge.

21. 2nd LEG OF FINAL MATCH, WINNERS CEREMONY AND AWARDS

- 21.1. For the 2nd final match, the host team must produce on its own cost a backdrop with the title sponsor (if any), ETTU and host club's sponsors logos for interviews and for the award ceremony. Backdrop dimensions: 4m length x 2,2m height
- The host for the 2nd final match must also produce on its own cost an ETTU floor sticker to be displayed on the floor of the field of play next to the table.
- The financial contribution to the host of the final (second leg) is 1000€.
- 21.2. There shall be a winner's ceremony at the end of the Final (second leg). with a podium or arrangement (for 14 persons) according to the ETTU award ceremony script.
- 21.3. After the 2nd final match, the winner shall receive the appropriate trophy, and the winner and the runner-up shall receive medals from ETTU.

22. PRIZE MONEY

ETTU will pay out a prize money of 8.000€ in total. The distribution of the prize money for each position is as follows:

- Winner: 4.000 €
- Runner-up: 2.500 €
- Losing semi-finalists: 750 € each

23. STAGE 1 and STAGE 2 TOURNAMENTS

ETTU will open the bidding process for organizers of the Stage 1 and Stage 2 tournaments. In the bidding application ETTU will describe all necessary requirements which clubs who wish to organize that events needs to fulfill.

The financial contribution to host the Stage 1 and Stage 2 is 250€ per group.

24. 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/>).

25. PENALTY CATALOGUE

- 25.1. A club violating the ITTF Laws, the ETTU Constitution, the ETTU Regulations or the ETTU Directives may be disqualified from the competition and will be financially fined. A team which has refused to continue the match until its end, played with an incomplete team or failed to play the match at all may be fined up ten thousand (10,000) €.
- 25.2. A team whose players, coaches or officials during or in connection with a match have behaved in a way that the table tennis sport has been brought into disrepute may be financially fined and a ban can be imposed on the players, coaches or officials for the following match(es).
- 25.3. A club withdrawing its team from the ECC after the exit possibility but before the draw, will be fined one thousand (1.000) €.
- A club withdrawing its team from the ECC after the draw will be fined three thousand (3.000) €.
- Clubs which, in the previous season of the ETTU Club Competitions Women, have withdrawn or failed to compete in one or more scheduled matches shall not be accepted for registration in the following season.
- Furthermore, such clubs shall not receive any European Club Competition Ranking points from that season, nor any bonus support or prize money related to their participation in that season.
- In cases of duly justified force majeure, the ETTU may, at its sole discretion, grant an exception and allow the club's participation and/or entitlement to the above.
- 25.4. A club not fulfilling the duties to offer meals or transportation will be fined five hundred (500) € for each disregard.
- 25.5. Media, Marketing & Content Obligations
- Clubs participating in the EECW must comply with the media, marketing, branding and content requirements set out in Article 18 of these Directives.
- Failure to comply with these requirements will result in the following penalties:
- 25.5.1. A club failing to submit by 31 October 2026 the required media materials (professional headshots of all players, coach and team management, official team photo, club logo and venue photo) in the required format and specifications will be fined one hundred (100) €. If the missing or non-compliant material has still not been received within fourteen (14) days after the deadline, the club will be fined an additional one hundred (100).
- 25.5.2. A club failing to submit the required player action photos, including those required by 31 October 2026 and/or those required to be submitted within twenty-four (24) hours after the team match ends and/or winning celebration photos of players within twenty-four (24) hours after the team match ends will be fined fifty (50) € per missing picture or per picture not submitted in the required format and specifications.

- 25.5.2. A club failing to provide their winning team selfie within one (1) hour after the team match ends, will be fined fifty (50) € on each occasion.
- 25.5.3. A club failing to submit a post-match quote from their team (coach, team manager and/or player) to the designated ETTU contact within one (1) hour after the match will be fined fifty (50) € on each occasion.
- 25.5.5. A club failing to provide the required match media content, including warm-up video, venue footage, in-match footage or other requested materials, will be fined fifty (50) € per missing or non-compliant item.
- 25.5.6. A club failing to ensure the required media availability of players and/or coaches when requested by ETTU will be fined one hundred (100) € for each disregard.
- 25.5.7. A club failing to tag ETTU and use the required competition hashtag (#ETTUChampionsLeague) when publishing competition-related content on its social media channels, where applicable, will be fined fifty (50) € for each disregard.
- 25.4. Marketing, Branding & Field of Play Obligations
Failure to comply with the marketing, branding and Field of Play requirements set out in Article 18 and 19 of these Directives will result in the following penalties:
- 25.6.1. A host club not installing the official EECW floor sticker in the required position on the Field of Play will be fined five hundred (500) € for each disregard.
- 25.4.1. If a Title Sponsor is confirmed, a host club not installing the required Title Sponsor floor sticker in the designated position on the Field of Play will be fined two thousand (2000) € for each disregard.
- 25.4.2. A club placing unauthorised floor stickers or advertising on the Field of Play without prior written approval from ETTU, or placing floor stickers exceeding the permitted number, size or location as defined in the Directives, will be fined five hundred (500) € for each disregard.
- 25.6.4. A club failing to use the official competition logo and naming ("ETTU Champions League Women" or the title-sponsored name where applicable) in publications related to the competition will be fined one hundred (100) € for each disregard.
- 25.6.5. A host club failing to ensure that the camera view complies with the Field of Play visual presentation requirements, as agreed at the respective club's inspection and agreement between the club and ETTU, will be fined one thousand (1.000) € for each disregard.
- 25.4.3. A host club failing to prevent unauthorised streaming or broadcasting of the match on channels or platforms under its control, including streams produced or published by the club itself or by third parties acting on its behalf without prior approval from ETTU, will be fined five hundred (500) € for each disregard.
- 25.5. A club whose players fail to observe Directives concerning advertisements on players' clothing may be fined up to two (2) thousand (2,000) €
- 25.6. A club failing to use the correct denomination of the official title sponsor at a publication (social media, website etc) will be fined two hundred (200) € on each occasion.
- 25.7. A club failing to fulfil the obligations regarding the production of live streaming (e.g. sufficient and stable internet connection, camera/working position) will be fined as follows: lower internet connection during a match, as laid down in the directives (and not sufficient connectivity for live streaming), two hundred (200) € per each occasion.
- 25.8. A club failing to make a prompt and reasonable financial settlement with an opposing club will be fined five hundred (500) € for each disregard.

- 25.9. A club using different equipment as confirmed in the Match Form will be fined as follows for each disregard:
- 25.9.1. Balls: one thousand (1.000) €
 - 25.9.2. Table: one thousand (1.000) €
 - 25.9.3. Net: two hundred (200) €
- The following fines on wrong equipment use will be imposed on each disregard:
- 25.9.4. Stage 1 and Stage 2 host not using A-boards, B-boards, or LED panels: five hundred (500) €
 - 25.11.5. Stage 2 and Stage 3 hosts not using surroundings provided by ETTU or not installing them in the required layout and order as defined by ETTU: one thousand (1.000) €, unless LED surrounds used.
 - 25.11.6. Stage 2 and Stage 3 hosts using LED surrounds and not complying with the display requirements as set in directive 18.3.4: one thousand (1.000) €.
 - 25.9.5. A Club failing to have ITTF approved flooring at their home match will be fined five hundred (500) €.
 - 25.10. A club failing to send invitation to the opponent team on time will be fined two hundred (200) € on each occasion.
 - 25.11. A club failing to answer to ETTU requests in due time (within 48 hours) will be fined one hundred (100) € on each occasion.
 - 25.12. A Club failing to conduct official Live Scoring through the official ETTU Live Scoring application at its home match will be fined five hundred (500) € for each infringement.
 - 25.15. A EECW club failing to have one official club representative present throughout the entire meeting convened by ETTU will be fined two hundred (200) €.
 - 25.13. Any contravention of the Penalty Catalogue shall be submitted to the ETTU Club Competition Official for validation. Following validation, the corresponding fines will be communicated to the club concerned, with a copy sent to its Member Association.
In cases where the Penalty Catalogue provides for a fine up to a specified maximum amount (i.e. no fixed amount) or where no specific amount is indicated, the notification will be accompanied by an explanatory note outlining the reasoning for the level of the fine imposed.
 - 25.14. The ETTU Club Competition Official may reduce the amounts of fines or withdraw the fines as laid down in the Penalty Catalogue for valid or force majeure reasons.
 - 25.15. Further contraventions, not specified above, to the Regulations and Directives may also be fined by the ETTU Club Competition Official.

26. JURISDICTION

- 26.1. A club wishing to protest about any aspect of the ECCW shall send this protest, together with all relevant details, by e-mail to the ETTU Secretariat (registration@ettu.org), within two (2) days of the occurrence of the situation giving rise to the protest. No protest shall be accepted after this deadline.
- 26.2. The ETTU Club Competition Official has to take a decision concerning a protest as soon as possible after the protest has been received and the necessary hearing and investigations have been concluded.
- 26.3. A club wishing to protest against a decision of either the ETTU Club Competition Official or of the Secretary General shall send this protest, together with the relevant details, including reasoning, by e-mail via the ETTU Secretariat to the ETTU Board of Appeal within 8 days after the receipt of the decision. No protest shall be accepted after this deadline.

- 26.4. The costs of the procedure of the ETTU Board of Appeal shall include the actual expenses and the protest fee of one thousand (1.000) €. This latter fee shall be paid into the ETTU bank account and has to be received by the ETTU within eight (8) days of the submission of the case otherwise the protest is not accepted and the ETTU Club Competition Official or Secretary General decision remains final.
- 26.5. The ETTU Board of Appeal shall inform the opposing or accused party (parties) within thirty (30) days of the case lodging. The decision of the ETTU Board of Appeal shall be final on ETTU level.
- 26.6. At the time of making a protest to the Club Competition Official, the protesting club shall pay to the ETTU bank account a fee of five hundred (500) € per case, to be received within 8 days, which will be refunded if the protest is not upheld or if the contested sentence is cancelled.
- 26.7. At the time of making an appeal against a decision taken by either the Club Competition Official or by the Secretary General, to the Board of Appeal, the appealing club shall send to the ETTU bank account a fee of one thousand (1.000) € per case, which will be refunded if the appeal is not upheld or if the contested sentence is cancelled.
- 26.8. In case of any appeal against the decision of the ETTU Board of Appeal at the Court of Arbitration for Sports shall be made within 14 days of the notification of the decision of the ETTU Board of Appeal, which should be communicated to the ETTU Secretariat.
- 26.9. An appeal shall have no delaying effect, except for financial matters and fines.

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 EECW.

28. CONTACT AND SUPPORT

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