



Tournament Format

1. Determining Groups

The WRC will split participants into two Groups, respectfully named Group A and B. These groups will follow the rules below, with noted minimal adjustments only as required:

- Each Group will contain the same number of tables
 - If this is not possible because of the number of substitutes available for filling out tables, then Group B will have one fewer table.
- Each country's participants will be divided proportionally across the two Groups.
 - In the case that either a country has an odd number of participants, or the number of tables between the two Groups are not even, the remainders from each country will be divided as necessary to fill all Seats.
 - For Japan and the USA, participants will be further subdivided based on the organization they represent. All rules regarding division based on country will take precedence to this rule.
 - Seat numbers will be reserved for each Group based on country and organization. Participants will be drawn seats from those reserved for their country/organization.
- Substitutes will be divided evenly between the groups.
- Each Group's Seats will be subdivided into 4 equally sized Slots, denoted as Slots 1, 2, 3, and 4.
 - The Slots will be used primarily to minimize the amount of collisions between participants of the same country or organization for most of the Qualifying Rounds.
 - All substitutes will be assigned the same Slot number, but different Seat numbers, to ensure that no table will have more than one substitute for a given round.

2. Tournament Structure

The tournament will be divided into two major sections: Qualifying Rounds and Knockout Rounds.

2.1 Qualifying Rounds

All participants will participate in the qualifying rounds. There will be 9 qualifying rounds, each 1 Hanchan in length.



- For Rounds 1 through 7, all participants will be matched only against other participants within their assigned Group.
 - Round 1 matchups will be determined by assigning participants with the lowest Seat number in each Slot at Table 1, the second lowest Seat number at Table 2, and so on, until the highest Seat numbers in each Slot are assigned to the highest table number.
 - Matchups for Rounds 2 through 7 will be predetermined based on participants' Round 1 seating, by moving every participants based on their Slot number.
 - For example, a participant who is Slot 2 of Table 10 for Round 1 will be moved to Table 12 for Round 2, Table 14 for Round 3, and so on.
 - Table counting will wrap from the highest table number back down to Table 1.
- For Rounds 8 and 9, the same table rotation will be enforced, however, the participants in Slots 1 and 4 of Group A will play with participants in Slots 2 and 3 that are assigned to the same table number in Group B, and vice versa.

2.2 Knockout Rounds

After the Qualifying Rounds have concluded, the 32 participants with the highest total score will move onto the Knockout Rounds. There will be 4 Knockout Rounds, each 2 Hanchan in length.

- There is **NO** point carryover from the Qualifying Rounds, nor will there be any point carryover between each Knockout Round.
- The two results of the two Hanchans are calculated separately, including uma. For every Knockout Round table aside from the Final Table, the two participants with the lowest total Round scores across the two Hanchans are eliminated.
- For the Round of 32, participants will be seeded based on their performance in the Qualifying Rounds (highest scorer will get Seed 1, next highest gets Seed 2, etc) and then matchups will be assigned in the following manner:
 - Table 1: 1 – 16 – 17 – 32
 - Table 2: 4 – 13 – 20 – 29
 - Table 3: 5 – 12 – 21 – 28
 - Table 4: 8 – 9 – 24 – 25
 - Table 5: 2 – 15 – 18 – 31
 - Table 6: 3 – 14 – 19 – 30
 - Table 7: 6 – 11 – 22 – 27
 - Table 8: 7 – 10 – 23 – 26



- For the Round of 16, participants will be matched up based on their Round of 32 table and position in the following manner (the notation 1:1 will indicate Table 1, 1st place respectfully):
 - Table A: 1:1 – 2:2 – 3:1 – 4:2
 - Table B: 1:2 – 2:1 – 3:2 – 4:1
 - Table C: 5:1 – 6:2 – 7:1 – 8:2
 - Table D: 5:2 – 6:1 – 7:2 – 8:1
- For the Round of 8, participants will be matched up based on their Round of 16 table and position in the following manner (the notation A:1 will indicate Table A, 1st place respectfully):
 - Table E: A:1 – B:2 – C:1 – D:2
 - Table F: A:2 – B:1 – C:2 – D:1
- For the Final Round and Table, the top 2 participants of Tables E and F will play. Rankings will be based on each player's Final Round score.
 - Time limit restrictions will be lifted for the Final Round so both Hanchans must be played to completion.

3. Emergencies

Due to having a limited number of substitutes to initially fill in for positions and then to fill in case of emergency (participants is not at seat, quits, etc), alterations may need to be made either before or during the tournament with minimal warning.

- If alterations are required before the tournament begins, adjustments will be made with respect to the rules as laid out by Section 1 to ensure as even and fair division as possible.
- If alterations are required during the Qualifying Rounds, arrangements will be made with respect to the matchups of already completed Rounds as to avoid any duplicate pairings, avoiding Slot movement if at all possible, and only resorting to Group movement if absolutely required to continue the tournament.
- In the unlikely circumstance that alterations are required during the Knockout Rounds, participants will be re-added in order of their total score during the Qualifying Rounds if to adjust the Round of 32, else participants will be re-added based on adjusted results of the prior Knockout Round.