C TOURNAMENT SYSTEMS



C/10 COUPE D'EUROPE 3-CUSHION for CLUB TEAMS

Art. 1. NAME, CHALLENGE CUP

The Interclub-European Championship in Three Cushions is endowed with a challenge cup, its name is "Coupe d'Europe" and it is given by the President of the CEB or by a patron.

The cup will annually be given under the wings of the winning team and will be definitely given to those team which is winning this competition three times after each other or five times altogether.

Art. 2. COMPOSITION OF THE TEAMS

The teams are consisting of 4 sportsmen + alternatively substitute-sportsmen, all of them have to be entered by name at the registration and have to belong to the club in question since the beginning of the sports season (1.9. of a year), this has to be confirmed by the respective federation at the registration.

W ithin one and the same season no sportsman is allowed to play the international qualification for one club and the final round for another club.

The sportsmen are following each other within the team according to free registration done by the federation. They are playing against each other in order of rank, that means Nr. 1 of a team is playing against the Nr. 1 of the opponent team, 2 against 2 etc.

In case that one of the sportsmen is absent one of the registered reserves will go into action. The team will then be completed from the back to the front, in fact that way that the reserve which was registered last will always go as number 4 into action. If an encounter (4 games) has been started a rearrangement of the team will not be allowed anymore.

Art. 3. NUMBER OF TEAMS

Each federation affiliated to the CEB has the right to register for the qualification one or at most two club teams of their choice.

Art. 4. QUALIFICATIONS

The international qualification will be held in several groups, dependent on the number of teams registered and at different places. The CEB committee will draw up the groups by means of a subtly differentiated drawing of lots in view of the candidatures of the organizer.

In case of playing in groups consisting of four teams the encounters will be as follows: 1-4 / 2-3, then winner against loser and finally the remaining encounters.

Art. 5 – REIMBURSEMENTS AT THE QUALIFICATION

All travel costs and costs of the stay are chargeable to the registered teams.

Art. 6. PLAYING SYSTEM - DISTANCES

One will play games of 40 points with equal innings. When the first sportsman reaches 40 points the second sportsman has the inning. Each game is starting with the cushion decision. The winner is determining the sportsman who is starting and has to play with the pure white ball.

Art. 7. RESULTS OF THE QUALIFICATIONS

During the qualification each team of one group is meeting all other teams. The winner of the qualification will be that team which has gained the highest total number of match points. In case of equality will decide:

a) Game points (W=2, L=0)

b) the total number of caroms made

c) in case of new equality an extension will be played between the payers with number 1 as previewed in article 12 of the basic concepts of the sport.

The team placed first (possibly 2) of each group are pushing forward to the final.

Art. 8. REIMBOURSEMENTS AT THE FINAL ROUND

Those teams which are participating in the final round are traveling at their own expenses. The costs of the stay are chargeable to the organizer. Including one additional traveling day, if necessary. (This is valid for 4 sportsmen per team. See also the statutes of the CEB, appendix 2). The equivalent of the costs of the stay

(overnight stay/food supply) amounts to about 150 Euro per sportsman per day including the overnight stay.

Art. 9. FINAL ROUND

The final round of the Coupe d'Europe will be played with 6 teams in two groups A and B. In particular cases and within the bounds of the further development of this competition the CEB committee can admit 8 teams for the final round. The organizer, the time-table and the billiard tables must allow this. This increase has to be announced before the start of the qualification.

The title holder or the organizer is excused from the qualification and will be set on number 1 of group A. The committee of the CEB will split up the groups consisting of 3 teams by drawing lots, concerning this one has to take into consideration that perhaps 2 teams of one and the same federation will have to be drawn by lots into different groups.

In the groups everyone is playing against everyone. First of all Nr. 2 against Nr. 3, then Nr. 1 against the winner of 2-3 and finally the remaining game.

At the end a list of rankings of the groups will be drawn up according to the following criteria:

- a) Match points (W = 2, E = 1, L = 0)
- b) Game points (W=2, L=0)

c) Direct encounter

d) Higher total number of caroms made

e) Lower total number of innings.

The semi-finals A1-B2 and A2-B1, the game for place 3 and 4 and the final are following.

In case of drawn one will act as follows:

a) the total number of caroms made

b)) in case of new equality an extension will be played between the payers with number A1 and B1 as previewed in article 12 of the basic concepts of the sport.

Art. 10. ORGANIZING OF THE FOLLOWING FINAL ROUND

The winner of the final round (European Champion) will be the organizer of the final round of the following Coupe d'Europe. In case that he is not carrying out his duty, the duty will be passed to that one placed second and third, respectively, etc. In this case the European Champion (title holder) is not excused from the qualification according to article 9. The binding confirmation of the title holder to organize has to be at the CEB 6 months after the final round at the latest via the responsible national federation. In special cases the CEB committee can in agreement with the title holder assign the holding of the final round to another organizer in his place. In this case the title holder is keeping his place in the final round. Then the organizer will also get a place in the final round (seeded number 1 group B) if the number of participants in the final is increased to 8 teams.