



## **C TOURNAMENT SYSTEMS**

### **C/13 EUROPEAN CHAMPIONSHIP 5 PINS FOR NATIONAL TEAMS**

#### **Art. 1. PARTICIPANTS**

Editions organised inside THE European Championship will be played with **15 teams** registered. Each national federation has the right to register 2 teams, where the first registered will be taken into account at first.

#### **Art. 2. INSCRIPTION and PARTICIPATION of the TEAMS**

The inscriptions will be taken into account according to the following priorities:

1. Title holder
2. Representative of the organizer
3. First the teams registered on the first place from each other federation. If the requested number of needed teams is not reached, the remaining places will be filled up according to the following:
4. B-Team federation of the title holder
5. B-Team organizing federation
6. B-Team federation following the CEB European Ranking Teams

#### **Art. 3. GENERAL RULES OF THE GAME**

Each team consists of 4 sportsmen + 1 or more reserves that can be substitute in each new match. The team coach will provide in writing, prior to each match, the composition of his team to the tournament director as follows:

- Sportsman A - match individual
- Sportsman B - match individual
- Sportsmen C+D - match double
- Sportsmen A+B+C+D - match relay

#### **Art. 4. PLAYING SYSTEM IN THE GROUPS**

- One match „Individual“ (Sportsman A) on 100 Points – Winner 1 set point
- One match „Individual“ (Sportsman B) on 100 Points – Winner 1 set point
- One match „Double“ (Sportsmen C + D) on 100 Points – Winner 1 set point
- One match „Relay“ (Sportsmen A+B+C+D) on 160 Points – Winner 2 set points (each sportsman 40 points)
  
- All 4 matches have to be played.

## Art. 5. GAMES OF THE GROUPS

In THE European Championship the 15 registered teams are positioned in 5 groups of 3 teams. The constitution of the groups will be as follows:

1. First the teams classified 1-5 in the European Ranking are positioned as follow:

- Team 1 in the group A
- Team 2 in the group B
- Team 3 in the group C
- Team 4 in the group D
- Team 5 in the group E

2. The remaining 10 teams will be placed in the groups by drawing remembering that teams of the same nationality cannot be located in the same group.

3. If a team withdraws after the composition of the groups, the new team will take over the place of the team which has withdrawn.

**The 5 teams first in the groups plus the 3 teams best seconds are qualified to the Final Round KO system.**

## Art. 6. PROCEDURE TO ASSIGN THE POINTS

		Team A		Team B
Team A vs. Team B	5 – 0	3	Match Points	0
		5	Set Points	0
Team A vs. Team B	4 – 1	3	Match Points	0
		4	Set Points	1
Team A vs. Team B	3 – 2	3	Match Points	0
		3	Set Points	2
Team A vs. Team B	2 – 3	0	Match Points	3
		2	Set Points	3
Team A vs. Team B	1 – 4	0	Match Points	3
		1	Set Points	4
Team A vs. Team B	0 – 5	0	Match Points	3
		0	Set Points	5

#### Art. 7. PROCEDURE TO CLASSIFY THE TEAMS IN A GROUP

1. **Match points** gained by the teams.
2. **If the 3 teams of the group won 1 match each, Set points** will be considered as follows:
  - a) If each team has a different number of set points, this will be used to rank them.
  - b) If 2 teams have the same number of set points, their respective position will be defined by the result of their direct match.
  - c) If 3 teams have the same number of set points, the **average** is considered. The team with the lowest average will be third and the result of the direct match between the remaining two will define the first and second position in the group.
    - c1) If 2 teams have the same average, their respective position will be defined by the result of their direct match.
    - c2) If all 3 teams have the same average, penalties will be made as follows:

The 4 relay players will take a penalty shot each (white ball free and yellow ball in the starting position without red ball). The team that obtains the most valid points will be the winner. In case after 4 penalty shots the sum of the total points is the same, the penalty shots will be played over and over (one at a time) until one team prevails over the other.

#### Art. 8. RANKINGS AFTER THE GAMES OF THE GROUPS

- The places 1 to 5 are received by the winners of the groups.
- The places 6 to 8 by the teams best second in the groups
- The places 9 to 10 by the teams worse second in the groups
- The places 11 to 15 by the teams third in the groups

*Places 1 to 5 will be determined comparing the results of the five first classified teams taking into account:*

1. *Match points*
2. *Set points*
3. *Average*

*Places 6 to 8 will be determined comparing the results of the three best second classified teams taking into account:*

1. *Match points*
2. *Set points*
3. *Average*

*Places 9 to 10 will be determined comparing the results of the two worse second classified teams taking into account:*

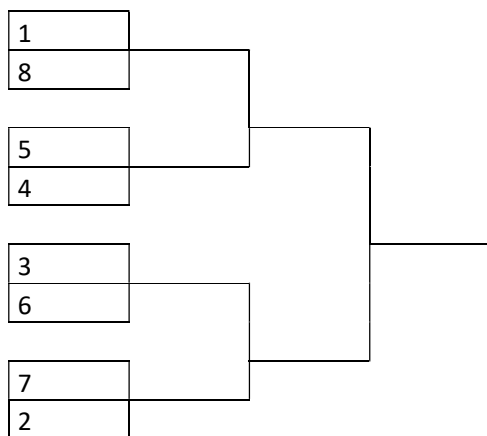
1. *Match points*
2. *Set points*
3. *Average*

*Places 11 to 15 will be determined comparing the results of the five third classified teams taking into account:*

1. *Match points*
2. *Set points*
3. *Average*

**Art. 9. FINAL ROUND (8 TEAMS)**

Will be played by the 8 qualified teams according to the KO system in the following encounters.  
The 5 teams first in the groups will be placed 1 to 5, the 3 teams best seconds 6 to 8.



**Art. 10. PLAYING SYSTEM OF THE FINAL ROUND**

- One match „Individual“ (Sportsman A) on 120 Points – Winner 1 set point
- One match „Individual“ (Sportsman B) on 120 Points – Winner 1 set point
- One match „Double“ (Sportsmen C + D) on 120 Points – Winner 1 set point
- One match „Relay“ (Sportsmen A + B + C + D) on 200 Points (each sportsman 50 points) – Winner 2 set points
- If after 3 matches, the result is 3 - 0, the Relay will not be played.
- If the result is 2 – 1, the Relay has to be played to determine a winner.

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**APPENDIX 1**

**Rules for the match „Double“:**

1. Each team is free to designate which player will play the cushion draw. The same player must also start the match. No change within the team is allowed between cushion draw and first stroke of the match.
2. During the match the active player of a team is replaced by his teammate in the following cases:
  - a. The opponent realizes valid points
  - b. The active player loses points (two or more points of pins and / or red ball).
  - c. The active player gives a “free ball” to the opponent (2 penalty points)
3. The change of player who has made the foul does not imply a change in the opposing pair.
4. Given that the player starting the game is not allowed to score points, he will not be replaced by his teammate if the opponent scores valid points in his first shot. He will however be replaced if he commits a foul or if he scores points (credited to the opponent).

5. The teammate can give advices to the active player for the shot. He cannot, however, replace him at the table with or without the cue stick to help find the best shot option. The advice must be strictly theoretical.
6. As soon as the active player positioned himself to deliver the shot, the partner can no longer intervene.
7. If a team fails to comply with the points 5 and 6 above, the referee gives them a warning. In case the team keeps acting in this faulty manner, the referee can ask the tournament director who can decide to disqualify the team.
8. Playing with the wrong ball or with the wrong player is a foul. The opponent team will be credited with 2 penalty points plus all the points scored and will benefit from a “free ball” shot.
9. The players cannot ask the referee which one of them has to play the next shot