



C TOURNAMENT SYSTEMES

C/12 EUROPEAN CHAMPIONSHIP 3-CUSHION NATIONAL TEAMS

Art. 1. PARTICIPANTS

24 teams inscribed.

Each national federation has the right to inscribe 2 teams, where first the first inscribed will be taken into account.

Art. 2. INSCRIPTION and PARTICIPATION of the TEAMS

The inscriptions will be taken into account as follow:

1. Title holder
2. Representant of the organizer
3. First the teams inscribed on the first place from each other federation. If the number doesn't reach the wanted teams, teams are joined according the following list tile reaching the wanted number:
B-Team federation of the title holder
B-Team organizing federation
B-Team federation following the ranking

Art. 3. GENERAL RULES OF THE GAME

Each team consists of 2 sportsmen.

The sportsmen will meet each other according their position.

Team A / Sportsman 1 (Rang 1) against Team B / Sportsman 1 (Rang 1).

The 2 matches of one encounter will be played together on 2 billiard tables.

The groups will be formed according to the Z system.

The teams with the same nationality will be, regardless of their position in the ranking, placed in different groups. The second team of the same nationality advance of a group.

The team scheduled to this place takes the place of the team that was put forward.

If a team withdraws or withdraws after the formation of groups, the team substitute takes the place of the team that gave up.

Matches are played to 40 points, with an equalizing inning. During group stages each team plays against every other team. From the quarter finals onwards and in the event of equal match points a decisive set of 15 points, without equal innings, will be played according to the Scotch Double System and in the same order as per the stat of the same game.

Art. 4. GROUP GAMES

The 24 inscribed teams are placed in 8 groups of 3 teams according the system Z and the ranking.

Beginning with the teams inscribed on the first places, the the 2nd and so on.

The 8 winning teams of the different groups will go to the final round.

The distance is 30 points. In groups each team meets each team.

For the classification of group games the following criteria count:

1. Team Match Points
2. Team Average
3. Team highest run(s)

Art. 5. FINAL ROUND

The final round will be played by KO system.

The places will be allocated by system Z.

The distance is 40 points.

On the condition of a team draw match, a decisive set of 15 points, without equal innings will be played, with Scotch Double System rules.

Scotch Double System Rules:

- a) Each team is free to choose the player who will start play for his team, including the lag.
- b) The starting team will begin from the starting position with the white ball.
- c) The two players in the team take turns, playing alternating shots during the inning (i.e. each team's inning consists of two players' alternating visits, each of one shot only, until that team's inning ends, and the next team begins their alternating-shot turn.)
- d) The playing team will remain at the table together and may discuss points within the time limit. The opposing team must remain seated.

If 2 teams of one nation are in the last 8, they have to meet each other in Quarters Finals:
The A-team keeps its ranking. The order of other teams is adapted

Final Round

