

C - Tournament Systems

C/25

COUPE D'EUROPE 5-PINS FOR NATIONAL TEAMS

PREAMBLE

- The tournament will last from Thursday to Sunday.
- Number 4 billiard tables are required.

Art. 1. PARTICIPANTS

- Will be played with a total of 16 teams inscribed.
- Each national federation has the possibility to inscribe 2 teams, where the first inscribed will be taken into account.

Art. 2. INSCRIPTION and PARTICIPATION of the TEAMS

- Inscriptions will be taken into account following this criteria:
 - 1. Team Title Holder
 - 2. Team representative of the organizer
 - 3. First the teams inscribed on the first place from each of the other federations.

 If the 16 Teams are not reached, the remaining spaces will be filled up according to the following:
 - 4. B-Team from organizing federation
 - 5. B-Team from the title holder federation
 - 6. B-Team from other federations following the CEB European Ranking Teams

Art. 3. GENERAL RULES OF THE GAME

- Each team consists of 4 sportsmen + one or more reserves that can be substituted 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)
 One match "Individual" (Sportsman B)
 One match "Double" (Sportsmen C + D)
 One match "Relay" (Sportsmen A+B+C+D)
 One match "Relay" (Sportsmen A+B+C+D)

All 4 matches have to be played.

Art. 5. GAMES OF THE GROUPS

- The 16 inscribed teams are positioned in 4 groups of 4 teams each. The constitution of the groups will be as follows:
 - 1. First the teams classified from 1 to 4 in the European Ranking National Teams are positioned as follow:
 - Team 1 in group A
 - Team 2 in group B
 - Team 3 in group C
 - Team 4 in group D
 - 2. The remaining 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 If a team withdraws after the composition of the groups, the new team will take over the place of the team which has withdrawn.
 - 4. The first 2 classified teams of each group are qualified for the final round (8 teams total).

Art. 6. PROCEDURE TO ASSIGN THE POINTS

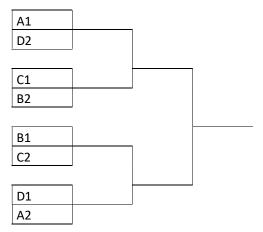
	Team A		Team B
5 – 0	3	Match Points	0
	3	Set Pollits	U
4 – 1	3	Match Points	0
	4	Set Points	1
3 – 2	3	Match Points	0
	3	Set Points	2
2 – 3	0	Match Points	3
	2	Set Points	3
1 – 4	0	Match Points	3
± ¬	1	Set Points	4
0 5	0		2
0-5	0	Match Points Set Points	3 5
	4 – 1 3 – 2	5-0 3 5 4-1 3 4 3-2 3 3 2-3 0 2 1-4 0 1 0-5 0	5-0 3 Match Points 5 Set Points 4-1 3 Match Points 4 Set Points 3-2 3 Match Points 3 Set Points 2-3 0 Match Points 2 Set Points 1-4 0 Match Points 1 Set Points 0-5 0 Match Points

Art. 7. PROCEDURE TO CLASSIFY THE TEAMS

- Total number of match points achieved by the team
- In case of a draw among two or more teams, the following criteria will be taken in consideration:
 - 1. The winner of the direct encounter.
 - 2. Best set points.
 - 3. Average of the teams involved, the team with the lowest average will be eliminated and with regards to the remaining two the direct encounter will be valued.
 - 4. Average during the entire tournament

Art. 8. FINAL ROUND (8 TEAMS)

Will be played by the first TWO teams of each group according to the KO system in the following encounters:



where A1 is the player 1st classified of group A; D2 is the 2nd classified of group D; etc.

Art. 9. PLAYING SYSTEM OF THE FINAL ROUND

One match "Individual" (Sportsman A)
 One match "Individual" (Sportsman B)
 One match "Double" (Sportsmen C + D)
 on 120 Points – Winner 1 set point
 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.
- \triangleright If the result is 2 1, the Relay has to be played to determine a winner.

Art. 10. PRIZE MONEY

• Will not be compensated.

Art. 11. TRAVEL EXPENSES & DAILY REIMBURSEMENTS

• Will not be compensated.

Art. 12. OTHER REGULATIONS

• Regulations which are not specifically defined in these rules will come into force following the other rules and statutes of the CEB. In case of doubt the committee or the delegate of the CEB is deciding.

Art. 13. COMING INTO FORCE

• These rules will come into force at the beginning of the sporting season 2019-2020. It annuls all previous and contrary regulations.

APPENDIX 1

Rules for the match "Double"

- 1. The sportsmen can free determine who begins.
- 2. During the match the change of the player in the game takes place in the following cases:
 - a. The opponent realizes valid points.
 - b. The player in the game loses points (two or more points of pins and / or red ball).
 - c. The player in the game gives "free ball" (foul 2 points).
- 3. The change of player who has made the foul does not imply a change in the opposing pair.
- 4. The sportsman, who by the starting stroke does not have the possibility to make valid points, will not be replaced even if the opponent realizes valid points in the first shot.
- 5. The sportsmen of a pair can take advice to the realizing shot, but it is strictly forbidden that the sportsman who does not play, with or without instrument (billiard cue etc.), to take in the position of his partner to help him to find the position for realizing the shot. The advice to the partner must be limited to a real theoretical advice.
- 6. As soon as the sportsman who shall make the shot is in position, the partner may no more intervene.
- 7. If an offence against the points 4 and 5 of the present article is recorded, the referee exhorts the sportsman and, at repetition, can he ask the tournament manager who can decide to disqualify the couple by dishonesty.
- 8. The confusion of the ball, or of the sportsman, is considered as a mistake of 2 points to which the points that are eventually obtained by the nation which is at the table and a "free ball" for the adversary.