



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.

When they make their registrations the teams are advised to indicate substitutes in addition to the names of the 4 titular players, because once the registrations are closed no new players will be allowed.

Within 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 qualifications will be held in several groups, dependent on the number of teams registered. The CEB committee will draw up the groups.

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 AND TIME REGULATIONS.

All games will be played to 40 points with equal innings. 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.

Limitation to 50 innings (only in qualifications).

- Limit of **40** seconds (by preference in a count-down order) with a visual warning system at **30** seconds (if not available the referee will give a warning at the **30** second limit).

- Clock starts after all balls stop and table is free for playing.

- **2** Time-Outs for each player; any remaining time-outs will automatically be applied (the player does not need to request a time out); the new total limit is then brought to **80** seconds. A time-out must be announced by the referee immediately after the point, and indicated clearly to players and spectators.

- In case that **both** time-outs are used, Penalization-Signal (by preference sonic) after the **40** second limit and consequently the balls will be put up in starting position for the opponent.

- Ongoing time will not be stopped with the use of a device (cue-extension, bridge, etc) or changing glove(s).

- The clock must be displayed in a clearly visible manner in the sports arena for the players and the spectators.

- One break of **five** minutes per match is applied, after 20 points - reached by either player. In all matches with limitation of innings (qualifications) and on the condition that none of the sportsmen has reached 20 points within the end of the 25th inning, the break will be applied at the end of the 25th inning.

Art. 7. RESULTS OF THE QUALIFICATIONS

During the qualification each team of one group is meeting all other teams. A draw is possible when there is equality of game points in a match.

Ranking of the groups:

- a) Match points
- b) Game points
- c) the total number of caroms made
- d) in case of new equality an extension will be played between the players with number 1 as previewed in article 12 of the basic concepts of the sport.

The team placed first of each group are pushing forward to the final.

Depending of the number of groups, best 2nd can be qualified for the final.

Only in case of groups with unequal number of teams, best 2nd will be defined:

- a) by the general average,
- b) then by the best team game average,
- c) drawing by lots.

Art. 8. REIMBURSEMENTS 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 8 teams in two groups A and B.

In final round groups a draw is possible when there is equality of game points in a match.

The title holder is excused from the qualification and will be set on number 1 of group A.

System Z is used to compose the 2 groups.

Ranking of the groups:

- a) Match points
- b) Game points
- c) the total number of caroms made
- d) in case of new equality an extension will be played between the players with number 1 as previewed in article 12 of the basic concepts of the sport.

The semi-finals are A1-B2 and A2-B1:

In semifinals and final, in case of a draw one will act as follows:

an extension (defined in article 12 of the basic concepts of the sport) will be played between the 2 players n°4 of each team, then the 2 players n°3, then the 2 players n°2, and finally the 2 players n°1.

The winning team will be the team with the bigger total points of the 4 extensions.

If the same total new extension will be played between the 2 players n°1.

Art. 10. ORGANIZING OF THE FOLLOWING FINAL ROUND

For the promotion of the Coupe d'Europe, CEB can attribute, for 1 or more seasons, the final and the qualifications to 1 organizer:

- on 8 tables minimum
- qualifications limited to 24 teams maximum. In case of more than 24 inscriptions, the results of the nations during the last edition will be taken into account to select the 2nd teams of the nations.
- the organizing team will be N°1 of Group B in the Final round (group A if title holder)

If not, the winner of the final round (European Champion) will be the organizer of the final round of the following Coupe d'Europe, on 4 tables minimum.

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. The binding confirmation of the title holder to organize has to be at the CEB 3 months after the final round at the latest via the responsible national federation.