



C/TOURNAMENT SYSTEMS

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. Team of the Title Holder federation
2. Representative of the organizer if organizer is not CEB
3. First the teams inscribed on the first place from each federation. If the number doesn't reach the wanted teams, teams are joined according the following list until reaching the wanted number:
B-Team federation of the title holder
B-Team organizing federation, if organizer is not CEB
B-Team of federations following the CEB ranking for national teams.

Art. 3. GENERAL RULES OF THE GAME

Each team consists of 2 athletes..

The athletes will meet each other according to their order of ranking.

Team A / Athlete 1 (Rank 1) against Team B / Athlete 1 (Rank 1).

Team A / Athlete 2 (Rank 2) against Team B / Athlete 2 (Rank 2).

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

Matches in group games and in final round are played to 40 points with equalizing inning.

During group stage each team plays against every other team, a draw is possible on the condition of equal individual match points.

Art. 4. GROUP GAMES

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

Teams B will be placed after all Teams A, according to ranking.

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.

The 8 winning teams of the different groups will go to the final round. If 8 groups are not reached one or more best second will qualify to final round.

Valuation criteria for placement in the group:

- 1- Team match points.
- 2- Individual match points.
- 3- Team general average.
- 4- Individual best average.
- 5- Highest run.
- 6- Direct match comparison considering the above criteria.
- 7- Drawing lot

Ranking list of last 8 for quarter finals matches:

- 1- Placing in the group.
- 2- Team match points.
- 3- Individual match points.
- 4- Team general average.
- 5- Individual best average.
- 6- Highest run.
- 7- Drawing lots.

Art. 5. FINAL ROUND

The final round will be played by KO system.

The places 1 to 8 will be allocated according to the qualification standings (see schema below).

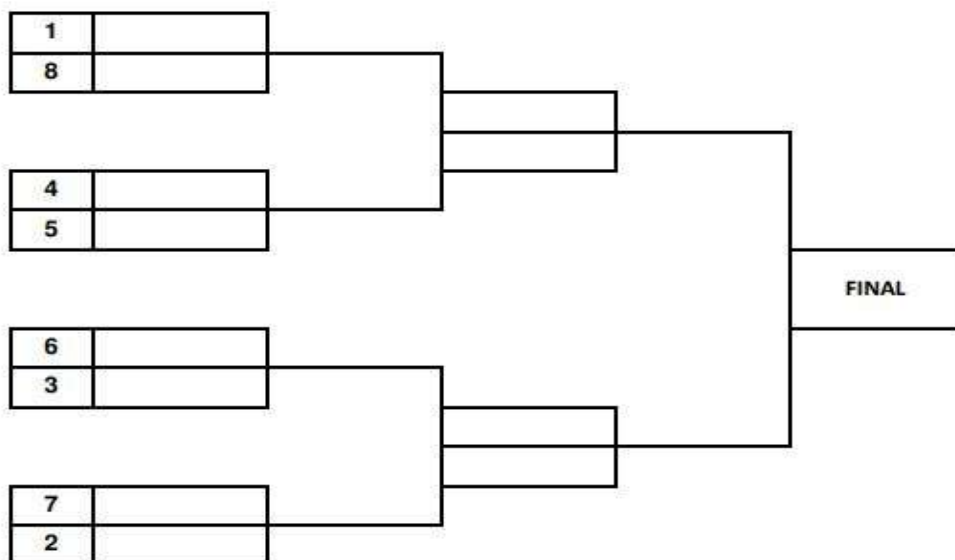
On the condition of a draw match (equal individual match points), a decisive set of 15 points, without equal innings will be played, with Scotch Double System rules. This extension only decides the winner and the loser; points, innings and high runs are not considered for classifications.

If 2 teams of one nation are in the last 8, they have to meet each other in Quarter Finals: the team qualified in the higher position keeps its ranking; the order of other teams is adapted.

Scotch Double System Rules:

- a) Each team is free to choose the player who will play the lag, the starting team then chooses the player who will start the match.
- 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 may remain at the table together and may discuss points within the time limit. The opposing team must remain seated.
- e) During the scotch double 1 time out for each team is permitted; the scotch double set is played on the same table where players number one played their regular match. If a player makes a shot when it is not his turn it has to be considered a foul.

Final Round:



Art. 6. TIME REGULATION SYSTEMS

- 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 **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.

ART.7. CEB RANKING FOR NATIONAL TEAMS

Each nation receives points according to his position in the final classification:

1° Place = 1 point

2° Place = 2 points

3° / 4° Place = 3 points

5° Place = 5 points

6° place = 6 points

7° Place = 7 points

... and so on.

No participation = 25 points.

No-show = 50 points.

In case of two teams of the same nation only points for the higher position will be taken in consideration.

After the EC 2020/2021 edition the CEB ranking for National Teams will be changed and updated taking into consideration **only the last 5 editions of this championship.**