



C/28 EUROPEAN CHAMPIONSHIP ARTISTIC NATIONAL TEAMS

Art. 1. PARTICIPANTS

12 teams, max 2 teams for each federation. An number of reserve players can be registered in one team. It is strongly suggested to register reserve players. Reserve players cannot be added after the registration deadline. The reserve player can replace the titular players only in case of health problems or serious personal impediments. The reserve player cannot enter a started match.

It is not allowed to be reserve player in 2 national teams.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE SPORTSMEN

Consideration of registration for the first edition as following:

1. One team for each federation affiliated by the CEB.
2. B-Team of the organizer, if the organizer is not the CEB.
3. Other B-Teams according to CEB artistic ranking list considering the sum of positions of the first two players of each nation. The lower the points the higher the position. A nation that has for example a player CEB Ranking number 2 and the next player CEB Ranking number 8 will have 10 points. In case of equality the sum of the percentages will be considered.

For the second edition the priority for registration will be the following:

1. One team for each federation affiliated by the CEB.
2. B Team of the organizer, if the organizer is not the CEB.
3. Other B teams according to the results of previous edition of this championship, each nation taken only once.

From the third edition a new CEB Ranking for National Teams will be used to decide the registration priority (see art. 17).

Art. 3. SYSTEM – BEGINNING OF THE MATCH

The games are played in sets of 7 figures. The game begin by cushion drawing, team decides the player who makes the cushion drawing. The team who wins the cushion drawing decides the teams that begins the match. The matches begin with the figure of a starting point (e.g. A-N, see art. 13) and continue with the following starting point for each set.

The two players of a team must play the 7 figures of a set, it's mandatory that each players plays at least 3 figures. In case of equality of points at the end of a set a tie break will be played (art.7).

The players may decide immediately before the figure which player is trying to solve this figure.

All players have to play all figures with the dotted white ball.

Art. 4. GROUP GAMES

For the first edition the 12 inscribed teams are divided into four groups of three by the Z system according to:

- 1: CEB Ranking positions added of the two first players of the team (lower=better)
2. CEB Ranking percentage added of the two first players of the team

Teams of same nationality will be placed in the following group, the teams that was in this place takes the place of the moved team..

The first two of each group will qualify to quarterfinals.

In the second edition the nation ranking of the first edition will be used for the Z system, each nation taken only once.

From the third edition the new CEB Ranking Artistic National Team will be used for the groups making.

Art. 5. FINAL ROUND

Quarter finals will be played according to the qualification ranking.

1 vs 8

4 vs 5

3 vs 6

2 vs 7

Art. 6. PLAYING DISTANCE

The playing distance is to 3 sets win both in group games and in final round. (Best of 5 sets).

Art. 7. TIE-BREAK

In case of a draw in a set (equality of points) a tie-break will be executed playing the next figure in the row.

In the tie-break each team decides just before the first figure which player starts the tie-break.

If the first figure brings no decision the next figure will be played until the set is decided.

In the team the players have to change from figure to figure.

And so on until one of the players fails and the other solves the figure.

The next set will start at the following starting point.

Art. 8. BREAK

After the 2nd and the 4th set there is permission for a break of maximum 5 minutes

Art. 9. RANKING IN THE GROUPS

The classification of groups will be conducted using the following criteria:

- a) Team match points (W = 2 Pts / L = 0 Pt)
- b) Sets difference (saldo)
- c) Team set points (W = 2 Pts / L = 0)
- d) Team Percentage = $\frac{\text{Total succeed points}}{\text{Total possible points}} \times 100 = \%$ (three decimal places rounded down)
- e) Team Direct encounter
- e) Team Highrun
- f) Amount of solved figures with coefficient 10, then 9, etc
- g) draw

Art. 10. QUALIFICATION RANKING

The general qualification classification after the groups matches will be arranged as following:

- a) Placing in the group.
- b) Team match points.
- c) Sets difference (saldo).
- d) Team set points.
- e) Percentage, as described in Art.9.
- f) Team highrun
- g) Amount of solved figures with coefficient 10, then 9, etc..
- h) Draw

Art. 11. FINAL RANKING

The ranking will be done according to the following criteria:

1. Placement according to the winner or loser for the places 1 to 3 / 3.
2. Set difference, set points, percentage, high runs, percentage of the entire tournament for places from 5 to 8.
3. Qualification ranking for places 9 to 12.

