



C/TOURNAMENT SYSTEMS

C/29 EUROPEAN CHAMPIONSHIP LADIES 3-CUSHION NATIONAL TEAMS

Art. 1. PARTICIPANTS

12 teams inscribed.

Each national federation has the right to inscribe 2 teams.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE TEAMS

For the first edition the inscriptions will be considered as follows:

1. Teams registered as first by each federation.
2. Representative of the organizer if organizer is not CEB. (PLACED)
3. Teams registered as second by each other federation according to CEB Ladies 3-cushion ranking considering only the nationality of players, each nation considered only once.

The inscriptions of the following editions will be taken into account as follow:

1. Team of the Title holder federation. (PLACED)
2. Representative of the organizer if organizer is not CEB. (PLACED)
3. Teams registered as first from each federation.

If the number doesn't reach the wanted teams, teams are joined according the following list until the wanted number is reached.

1. B-Team federation of the title holder
2. B-Team organizing federation, if organizer is not CEB.
3. B-Team federation following the nation ranking of the previous edition of this championship.

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 are played to 25 points with equalizing inning and limit to 50 innings.

Matches in the semifinals and the final are played to 30 points with equalizing inning and limit to 50 innings.

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

For the first edition the 12 teams are placed in 4 groups of 3 according to system Z and the CEB Ladies 3-cushion ranking considering only the nationality of players, each nation considered only once.

The teams with the same nationality will be, regardless of their position in the ranking, placed in different groups. The 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.

From the following editions the 12 inscribed teams are placed in 4 groups of 3 teams according the system Z and the nation results of previous edition of this championship, each nation is taken only once.

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

The 4 winning teams of the different groups will advance to the semifinals.

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

Qualification ranking:

- 1- Group ranking
- 2- Team match points.
- 3- Individual match points.
- 4- Team general average.
- 5- Individual best average.
- 6- Highest run.
- 7- Drawing lot

Art. 5. FINAL ROUND

The final round will be played by KO system.

The semifinals will be played as follows according to qualification ranking:

- 1 vs 4**
2 vs 3

On the condition of a draw match (equal individual match points), a decisive set of 12 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 4, they have to meet each other in the semi 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 will 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.

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 15 points reached by either player. If any player reached 15 points at the 25th innings the break will be applied at the end of this inning.