



C/TOURNAMENT SYSTEMS

C/6

EUROPEAN CHAMPIONSHIP INDIVIDUAL 3-CUSHION

Art. 1. PARTICIPANTS

48 inscribed athletes + **16** placed athletes.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

16 Placed athletes: the Title Holder and the 15 best ranked of the concerned CEB 3-Cushion ranking.

The 16 placed athletes must be registered by their respective federations.

Registrations of the 48 athletes will be considered as follows:

1. Athletes first registered by each federation, if not already among the placed sportsmen.
2. Athletes registered in second place by each federation following the order of the nations ranking of the last EC 3C (each nation is taken only once for its best player classification), then the third, fourth and so on.

Art. 3. GROUP GAMES - DISTANCE OF THE GAME 40 POINTS – with equal innings

The 48 inscribed athletes are placed in 16 groups of 3 sportsmen according to the system Z and the CEB 3-Cushion ranking. Athletes not figuring on the ranking will be placed at the end by drawing. A draw is possible.

Art. 4. FINAL ROUND - DISTANCE OF THE GAME 50 POINTS - no equal innings

The athletes of the final round are:

1. The 16 first of the groups
2. The title holder
3. The 15 best placed on the CEB 3-cushion ranking.

The final round will be played by KO system.

The starting ranking will be:

- | | |
|--------------|--|
| Place 1 | The title holder |
| Places 2-16 | 15 placed athletes according the CEB 3-cushion ranking. |
| Places 17-32 | 16 first of the groups according to the results of the previous round. |

The 16 first of the groups are listed according to the following results of previous round:

1. Game points
2. General average
3. Best game average
4. Highest series
5. Drawing lot

Art. 5. 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 40 points **and** 50 points matches 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 for 40 points matches, and after 25 points for 50 points matches - reached by either player.

Art. 6. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined scheme.

Constitution of the groups

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
32	31	30	29	28	27	26	25
33	34	35	36	37	38	39	40
I	J	K	L	M	N	O	P
9	10	11	12	13	14	15	16
24	23	22	21	20	19	18	17
41	42	43	44	45	46	47	48

KO SCHEME

