

C TOURNAMENT SYSTEMS



C/9 EUROPEAN CHAMPIONSHIP INDIVIDUAL 3-CUSHION Small tables

Art. 1. PARTICIPANTS

60 inscribed athletes + 2 placed athletes: the Title Holder and a wild card of the organizing federation if the organizer is not CEB.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

1. The Title Holder
2. 1 Wild card of the organizer if the organizer is not CEB.
3. Then each affiliated federation has the right to inscribe athletes. The athletes placed first of the federations are taken into account, then the 2nd athlete of each federation has the next place (priority according to the nations results of the last EC where each nation is taken only once for its best player classification) , then the same with the 3rd , etc.

Art. 3. QUALIFICATION – DISTANCE OF THE GAME 25 POINTS – 30 INNINGS

The 60 inscribed athletes are placed by drawing in 15 groups of 4 athletes, while placing athletes of the same nationality in different groups. In the case where several athletes of the same nationality are in the same group they will meet first.

The group first and second will qualify for the final round.

The game will be played with equal innings.

If the athlete doesn't reach the distance of 25 points in the 30 innings, the opponent will have the inning. The balls are placed on the starting position.

A draw is possible.

Art. 4. FINAL ROUND – DISTANCE OF THE GAME 40 POINTS - NO EQUAL INNINGS

The athletes of the final round are:

1. The 15 first of the groups
2. The 15 second of the groups
3. The title holder
4. The representative of the organizing federation

The final round will be played by KO system.

Art. 5. TOURNAMENT SYSTEM / ENCOUNTERS

The starting ranking will be:

Place 1	Title holder
Place 2	The wild card of the organizing federation
Places 3-17	15 first of the groups placed according to the results of the qualifications
Places 18-32	15 second of the groups placed according to the results of the qualifications

It will be played following the joined scheme.

PLAYING SCHEME



Art.6 TIME REGULATION SYSTEM

- 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 all 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. The break is applied after 15 points for matches of 25 points and after 20 points for matches of 40 points - reached by either player. In all matches with limitation of innings and on the condition that none of the players has reached 15 points within the end of the 15th inning, the break will be applied at the end of the 15th inning.