



## C/TOURNAMENT SYSTEMS

### C/10

### COUPE D'EUROPE 3-CUSHION FOR CLUB TEAMS

#### Art. 1. PARTICIPANTS

Each federation affiliated to the CEB has the right to register two club teams in qualifications.

#### Art. 2. COMPOSITION OF THE TEAMS

The teams are consisting of 4 athletes + an unlimited number of reserves. **It is mandatory to register at least two reserves because once the registrations are closed no new players will be allowed.** All the members of the teams, included the reserves, have to be entered by name and order at the registration and have to belong to the club in question since the beginning of the sports season (1st September of a year), this is confirmed by the respective federation with the registration.

Within the same sport season athletes are not allowed to play the international qualification for one club and the final round for another club.

The athletes are following each other within the team according to registration order done by the federation.

They are playing against each other in order of rank, that means Nr. 1 of a team is playing against the Nr. 1 of the opponent team, 2 against 2 etc.

Teams are free to use reserve players in each match. The order of the athletes playing a match must always correspond to the initial registration order. The use of a reserve must be announced to the tournament director before the start of a match. If an encounter (4 games) has started a rearrangement of the team will not be allowed anymore.

An unlimited number of foreign athletes can be appointed in one club team under these two conditions:

1. They must be member of the club, the national federation of the club certifies this condition when registering the club.
2. The registration of a "Permission to play" is mandatory. Following the request of players the National federations may register this permission on CEB website within August 31st for the following sport season (see Basic Concepts art. 2).

#### Art. 3. QUALIFICATIONS

The qualifications will be held in several groups, depending on the number of teams registered. The CEB committee will draw up the groups.

#### Art. 4. REIMBURSEMENTS AT THE QUALIFICATION

All travel costs and costs of the stay are chargeable to the registered teams.

#### Art. 5. PLAYING SYSTEM - DISTANCES AND TIME REGULATIONS.

All games will be played to 40 points with equal innings. Each game is starting with the cushion decision. The winner decides what athlete will start and play with the white ball.

Limitation to 50 innings (only in qualifications).

#### **Time regulations:**

- 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 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 - reached by either player. In all matches with limitation of innings (qualifications) and on the condition that none of the athletes has reached 20 points within the end of the 25th inning, the break will be applied at the end of the 25th inning.

#### **Art. 6. RESULTS OF THE QUALIFICATIONS**

During the qualification each team of one group is meeting all other teams. A draw is possible when there is equality of game points in a match.

Ranking of the groups:

- a) Match points
- b) Game points
- c) the total number of caroms made
- d) Best team game average
- e) Draw

The team placed first of each group are qualified to the final. Depending of the number of groups, best 2<sup>nd</sup> can also be qualified for the final.

Only in case of groups with unequal number of teams the general classifications will be made as follows and the best 2<sup>nd</sup> will be defined by:

- a) Ranking in the group.
- b) general average.
- c) best team game average,
- d) drawing by lots.

#### **Art. 7. REIMBOURSEMENTS AT THE FINAL ROUND**

Those teams that are participating in the final round are traveling at their own expenses. The costs of the stay are chargeable to the organizer. Including one additional traveling day, if necessary. (This is valid for 4 athletes per team. See also the statutes of the CEB, appendix 2). The equivalent of the costs of the stay (overnight stay/food supply) amounts to about 150 Euro per athlete per day including the overnight stay.

#### **Art. 8. FINAL ROUND**

The final round of the Coupe d'Europe will be played with 8 teams in two groups: A and B.

In final round groups a draw is possible when there is equality of game points in a match.

The title holder is excused from the qualification and will be set on number 1 of group A.

System Z is used to compose the 2 groups according to the qualification ranking, avoiding teams of same nationality in the same group.

Ranking of the groups:

- a) Match points
- b) Game points
- c) the total number of caroms made
- d) Best team game average
- e) Draw

The semi-finals are A1-B2 and A2-B1.

**In direct elimination, when a team gets 5 individual game points the match will be stopped and the results of the remaining game will be the one at the time of the stop.**

In semifinals and final, in case of a draw one will act as follows:

an extension (defined in article 12 of the basic concepts of the sport) will be played between the 2 players n°4 of each team, then the 2 players n°3, then the 2 players n°2, and finally the 2 players n°1.

The winning team will be the team with the bigger total points of the 4 extensions.

If the same total new extension will be played between the 2 players n°1.

These extensions will be played without time-outs.

#### **Art. 9. ORGANIZING OF THE NEXT FINAL ROUND**

For the promotion of the Coupe d'Europe, CEB can attribute, for 1 or more seasons, the final and the qualifications to 1 organizer:

- on 8 tables minimum

- qualifications limited to 24 teams maximum, playing in 6 groups of 4, maximum two teams for each federation. In case of more than 24 inscriptions, the results of the nations during the last edition will be taken into account to select the 2<sup>nd</sup> team of the nations.
- the organizing team will be N°1 of Group B in the Final round (group A if title holder), the title holder will be n°1 team in group A. Organizer team and Title holder are excluded from qualification groups.

If not, the winner of the final round (Title Holder) will be the organizer of the final round of the next Coupe d'Europe, on 4 tables minimum.

In case that he is not carrying out his duty, the duty will be passed to that one placed second and third, respectively, etc. In this case the title holder is not excused from the qualification. The binding confirmation of the title holder to organize has to be at the CEB 3 months after the final round at the latest via the responsible national federation.