



## C/TOURNAMENT SYSTEMS

### C/12 EUROPEAN CHAMPIONSHIP 3-CUSHION NATIONAL TEAMS

#### Art. 1. PARTICIPANTS

24 teams inscribed.

Each national federation has the right to inscribe a **maximum of 2 teams**, where only the first inscribed is sure to be confirmed. An unlimited number of reserve players can be registered. **It is mandatory to register at least one reserve player, player list can never be changed after the registration deadline.**

#### Art. 2. INSCRIPTION AND PARTICIPATION OF THE TEAMS

The inscriptions will be taken into account as follow:

1. Team A of the Title Holder Federation.
2. Team of the organizer Federation if the organizer is not CEB.
3. All teams A from each other federation.
4. Team B of the Title Holder Federation.
5. Team B of the organizer Federation if the organizer is not CEB.
6. All other teams B according to the current CEB 3C Ranking for National Teams.

#### 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 and in final round are played to 40 points with equalizing inning.

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

The 24 inscribed teams are placed in 8 groups of 3 teams according the system Z and the CEB ranking for national teams.

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

The teams with the same nationality will be, regardless of their position in the ranking, placed in different groups. The second 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 after the formation of groups, the team substitute takes the place of the team that gave up.

The 8 winning teams of the different groups will go to the final round. If 8 groups are not reached one or more best second will qualify to final round.

Valuation criteria for placement in the group:

- 1- Team match points.
- 2- Individual match points.
- 3- Team general average.
- 4- Best team game average.
- 5- Highest run.
- 6- Direct match comparison considering the above criteria.
- 7- Drawing lot

Ranking list of last 8 for quarter finals matches:

- 1- Placing in the group.

- 2- Team match points.
- 3- Individual match points.
- 4- Team general average.
- 5- Best team game average.
- 6- Highest run.
- 7- Drawing lots.

**Art. 5. FINAL ROUND**

The final round will be played by KO system.

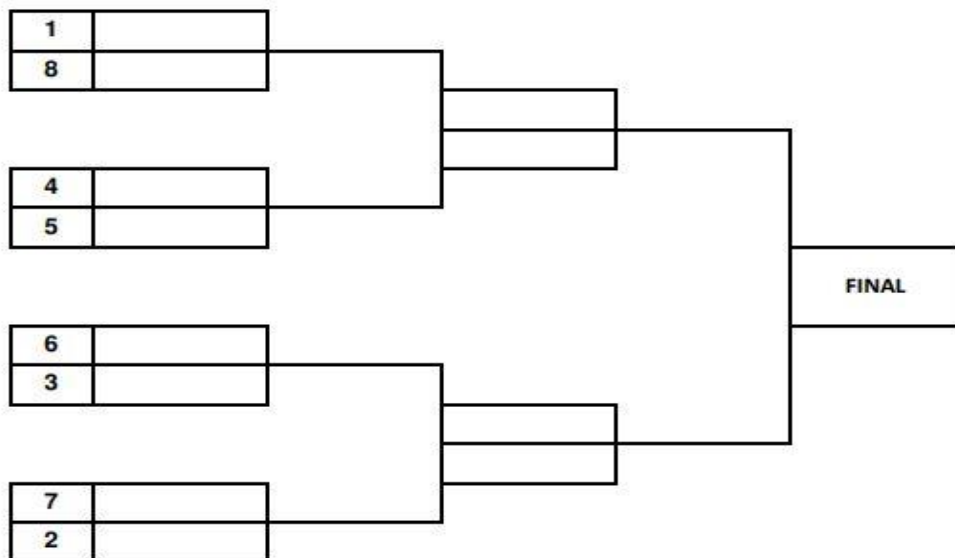
The places 1 to 8 will be allocated according to the qualification standings (see schema below).

On the condition of a draw match (equal individual match points), a decisive set of 15 points, without equal innings will be played, with Scotch Double System rules. **If the team with the white ball reaches the 15 points in the first inning the team with the yellow ball has the right to equalize the inning from the starting position; if also the team with the yellow ball reaches 15 points in the first inning the extension will be repeated.** This extension only decides the winner and the loser; points, innings and high runs are not considered for classifications.

**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 may 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.

**Final Round:**



**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 20 points - reached by either player.

#### **ART.7. CEB RANKING FOR NATIONAL TEAMS**

Each nation receives points according to his position in the final classification:

1° Place = 1 point

2° Place = 2 points

3° / 4° Place = 3 points

5° Place = 5 points

6° place = 6 points

7° Place = 7 points

... and so on.

No participation = 25 points.

**No-show = 50 points.**

In case of two teams of the same nation only points for the higher position will be taken in consideration.

**Only the last 5 editions of this championship are considered in the ranking.**