



C TOURNAMENT SYSTEMS

C/14 COUPE D'EUROPE 3-CUSHION CLUB TEAMS – SMALL TABLES

Art. 1. PARTICIPANTS

32 inscribed teams.

The players of a team must be members of the same club.

Each national federation has the right to register teams.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE TEAMS

The inscriptions will be taken into account as follow:

1. The Title holder
2. One Representative of the organizing federation, if the organizer is not CEB.
3. Teams inscribed as first by each federation.
4. Teams registered as second by each federation, then the third, fourth and so on (following the nations ranking of the last EC 3C Individual ST where each nation is taken only once for its best classified team; federations that did not participate will be considered as last).

Art. 3. GENERAL RULES OF THE GAME

Each team consist of 2 athletes.

The athletes will meet each other according their position.

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.

Art. 4. GROUP GAMES – DISTANCE OF THE GAME 25 POINTS – 30 INNINGS

The 32 inscribed teams are placed in 8 groups of 4 teams by drawing. The Title Holder is seeded in group A, the representative of the organizer federation is seeded in group B.

The teams with the same nationality will be placed in different groups.

If a team withdraws after the formation of groups, the team substitute takes the place of the team that gave up.

The first two of each group will go to the final round. The games will be played with equal innings.

If the athletes 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.

Criteria for classification in groups:

1. Match Points
2. Game points
3. Team general Average
4. Best team game average
5. Drawing

Qualification ranking:

1. Placing in the group
2. Match points
3. Game points
4. Team general average
5. Best team game average
6. Draw

If there is an unequal number of teams in groups the qualification ranking is made according to group placing, general team average, best team game average, draw.

Art. 5. FINAL ROUND – DISTANCE OF THE GAME 30 POINTS – EQUAL INNINGS - NO INN. LIMIT

The final round will be played by KO system.

The games will be played with equal innings.

A draw is possible.

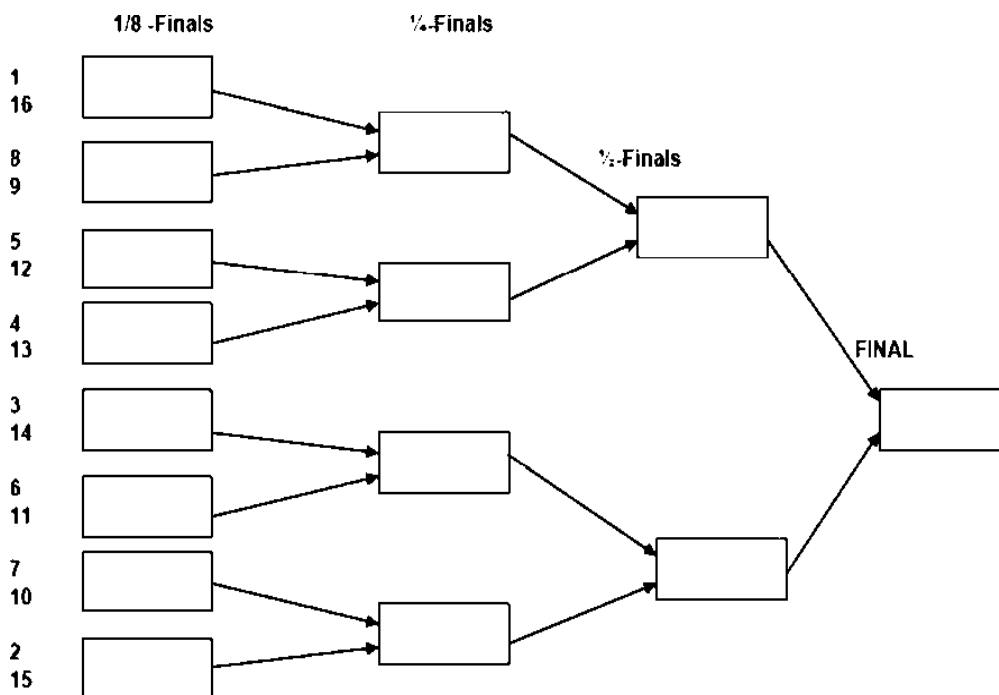
The places will be allocated according to the results of the qualifications and the following tree.

In case of equal game points (2-2) an extension (defined in article 12 of the basic concepts of the sport) will be played between the 2 players n°2 of each team, then the 2 players n°1.

The winning team will be the team with the bigger total points of the 2 extensions.

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

No time-outs are allowed in the extensions.



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 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 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.