



## **C/TOURNAMENT SYSTEM**

### **C/23 EUROPEAN CHAMPIONSHIP INDIVIDUAL 3C U-17 Small Tables**

#### **Art. 1. PARTICIPANTS**

16 athletes.

#### **Art. 2. INSCRIPTION AND PARTICIPATION OF THE SPORTSMEN**

Registrations by National Federation through CEB website.

Registrations of the athletes will be taken into considerations as follows:

1. The title holder if registered.(PLACED)

2. One wild card from the Organizer if the organizer is not CEB (PLACED)

3. Athletes registered as first (NORMAL 1) by all federations. If the number of 16 is not reached the athletes registered as seconds will be accepted (NORMAL 2). The federations priority order for the second athlete and further is determined by the nations ranking of the previous EC 3C U17 Small Tables where each nation is taken only once for the best standing. Federations that did not participate in previous EC will be considered at the end of the nations ranking. Athletes registered as third (NORMAL 3) will also be accepted according to the same criteria until the number of 16 participant is reached. The same procedure will be applied for fourth, fifth etc, until the number of 16 is reached (NORMAL 4,5 etc.)..

#### **Art. 3. GAMES OF THE GROUPS – DISTANCE OF THE GAME 25 POINTS – 50 INNINGS**

The classification of the 16 athletes will be made according their general averages. The actual European champion if participating is placed as Number 1. The 4 groups of 4 athletes will then be formed according the system Z. The game will be played with equal innings. A draw is possible. The two first of each group will qualify for the final round.

Classification in groups will be established according to the following criteria:

1. Game points

2. General average

3. Best game average

4. Highest run, second highest run.

5. The direct comparison of the sportsmen who are then still equal

6. Decision by drawing lots

The qualifications ranking is established as follow:

1. Placing in the group

2. Game points

3. General average

3. Best game average

4. Highest run, second highest run.

5. Drawing lot

If groups have unequal number of participating athletes game points will not be considered.

In case of a missing athletes to complete a group of four, the 3 athletes present will play double matches.

#### **Art. 4. FINAL ROUND – DISTANCE OF THE GAME 30 POINTS – 50 INNINGS**

The final round will be played in KO system. The eight qualified sportsmen will meet as determined in the following article. The game will be played without equal innings. The first athlete to reach the game distance wins the match. If the athlete playing the white ball doesn't reach the distance of 30 points in the 50th innings, the opponent will have the inning. The balls are placed on the starting position.

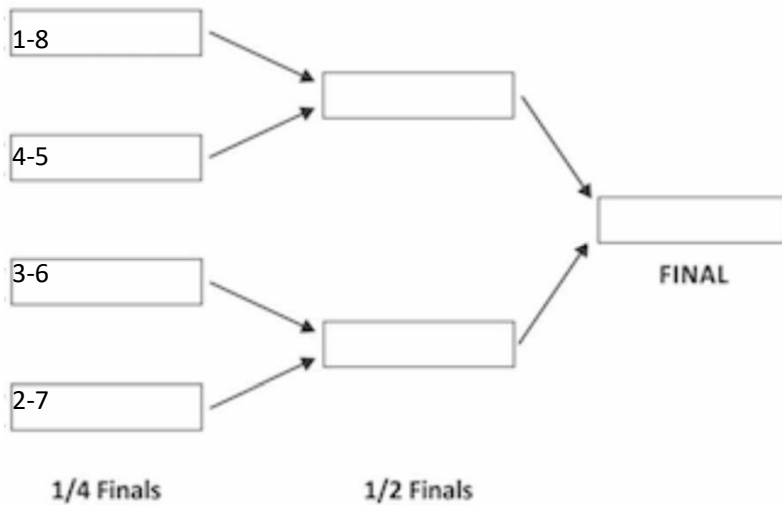
The classification of the eliminated athletes will be done according to Basic Concepts.

**Art. 5. TOURNAMENT SYSTEM**

The 4 groups winners and 4 groups seconds are qualified to the Final Tournament; the 4 groups winners will be placed 1 to 4, and the 4 groups seconds 5 to 8.

The ranking list of the 8 players for quarters finals matches will be established according to the qualification ranking.

Final Tournament: Quarter Final - Semi Final - Final (there is no match for 3rd and 4th place)



**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.

- 3 Time-Outs for 25 point and 30 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 all 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 and 30 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 25th inning, the break will be applied at the end of the 25th inning.