



C TOURNAMENT SYSTEMS

C/9 EUROPEAN CHAMPIONSHIP INDIVIDUAL 3-CUSHION Small tables

Art. 1. PARTICIPANTS

32 participants.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

1. The Title Holder (PLACED)
2. 1 Wild card of the organizer if the organizer is not CEB. (PLACED)
3. 30 athletes registered as first (NORMAL 1) by all federations. If the number of 32 is not reached the athletes registered as seconds will be accepted (NORMAL 2). The federations priority order for the second player and further is determined by the nations ranking of the previous EC 3-Cushion Small Tables Individual 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 32 participant is reached. The same procedure will be applied for fourth, fifth etc, until the number of 32 is reached (NORMAL 4,5 etc..).

Art. 3. QUALIFICATION – DISTANCE 25 POINTS – 30 INNINGS – EQUAL INNINGS

The Title Holder is seeded in group A, the wild card in group B. 30 inscribed athletes are placed by drawing in 8 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.

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.

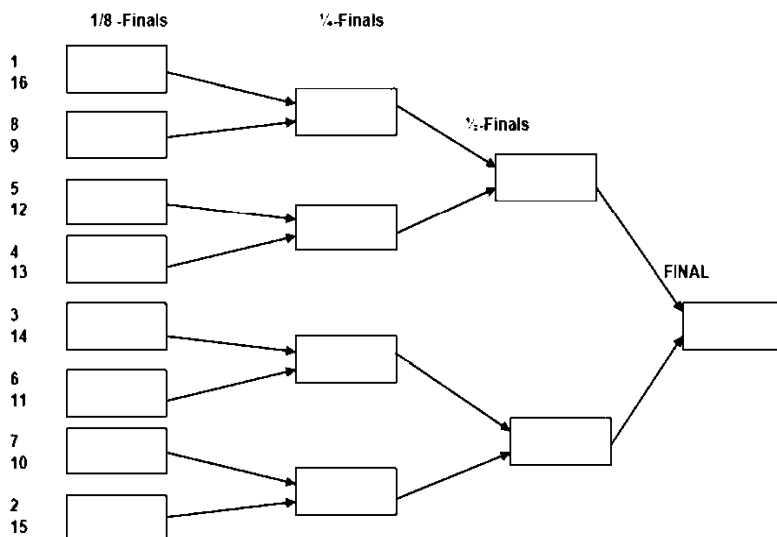
Group ranking: match points, general avg, best game avg, highest run, second highest run, direct match, draw.
 Qualification ranking: group rank, match points, general avg, best game avg, highest run, second highest run, draw.

Art. 4. FINAL ROUND – DISTANCE 40 POINTS - NO EQUAL INNINGS – NO INNING LIMIT

The final round will be played by KO system following the joined scheme.

The starting ranking will be according to the qualification ranking:

- Place 1-8: Group winners
- Place 9-16: Group runners up.



Art.5 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.