



Art. 1. PARTICIPANTS

12 registered teams.

Each national federation has the possibility to inscribe a maximum of 3 teams in a given order.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE TEAMS

Registrations by National Federation through CEB website.

It's an obligation to register one reserve player. It's strongly advised to register 2 reserves athletes for each team (one for each discipline).

Inscriptions will be considered according to the following priorities:

1. Team A of the Title Holder federation
2. Team A of the organizing federation, if the organizer is not CEB
3. Team A from all other federations.
4. Team B from the title holder federation.
5. Team B of the organizing federation, if the organizer is not CEB.
6. All other teams B following the nations ranking of the last played European Championship Biathlon U21. Federations that did not participate will be considered at the end of the list.
7. Teams C from federations following the priorities of points 4,5 and 6.
8. Teams from the organizer federation if needed to complete the list of 12 teams

Art. 3. GENERAL RULES OF THE GAME

Each team consists of 2 athletes, one 3-cushion athlete and one 5-pins athlete. The team cannot play if it's not complete.

Each match consists of 2 sets: one 5-pins set (the first being played) and one 3-cushion set (the second set).

The first team to reach 200 points is the winner.

Art. 4. PLAYING SYSTEM

In case of no mutual agreement between athletes, flip coin will determine who will start testing the table before the match.

Before the start of the match the 5-pins athletes have the right to test the table for 5 minutes each.

The teams freely decide who plays the cushion shot. The winner will decide which team will start the game with the 5-pins set and with the white ball.

1. First Set 5-Pin (no time limit) - Rules of the game B/7 (CEB 5-Pins Rules).
 - The balls will be put in the starting position according to the 5-pins rules.
 - The 5-pins athlete of the starting team begins the 5-pin set according to the 5-pin playing rules (no valid points allowed at the first initial shot). Each team keeps the same ball in the two sets.
 - A break of 5 minutes may be applied when 50 points are reached by either athlete, on request of one of them. It's not possible to request a break later.
 - When one of the athletes reaches 100 points the set is finished. Points exceeding 100 are not counted. The pins are removed from the table. The 3-cushion athletes start testing the table for 5 minutes each.
2. Second Set 3-Cushion: The 3-cushion athlete of the team that lost the 5-pins set starts playing according to the 3-cushion rules from the 3-cushion starting position. The starting score is the one left from the 5-Pins set.
 - Each carom scored is valued 4 points. The number of caroms multiplied by 4 are added to the score after each inning, at the end of the run.

- When either of the 3-cushion athletes reach 200 points the match is ended and his team won. There is no equalizing inning. Points exceeding 200 are not counted.

The following time regulation system is applied for the 3-cushion set:

- 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 athlete. Any remaining time-outs will automatically be applied (the athlete 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 athletes 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.
- A mandatory break of 5 minutes is applied when 160 points are reached by either athlete.

Art. 5. GROUP GAMES

The 12 registered teams will be placed in four groups of three teams by drawing; groups of four and semifinals could be used if the 12 available places are not fulfilled. Teams of the same nationality will be placed in different groups according to Basic Concepts. In the case where 2 teams of the same nationality are in the same group, they will meet first. The team of the title holder federation is placed as number 1 of group A. The team of the vice-champion federation will be placed as number 1 in group B.

GROUP RANKING:

The group ranking is done by the following criteria for groups of 3 or 4:

1- match points.

2- if 2 teams have equal match points the direct match will decide the respective positions;

3- if 3 teams have equal match points the points avg (P+/P-) will be used: the lowest avg will be third; the direct match will decide the position of the remaining two teams;

4- if 3 teams have equal match points and equal points avg the points difference will be used: the lowest will be third; the direct match will decide the position of the remaining two teams.

Example: in a group of 3 all three teams have 2 match points.

Team A vs Team B 200-180 (points avg A: 1,111; points avg B:0,900; points diff A: +20; points diff B: -20)

Team B vs Team C 200-170 (points avg B: 1,176; points avg C:0,850; points diff B: +30; points diff C: -30)

Team C vs Team A 200-160 (points avg C: 1,250; points avg A:0,800; points diff C: +40; points diff A: -40)

Points avg A: $(200+160) / (180+200) = 0,947$

Points avg B: $(200+180) / (200+170) = 1,0270$

Points avg C: $(170+200) / (200+160) = 1,0277$

Team A (lowest avg) is third. Team B won the direct match against team C, therefore B is first and C is second.

QUALIFICATION RANKING:

General ranking criteria for tournaments with all groups with equal number of teams:

1- group rank

2- match points

3- points avg (P+/P-)

4- points difference

5- draw

General ranking criteria for tournaments with groups with unequal number of teams:

1- group rank

2- points avg (P+/P-)

3- draw

Art. 6. FINAL ROUND

The final round will be played by the first two teams of each group according to the KO system in the following encounters: (in case the 12 places are not fulfilled the final round could be played by the group winners and semifinals).

Qualification ranking 1 vs Qualification ranking 8

Qualification ranking 4 vs Qualification ranking 5

Qualification ranking 3 vs Qualification ranking 6

Qualification ranking 2 vs Qualification ranking 7

There will be 2 third places. 5th to 8th positions are determined according to the quarters final ranking. Next positions are determined by the qualification ranking.