

# **TOURNAMENT SYSTEMS**

## **C/16 CEB GRAND PRIX ARTISTIC**



### **Art. 1. PARTICIPANTS AND ORGANIZATION REQUIREMENTS**

All athletes which are members of a National Federation are free to inscribe to a Grand Prix Artistic.  
A minimum of 4 tables is required. The duration of a Grand Prix must not exceed 4 full days.

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

All athletes registered before the registrations deadline will be allowed to participate. The maximum number of participants is **decided** by the organizer **and approved by the CEB**. The inscription fee is 125 euros; **it has to be paid cash on site before the start of the tournament and goes directly to the organizer. In case of cancellations after the deadline a fine of € 150 will be issued to the player. Until the fine is paid he/she will not be allowed to register to any further CEB event.**

### **Art. 3. SYSTEM - QUALIFICATION**

The athletes are placed in groups of 3 or 4 athletes according to the Z-system using the CEB updated ranking in force at the registrations opening date. Athletes not present in the ranking list will be drawn on the last positions. Each athlete needs to qualify, depending on enrolments and the possibilities given by the number of tables and according to the tournament planning, playing minimum 49 figures **divided in sessions. Each session is made up by 14 figures (2 sets of figures).**

**The sequence of players in the first session is according to the order of the players in the group. In the next session, the next player in the group will start the next 14 figures, and so on.**

At the end of the qualifications rounds the sixteen athletes who have reached the highest number of points will qualify for the KO final.

### **Art. 4. QUALIFICATION RANKING CRITERIA**

The ranking is done according to the following criteria:

- Total points scored
- In case of a tie, the number of tries is considered (less tries are better).
- If there is still a tie, the high run counts. If there is still a tie the number of figures succeeded with 10 coefficient, then 9 etc., will be considered.

**Note: the "high run" is the total number of points scored without failing a figure, no matter if consecutive points are scored in more consecutive sets or sessions.**

### **Art. 5. FINAL ROUND**

The final round will be played in KO-system.

The games begin by cushion drawing. The athlete who wins the cushion drawing decides who begins the match. The match begins with the figure of a starting point (A-N). Both athletes try every figure until an athlete cannot be joined by his opponent. Then the match is finished.

The matches of the KO round are described in art.17, according to qualification ranking.

### **Art. 6. PLAYING DISTANCE**

The playing distance in the 1/8-finals is 28 figures, in the 1/4-final, half final and final is 35 figures.

### **Art. 7. TIE-BREAK**

If a **KO** match does not have a winner, a tie-break will follow playing the next figure in the row. If both athletes solve or fail this figure they will play the next figure until decision: when an athlete has failed a figure and the opponent was successful, the match is finished. The tie-break will be started by the athlete who has started the match.

### **Art. 8. BREAK**

In the KO rounds, after the 14th and the 28th figure, there is a break of maximum 5 minutes.

### **Art. 9. FINAL RANKING**

The ranking will be done according to the following criteria:



to athletes, for “piques” and “masses”, to wear a sweater.  
The referee shall enforce the measures set out above.

#### Art. 16. MISCELLANEOUS

- Ball cleaning: it is not allowed any chemical product on the balls during the match. If a chemical product is used to clean the balls this product must be completely removed before playing.
- Practicing: If there is a practicing session planned at the evening before the tournament a person beside the player or a referee is allowed to help positioning the balls. While practicing all sorts of shots are allowed except massé/piqué shots.
- Test of materials: At the first tournament day, 5 min practicing is allowed for all players before their first group-game. From the second group game and on the second day 3 minutes are allowed. In all the KO rounds the usual 5 minutes are allowed. While testing the materials all sorts of shots are allowed except massé/piqué shots.
- All athletes have to play all figures with the dotted white ball.

#### Art. 17. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined KO scheme

