

# **C/TOURNAMENT SYSTEMS**

# C/25 EUROPEAN CHAMPIONSHIP 3-CUSHION NATIONAL TEAMS U21

# **Art. 1. PARTICIPANTS**

12 National Teams

## Art. 2. INSCRIPTION AND PARTICIPATION OF THE TEAMS

Each national federation has the right to inscribe a **maximum of 2 teams**, where only the first inscribed is sure to be confirmed. An unlimited number of reserve players can be registered. It is mandatory to register at least one reserve player, team's members can never be changed after the registration deadline.

## First edition:

## The inscriptions will be taken into account as follows:

- 1. Team A of the organizer federation
- 2. Teams A of all the other federation
- 3. Team B of the organizer federation
- 4. Teams B of all other federations according to the nations standings of the latest EC 3-Cushion U21.

#### **Next editions:**

## The inscriptions will be taken into account as follows:

- 1. Team A of the Title Holder Federation.
- 2. Team A of the organizer Federation.
- 3. All teams A from other federations not already registered under points 1-2...
- 4. Team B of the Title Holder Federation.
- 5. Team B of the organizer Federation.
- 6. All other teams B according to the nations standings of previous editions.

#### Art. 3. GENERAL RULES OF THE GAME

Each team consists of 2 athletes. The team cannot play if it's not complete.

All matches are played according to the scotch double system rules on one table (see art.5)

# **Art. 4. GROUP GAMES**

The confirmed teams are placed in 4 groups of 3 teams according the system Z and the nations standings of the latest EC 3-Cushion U21. Teams B will be placed after all Teams A, according to the same ranking.

Distance: 25 points with equalization inning.

Group winners will advance to the semifinals.

Valuation criteria for placement in the group:

- 1- Team match points.
- 2- Team general average.
- 3- Team best average.
- 4- Team highest runs.
- 5- Drawing lot

# Qualification ranking:

- 1- Placing in the group.
- 2- Team match points
- 3- Team general average.
- 4- Team best average.
- 5- Team highest runs.

# **Art. 5. FINAL ROUND**

The final round will be played by KO system.

Semifinals: 1 against 4 and 2 against 3, according to the qualification ranking.

Distance: 30 points without equalization

### **Scotch Double System Rules:**

- Both teams are free to choose the athlete who will play the cushion shot to decide the starting team; both teams are free to decide the athlete who will play first.
- The starting team will begin from the starting position with the white ball.
- The two athletes in the team take turns, playing alternating shots during the inning (i.e. each team's inning consists of two athletes alternating visits, each of one shot only, until that team's inning ends, and the next team begins their alternating-shot turn.)
- The playing team may remain at the table together and may discuss points within the time limit. The opposing team must remain seated.
- In every match 1 time out for each player is permitted;
- if an athletes makes a shot when it is not his turn it has to be considered a foul.

# **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.
- 1 Time-Outs 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 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 mandatory break of five minutes per match is applied, after 15 points reached by either team.

#### **ART.7. CEB RANKING NATIONAL TEAMS U21**

Each nation receives points according to his position in the final classification:

2 GROUPS	3 GROUPS	4 GROUPS
1 <sup>st</sup> = 60 points	1 <sup>st</sup> = 60 points	1 <sup>st</sup> = 60 points
$2^{nd} = 41 \text{ points}$	2 <sup>nd</sup> = 41 points	2 <sup>nd</sup> = 41 points
$3^{rd} - 3^{rd} = 29 \text{ points}$	$3^{rd} - 3^{rd} = 29 \text{ points}$	$3^{rd} - 3^{rd} = 29 \text{ points}$
Group 3 <sup>rd</sup> = 20 points	Group 2 <sup>nd</sup> = 20 points	Group 2 <sup>nd</sup> = 20 points
Group 4 <sup>th</sup> = 16 points	Group 3 <sup>rd</sup> = 16 points	Group 3 <sup>rd</sup> = 12 points
Group 5 <sup>th</sup> = 12 points	Group 4 <sup>th</sup> = 12 points	

In case there are of two teams of the same nation only points for the higher position will be assigned.

Only the last 5 editions of this championship are considered in the ranking.

In case of equalities the previous editions are considered.

Note: this ranking will be created and updated but it will only be used after 3 editions of this championship will have already been played.