



C/28 EUROPEAN CHAMPIONSHIP ARTISTIC NATIONAL TEAMS

Art. 1. PARTICIPANTS

12 teams. It's an obligation to register at minimum 1 reserve. Reserve players cannot be added after the registration deadline. The reserve athlete can replace the titular athlete only in case of health problems or serious personal impediments. The reserve athlete cannot enter a started match. The team cannot play if it's not complete.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE SPORTSMEN

Registrations by national federations. **A maximum of 2 teams for each federation will be accepted.**

Registrations will be accepted according to the following priorities:

1. Team A of the Title Holder federation.
2. Team A of the organizer, except for All-In-One.
3. Other A teams of all other federations.
4. Team B of the Title Holder federation.
5. Team B of the organizer federation, except for All-In-One.
6. Teams B of all other federations according to the CEB Ranking Artistic NT. Federations not present in the ranking will be considered at the end of the list.

Art. 3. SYSTEM – BEGINNING OF THE MATCH

The games are played in sets of 7 figures. The game begin by cushion drawing; the team decides the athlete who makes the cushion drawing. The team who wins the cushion drawing decides the teams that begins the match, then the teams will alternate in starting the following sets. The matches begin with the figure of a starting point (e.g. A-N, see art. 13) and continue with the following starting point for each set.

The athletes may decide immediately before the figure which athlete is trying to solve this figure. The not-playing team partner is not allowed to leave the table while his partner is playing.

If a set lasts for 7 figures it's mandatory that one athlete plays 3 figures and the other athlete plays 4 figures: for the first 6 figures the two athletes must play no more than 3 figures each consecutively or not, for the last figure (the seventh) the team can freely determine who is playing. In case of equality of points at the end of a set a tie break will be played (art.7).

If during the six first figures an athlete plays 4 figures, he commits a foul, and the team he belongs to will lose the set. The faulty figure points will not be counted for the average.

All players have to play all figures with the dotted white ball.

Art. 4. GROUP GAMES

The 12 inscribed teams are divided into four groups of three by the Z system according to the CEB Ranking Artistic NT. Team A of the Title Holder federation is placed as number 1 in group A. Teams B will be placed after all Teams A, according to the ranking.

Teams of same nationality will be placed in the following group, the teams that was in this place takes the place of the moved team..

The first two of each group will qualify to quarterfinals.

Art. 5. FINAL ROUND

Quarter finals will be played according to the qualification ranking (art.10).

1 vs 8

4 vs 5

3 vs 6

2 vs 7

Art. 6. PLAYING DISTANCE

The playing distance is first to 3 won sets (best of 5 sets), both in group games and in final round.

Art. 7. TIE-BREAK

In case of a draw in a set (equality of points) a tie-break will be executed playing the next figure in the row. The tie-break is started by the team that started the set.

In the tie-break each team decides just before the first figure which player starts the tie-break.

If the first figure brings no decision the next figure will be played until the set is decided.

In the team the athletes have to change from figure to figure.

And so on until one of the athlete fails and the other solves the figure. Succeed points and possible points of the tie-break are not counted for the percentages.

A mistake in the order of athletes of a team will be considered as a foul and the team will lose the tie-break.

The faulty figure points will not be counted for the average.

The next set will start at the following starting point.

Art. 8. BREAK

After the 2nd and the 4th set there is permission for a break of maximum 5 minutes.

Art. 9. RANKING IN THE GROUPS

The classification of groups will be conducted using the following criteria:

- Team match points (W = 2 Pts / L = 0 Pt)
- Team set points (W = 2 Pts / L = 0)
- Team Percentage = $\frac{\text{Total succeed points}}{\text{Total possible points}} \times 100 = \%$ (three decimal places rounded down)
- Teams Direct encounter
- Team high run
- Amount of solved figures with coefficient 10, then 9, etc..

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

Art. 10. QUALIFICATION RANKING

The general qualification classification after the groups matches will be arranged as following:

- Placing in the group.
- Team match points.
- Team set points.
- Percentage, as described in Art.9.
- Team highrun
- Amount of solved figures with coefficient 10, then 9, etc..
- Draw

Art. 11. FINAL RANKING

The ranking will be done according to the following criteria:

- Placement according to the winner or loser for the places 1 to 3 / 3.
- Set points, percentage and high run achieved in quarter finals, percentage of the entire tournament for places from 5 to 8.
- Qualification ranking for places 9 to 12.

Art. 12. PROGRAM of the FIGURES

98 figures of the "artistic" program of 100 figures are arranged in one row.

After figure 58 the matches or tie-breaks will continue with figure 85.

The starting points (A-N), the figure numbers and beneath their coefficients:

A	85	49	35	10	37	16	82
	5	8	7	9	6	8	10
B	51	8	19	78	94	96	32
	5	8	7	10	7	9	10
C	3	26	20	24	57	6	92
	5	8	7	9	6	8	10
D	69	4	99	36	2	87	34
	5	7	6	10	6	8	10
E	21	74	55	50	27	52	88
	5	7	6	9	5	8	10
F	11	54	47	100	89	76	84
	5	8	6	10	5	8	10
G	79	18	23	66	29	90	72
	5	8	7	10	7	8	10
H	61	63	95	42	67	17	44
	5	7	7	9	6	8	10
I	33	40	48	71	5	14	60
	5	8	7	9	5	9	10
J							
K							
L							

93	45	15	56	9	77	28	1	70	81	91	83	43	62	73	65	22	30	7	39	68
5	8	7	9	6	8	10	5	7	7	9	5	8	10	5	7	7	10	6	8	10
M							N													
31	80	38	98	86	46	64	13	25	97	12	59	53	58							
5	7	7	10	6	8	10	5	7	7	9	5	8	10							

Art. 13. DRAWING of the FIGURES

At the beginning of the tournament a draw will decide the starting point for table 1. On table 2 the match starts 3 letters further, on table 3: 6 letters and on table 4: 9 letters. The following matches at the same table begin at the next starting point. Before the start of the quarter finals, 1/2-final and the final a new draw of the starting point will take place.

Art. 14. HELP

It is allowed for sportsmen to use an elevation with a maximum height of 5 cm (overall).

Art. 15. ATTEMPTS

The usual 3 attempts are given to all sportsmen, but they are irrelevant to the final classification.

Art. 16. DRESS CODE

Regulations regarding the dress code of the CEB will apply.

It is not allowed to play shirt sleeves rolled up, except the figure request (ex. Figure 44). Permission is granted to sportsmen, for "piques" and "masses", to wear a sweater.

The referee shall enforce the measures set out above.

Art. 17. CEB Ranking Artistic for National Teams

Points will be awarded according to the final position:

1st position = 60 points

2nd position = 41 points

3rd / 3rd position = 29 points

5th to 8th position = 20 points

9th to 12th position = 12 points

No show / withdraw after groups are published = -8 points

Only last 5 editions of this championship will be counted in the ranking.

Points are awarded to each nation only for the team in the highest position.

Ranking criteria: Ranking points, standings of last EC, overall percentage of last EC.