



C - TOURNAMENT SYSTEMS

C/13

EUROPEAN CHAMPIONSHIP 5 PINS FOR NATIONAL TEAMS

Art. 1. PARTICIPANTS

Editions organized inside the European Championship All-In-One **can** be played with 15 teams registered.
In all other cases, depending on the logistic conditions and the time table, it could be played with 16 teams.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE TEAMS

Registrations by National Federation through CEB website.

The inscriptions will be considered according to the following priorities:

1. Team A of the Title Holder federation.
2. Team of the organizer federation.
3. All teams A from federations not already registered under points 1-2.
4. Team B from the Title Holder federation.
5. Team B from the organizing federation.
6. Team B from other federations following the last CEB Ranking 5-Pins National Teams.
7. Team C from federations following the priorities of points 4,5,6.
8. More teams from the organizer federation if it's needed to complete the list of 15 teams

Art. 3. GENERAL RULES OF THE GAME

Each team consists of 4 athletes plus an unlimited number of reserves. It is mandatory to register at least two reserves. **See Basic Concepts art.5 for reserve players registration rules.** It's strongly recommended to come to the competition with one reserve ready to play.

The reserves can be used in every match, with no limits in terms of numbers. The substitution must be done and communicated to the tournament director before the start of the match.

The team coach will provide in writing, prior to each match, the composition of his team to the tournament director as follows, including the reserves that can in case be used, as mentioned above:

- Athlete I1 - match individual
- Athlete I2 - match individual
- Athletes D1+D2 - match double
- Athletes R1+R2+R3+R4 - match relay

Art. 4. PLAYING SYSTEM IN THE GROUPS

- One match „Individual“ (Athlete I1) on 100 Points – Winner 1 set point
- One match „Individual“ (Athlete I2) on 100 Points – Winner 1 set point
- One match „Double“ (Athletes D1+D2) on 100 Points – Winner 1 set point
- One match „Relay“ (Athletes R1+R2+R3+R4) on 160 Points – Winner 2 set points
(each athlete: 40 points)

All 4 matches must be played.

In case of no mutual agreement between athletes, flip coin will determine who will start testing the table before the match, both in singles, then in doubles, then in the relay.

Relay must be played in the same table where double has been played. The athletes who play the relay that have not played in the double have 5 minutes each to test the table.

Art. 5. GAMES OF THE GROUPS

The 15 registered teams are positioned in 5 groups of 3 teams. The constitution of the groups will be made as follows:

1. First the teams A of nations classified 1-5 in the CEB Ranking 5-Pins National Teams are positioned as follow:
 - Team 1 in the group A
 - Team 2 in the group B
 - Team 3 in the group C

- Team 4 in the group D
- Team 5 in the group E

2. The remaining 10 teams will be placed in the groups by drawing remembering that teams of the same nationality cannot be in the same group. If two teams of the same nation are in the same group, they will play in the first match.

3. If a team withdraws after the composition of the groups, the new team will take over the place of the team which has withdrawn.

The 5 teams first in the groups plus the 3 teams best seconds are qualified to the Final KO Round.

In case of playing with 16 teams 4 groups of 4 will be made: the teams A of the first 4 nations of the CEB Ranking will be placed as number 1 in groups A, B, C and D respectively. All the other teams will be placed in the groups by random draw.

Art. 6. PROCEDURE TO ASSIGN THE POINTS

		Team A		Team B
Team A vs. Team B	5 – 0	3	Match Points	0
		5	Set Points	0
Team A vs. Team B	4 – 1	3	Match Points	0
		4	Set Points	1
Team A vs. Team B	3 – 2	3	Match Points	0
		3	Set Points	2
Team A vs. Team B	2 – 3	0	Match Points	3
		2	Set Points	3
Team A vs. Team B	1 – 4	0	Match Points	3
		1	Set Points	4
Team A vs. Team B	0 – 5	0	Match Points	3
		0	Set Points	5

Art. 7. PROCEDURE TO CLASSIFY THE TEAMS IN A GROUP

Whether this competition is played by 15 or 16 teams the group ranking will be determined as follows:

- 1- Match points
- 2- Set points
- 3- In case of equality of set points between 2 teams the direct match will decide the respective positions.
- 4- In case of equality of set points between 3 teams the direct match between the two teams with the highest average will decide the first and the second positions, the team with the lowest average will be third. If there is also equality in the averages of 2 teams the direct match will decide; if 3 teams have the same average penalties will be played as follow:

The 4 relay athletes will take a penalty shot each (white ball free and yellow ball in the starting position without red ball). The team that obtains the most valid points will be the winner. In case after 4 penalty shots the sum of the total points is the same, the penalty shots will be played over and over (one at a time) until one team prevails over the other.

Art. 8. RANKINGS AFTER THE GAMES OF THE GROUPS

- The places 1 to 5 are received by the winners of the groups.

- The places 6 to 8 by the team best seconds in the groups
- The places 9 to 10 by the teams worse second in the groups
- The places 11 to 15 by the team thirds in the groups

Places 1 to 5 will be determined comparing the results of the five first classified teams considering:

1. Match points
2. Set points
3. Average
4. Points scored
5. Draw (example flip coin)

Places 6 to 8 will be determined comparing the results of the three best second classified teams considering:

1. Match points
2. Set points
3. Average
4. Points scored
5. Draw (example flip coin)

Places 9 to 10 will be determined comparing the results of the two worse second classified teams considering:

1. Match points
2. Set points
3. Average
4. Points scored
5. Draw (example flip coin)

Places 11 to 15 will be determined comparing the results of the five third classified teams considering:

1. Match points
2. Set points
3. Average
4. Points scored
5. Draw (example flip coin)

With 16 teams the ranking is adapted accordingly: places 1 to 4 are the group winners, 5 to 8 are the groups runners up, 9 to 12 are the team thirds and 13 to 16 are the fourth in the groups.

Art. 9. FINAL ROUND (8 TEAMS)

It will be played by the 8 qualified teams according to the KO system.

With 15 teams the 5 teams first in the groups will be number 1 to 5, the 3 teams best seconds will be 6 to 8.

With 16 teams first two team of each group will be qualified; group winners will be 1 to 4, runners up will be 5 to 8.

Number 1 vs Number 8	Semifinal
Number 4 vs Number 5	
	FINAL
Number 3 vs Number 6	
Number 2 vs Number 7	Semifinal

There will be 2 third places.

Art. 10. PLAYING SYSTEM OF THE FINAL ROUND

- One match „Individual“ (Athlete I1) on 120 Points – Winner 1 set point
- One match „Individual“ (Athlete I2) on 120 Points – Winner 1 set point
- One match „Double“ (Athletes D1+D2) on 120 Points – Winner 1 set point
- One match „Relay“ (Athletes R2+R2+R3+R4) on 200 Points – Winner 2 set points
(each athlete: 50 points)

If after 3 matches the result is 3 - 0 the Relay will not be played.

If the result is 2 – 1, the Relay must be played to determine a winner.

Match points and set points are assigned like in the group games.

APPENDIX 1

Rules for the match „Double“ (art. 4005 of B/7 5-Pins Rules of the Game)

1. Each team is free to designate which player will play the cushion draw. The same player must also start the match. No change within the team is allowed between cushion draw and first stroke of the match
2. During the match the active player of a team is replaced by his teammate in the following cases:
 - a. The opponent realizes valid points
 - b. The active player loses points (two or more points of pins and / or red ball).
 - c. The active player gives a “free ball” to the opponent (2 penalty points)
3. The change of player who has made the foul does not imply a change in the opposing pair
4. Given that the player starting the game is not allowed to score points, he will not be replaced by his teammate if the opponent scores valid points in his first shot. He will however be replaced if he commits a foul or if he scores points (credited to the opponent)
5. The teammate can give advice to the active player for the shot. He cannot, however, replace him at the table with or without the cue stick to help find the best shot option. The advice must be strictly theoretical
6. As soon as the active player positioned himself to deliver the shot, the partner can no longer intervene
7. If a team fails to comply with the points 5 and 6 above, the referee gives them a warning. In case the team keeps acting in this faulty manner, the referee can ask the tournament director who can decide to disqualify the team
8. Playing with the wrong ball or with the wrong player is a foul. The opponent team will be credited with 2 penalty points plus all the points scored and will benefit from a “free ball” shot. **THE PLAYER WHO WAS SUPPOSED TO PLAY THE SHOT MUST PLAY THE SHOT AFTER THE OPPONENTS HAVE PLAYED THE FREE BALL SHOT.** So, as an example, if Team A player 1 shots instead of Team A player 2 it's a foul; Team B play their shot with the free ball and then it's still player **A-2** to shot. The foul in that case does not change the player of the team.
9. The players cannot ask the referee which one of them has to play the next shot

APPENDIX 2

MANDATORY timetable to be used from quarterfinals onwards, will be as follows, to have always all teams playing at the same time, first the singles, then the doubles, then the relay (if has to be played), as shown in the diagram below:

QF 1 – Single 1	QF 2 – Single 1	QF 3 – Single 1	QF 4 – Single 1
QF 1 – Single 2	QF 2 – Single 2	QF 3 – Single 2	QF 4 – Single 2
QF 1 – Double	QF 2 – Double	QF 3 – Double	QF 4 – Double
QF 1 – Relay	QF 2 – Relay	QF 3 – Relay	QF 4 – Relay

In the group games is strictly recommended to play on 4 tables 4 different matches, so this rule has to apply always where possible, and exceptions can be done from Tournament Director after the ok of the CEB delegate.

Please note that even if quarterfinals and semifinals must be played at the same time, broadcasting needs where provided from CEB or Organizer may change this schedule.