

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. **Referees must be present during the whole duration of the event, participating players are not allowed to act as referees.**

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

All athletes registered before the registration 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 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.

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, and so on.

At the end of the qualifications rounds the sixteen athletes of the qualification ranking will qualify for the KO final.

Art. 4. QUALIFICATION RANKING CRITERIA

The qualification 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 in a match without failing a figure, no matter if consecutive points are scored in consecutive sets of a (KO) match or in the **whole** qualification session.

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 **1st set**. **Athletes will alternate in starting the following sets. The first set begins with the first figure of a starting point (A-N), the second set will continue with the next set of figures, and so on. Both athletes try every figure of the set until an athlete cannot be joined by his opponent; then the set is finished. All athletes have to play all figures with the dotted white ball.**

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

Art. 6. PLAYING DISTANCE

The playing distance in the knock-out rounds is best of 5 sets of 7 figures.

Art. 7. TIE-BREAK

If a **set** 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 **set** is finished. The tie-break will be started by the athlete who has started the **set**. The next set will start at the following starting point.

Succeed points and possible points of the tie-break are not counted for the percentages.

In the KO rounds, after the 2nd and 4th set a mandatory break of 5 minutes will be applied.

The ranking will be done according to the following criteria:

- ## Art. 10. PRIZE MONEY

Minimum 100% of the inscription fees will be redistributed to the athletes according to this distribution:

1st: 25%

2nd: 17%

3rd / 3rd: 12%

5th-8th: 6%

Best percentage: 5%. Best HR: 5%.

The organizer can of course increase the prize money.

The prize money is calculated exclusively on the real participating number of players. In case of decreased number of participants due to cancellations after the registrations deadline the prize money is decreased accordingly. A €150 fine will be issued to the player who cancels his/her participation after the deadline. He/She will not be allowed to register to any other CEB event until the fine has been paid.

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

After figure 58 the matches or tiebreaks will continue with figure 85.

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

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

At the beginning of the qualification session a draw will decide the starting point (set) of the sets to be played during the qualifications. In order to avoid damaging cloths by playing many times the same figures on the same table, after the draw of sets, each group will start from a different set, according to the number of sessions and tables.

As an example with 70 figures in 5 sessions, and drawn sets AB-CD-EF-GH-IJ, with 8 groups and 4 tables, group 1 will start from sets A-B, group 2 will start from E-F, group 3 will start from I-J, group 4 from C-D, 5 from G-H, 6 from A-B, 7 from E-F, and group 8 will start from I-J.

A new draw will be executed for the last 16 and quarters final: the letter drawn will be the starting point for the first match (1vs16), for the second match (8vs9) the starting point will be 3 letters later, then 6 letters further for third match (5vs12), 9 for fourth match (4vs13) and so on.

The first quarter final (played by winners of 1vs16 and 8vs9) will start from the letter after the last set played in the second match of last 16 (8vs9). The second quarters final match (winners of 5vs12 and 4vs13) will start from the letter after the last played set in the fourth match of last 16 (4vs13). The third quarters final match (winners of 3vs14 and 6vs11) will start from the letter after the last played set in the sixth match of last 16 (6vs11). The fourth quarters final match (winners of 7vs10 and 2vs15) will start from the letter after the last played set in the last match of last 16 (2vs15).

Finally a last draw will be executed for semi-finals (the letter drawn will be the starting point for first semifinal on first table, 3 letters further for second semi-final).

The final match will start from the set following the last set of the second semifinal.

Art. 13. HELP AND AUXILIARY MATERIAL

Athletes are allowed to use an elevation with a maximum height of 5 cm (overall). If a limiter is used in a figure, the attempt is valid if the limiter does not tip over. Simply touching it without the limiter falling is not enough.

Art. 14. ATTEMPTS

The usual 3 attempts are given to all sportsmen.

Art. 15. 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 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.
- It is forbidden to wet the area where the ball is placed with saliva or any other means.
- 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

The final KO round will be played following the joined scheme, based on qualification sessions ranking.

