



C/7 EUROPEAN CHAMPIONSHIP INDIVIDUAL ARTISTIC

Art. 1. PARTICIPANTS

24 participants.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

Registrations by National Federation through CEB website.

The consideration of registration at the deadline is the following:

1. The Title holder (PLACED)
2. One Wild Card of the organizer/host federation (PLACED).
3. First 10 athletes in the CEB Artistic Ranking in force at the opening of registrations will be placed (PLACED- Federations are obliged to register PLACED athletes, see art. 5 of Basics Concepts). If the Title Holder is in the first 10 positions of the CEB ranking the following athlete in the ranking will be placed. If one of the 10 "Placed" is not registered at the deadline the next in the CEB Artistic ranking will be "Placed".
4. Athletes registered as first (NORMAL 1) for those federations appearing in the ranking but with no registered PLACED players as for point 3, in the order as they appear in the ranking.
5. Athletes registered as first (NORMAL 1) by all other federations according to the CEB ranking taking in consideration only the nationality of the athletes, each nation is considered only once for the best standing. Federations not represented in the ranking will be considered as last.
6. If the number of 24 is not reached the athletes registered as seconds will be accepted (NORMAL 2) in the same order applied in points 4 and 5. Athletes registered as third, fourth, fifth etc, (NORMAL 3) will also be accepted according to the concerned CEB ranking taking in consideration only the nationality of the athletes, each nation is considered only once for the best standing. Federations not represented in the ranking will be considered as last.

A forfeit of a confirmed placed player after the registration deadline will be handled as normal forfeit: the missing player will be replaced by the first available reserve according to the list of confirmed players at the deadline, nationality is not considered and priority list will not be changed. Federations are obliged to register the 10 PLACED players.

Art. 3. GROUP GAMES

The 24 inscribed athletes are divided into eight groups with three athletes in the Z system according the updated CEB ranking (the title holder will be seeded as #1 in group A). If three athletes of the same nationality are in one group the CEB Sports Director will replace athlete #3 of the group. In the case where two athletes of the same nationality are in the same group they will meet first.

The top two from each group qualify for the final round. The system of the final round you will find at Art.10.

Art. 4. SYSTEM – BEGINNING OF THE MATCH

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.

Art. 5. PLAYING DISTANCE

The playing distance over all the tournament is best of 5 sets of 7 figures.

In case of a draw in a set a tie-break will be played.

Art. 6. 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.

Art. 7. BREAK

After the **2nd** and **4th** **set** a mandatory break of 5 minutes will be applied.

Art. 8. RANKING IN THE GROUPS

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

- A- Match points (W=2 / L=0)
- B- Set win
- C- Set lost (less is better)
- D- Percentage = $\frac{\text{Total succeeded points}}{\text{Total possible points}} \times 100 = \%$ (three decimal places rounded down)
- E- Highrun
- F- Amount of solved figures with coefficient 10, 9, etc ...
- G- Direct encounter (Result of the game between two sportsmen)

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 one or more sets.

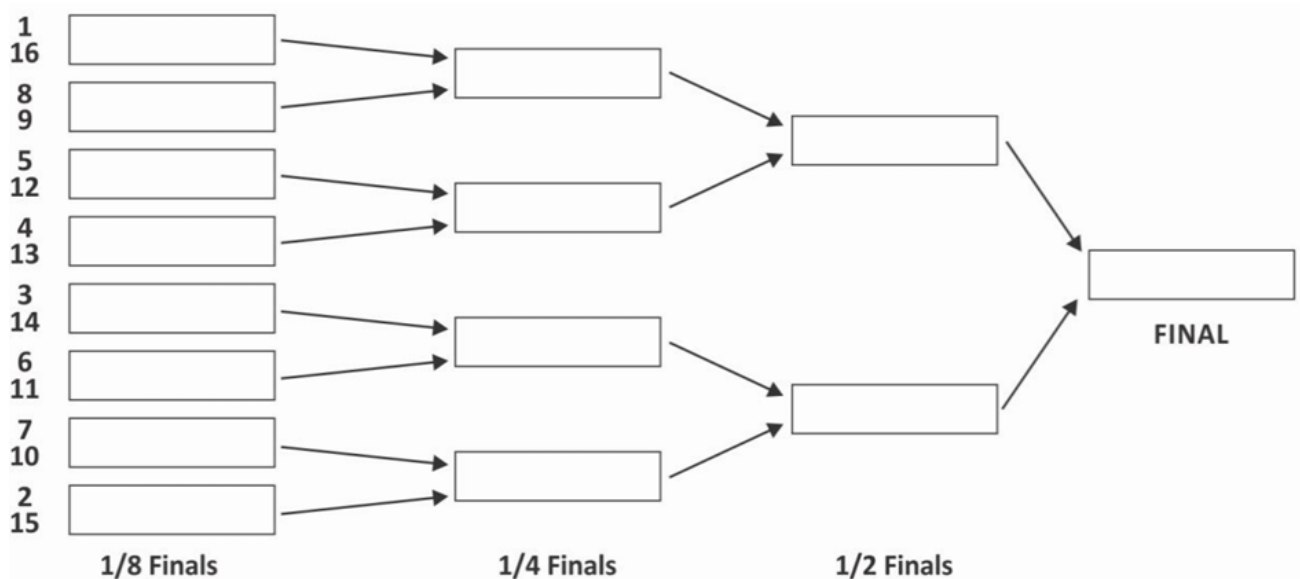
Art. 9. QUALIFICATION RANKING

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

- a) Group rank
- b) Match points
- c) Set win
- d) Set lost (less is better)
- e) Percentage, as described in Art.8.
- f) Highrun
- g) Amount of solved figures with coefficient 10, 9, etc..
- h) draw

Art. 10. FINAL ROUND

It will be played following the joined KO scheme according to the qualification ranking.



Art. 11. FINAL RANKING

The final ranking will be done according to the following criteria:

1. Placement according to the winner or loser for the places 1 to 3 / 3
 2. Reached round for places 5/8 and 9/16.
 3. Set win in last played round
 4. Set lost (less is better) in last played round
 5. Percentage of last played round = $\frac{\text{Total succeeded points} \times 100}{\text{Total possible points}}$ = % (three decimal places rounded down)
 6. Highrun
 7. Amount of solved figures with coefficient 10, 9, etc.. in last played round.
- In case of equality the percentage of the whole tournament will be considered.
8. Qualification ranking for athletes not qualified to final KO round.

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 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											

Art. 13. DRAWING of the FIGURES

Qualifications: 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, and so on if more than 4 tables are used. In the first round the group A will play on first table, group B on the second table, group C on the third and so on.

The second match of each group will start with the set following the set where the first match of the same group ended. The third match of the groups will start with the set following the last set of the second match of the same group.

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. 14. MISCELLANEOUS

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.

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

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.

Art. 15. ATTEMPTS

The usual 3 attempts are given to all athletes, 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 athletes, for “piques” and “masses”, to wear a sweater.

The referee shall enforce the measures set out above.