



C TOURNAMENT SYSTEMS

C/13 EUROPEAN CHAMPIONSHIP 5-PINS FOR NATIONAL TEAMS

Art. 1. PARTICIPANTS

Editions organised inside THE European Championship will be played with 12 teams inscribed.
Each national federation has the right to inscribe 2 teams, where the first inscribed will be taken into account.

Art. 2. INSCRIPTION and PARTICIPATION of the TEAMS

The inscriptions will be taken into account as follow:

1. Title holder
2. Representative of the organizer
3. First the teams inscribed on the first place from each other federation. If the requested number of needed teams is not reached, the remaining spaces will be filled up according to following:
4. B-Team federation of the title holder
5. B-Team organizing federation
6. B-Team federation following the CEB European Ranking Teams

Art. 3. GENERAL RULES OF THE GAME

Each team consists of 4 sportsmen + 1 reserve that can be changed for each new match.
The team captain will provide in writing, prior to each match, the composition of his team to the tournament director as follows:

- Sportsman A - match individual
- Sportsman B - match individual
- Sportsmen C+D - match double
- Sportsmen A+B+C+D - match relay

Art. 4. PLAYING SYSTEM IN THE GROUPS

- One match „Individual“ (Sportsman A) on 100 Points – Winner 1 set point
- One match „Individual“ (Sportsman B) on 100 Points – Winner 1 set point
- One match „Double“ (Sportsmen C + D) on 100 Points – Winner 1 set point
- One match „Relay“ (Sportsmen A+B+C+D) on 160 Points – Winner 2 set points
(each sportsman 40 points)

- All 4 matches have to be played.

Art. 5. GAMES OF THE GROUPS

In THE European Championship the 12 inscribed teams are positioned in 4 groups of 3 teams. The first TWO TEAMS of each group are qualified for the QUARTER final round. The constitution of the groups will be as follows:

1. First the teams classified 1-4 in the European ranking 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

2. The remaining teams will be placed in the groups by drawing lots remembering that teams of the same nationality cannot be located in the same group.

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 If a team withdraws after the composition of the groups, the new team will take over the place of the team which has withdrawn.

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

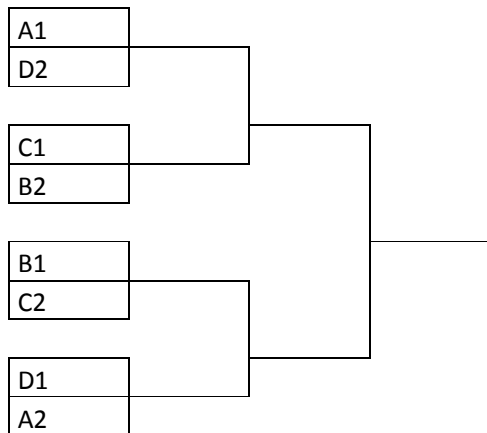
Total number of match points achieved by the team

In case of a draw among two or more teams, the following criteria will be taken in consideration:

1. The winner of the direct encounter.
2. Best set points.
3. Average of the teams involved, the team with the lowest average will be eliminated and with regards to the remaining two the direct encounter will be valued.
4. Average during the entire tournament

Art. 8. FINAL ROUND (8 TEAMS)

Will be played by the first TWO teams of each group according to the KO system in the following encounters:



Art. 9. PLAYING SYSTEM OF THE FINAL ROUND

- One match „Individual“ (Sportsman A) on 120 Points – Winner 1 set point
- One match „Individual“ (Sportsman B) on 120 Points – Winner 1 set point
- One match „Double“ (Sportsmen C + D) on 120 Points – Winner 1 set point
- One match „Relay“ (Sportsmen A + B + C + D) on 200 Points (each sportsman 50 points) – Winner 2 set points
- If after 3 matches, the result is 3 - 0, the Relay will not be played.
- If the result is 2 – 1, the Relay has to be played to determine a winner.

APPENDIX 1

Rules for the match „Double“:

1. 1. The sportsmen can free determine who begins.
2. During the match the change of the player in the game takes place in the following cases:
 - a. The opponent realizes valid points
 - b. The player in the game loses points (two or more points of pins and / or red ball).
 - c. The player in the game gives "free ball" (foul 2 points) and the opponent realizes valid points.
 - d. It states that if the player in the game gives "free ball" (foul 2 points) and the opponent does not make valid points, the change does not occur.
 - e. It also states that the change of player who has made the foul does not imply a change in the opposing pair.
3. The sportsman, who by the starting stroke does not have the possibility to make valid points, will not be replaced even if the opponent realizes valid points in the first shot.
4. The sportsmen of a pair can take advice to the realizing shot, but it is strictly forbidden that the sportsman who does not play, with or without instrument (billiard cue etc.), to take in the position of his partner to help him to find the position for realizing the shot. The advice to the partner must be limited to a real theoretical advice.
5. As soon as the sportsman who shall make the shot is in position, the partner may no more intervene.
6. If an offence against the points 4 and 5 of the present article is recorded, the referee exhorts the sportsman and, at repetition, can he ask the tournament manager who can decide to disqualify the couple by dishonesty.
7. The confusion of the ball, or of the sportsman, is considered as a mistake of 2 points to which the points that are eventually obtained by the nation which is at the table and a "free ball" for the adversary.