



C/TOURNAMENT SYSTEMS

C/6

EUROPEAN CHAMPIONSHIP INDIVIDUAL 3-CUSHION

Art. 1. PARTICIPANTS

48 athletes in qualification groups + 16 placed athletes directly in the last 32 KO rounds.

Art. 2. INSCRIPTION AND PARTICIPATION OF THE ATHLETES

Registrations by National Federation through CEB website.

Each affiliated federation has the right to register athletes according the following list:

1. 16 Placed Athletes in the Last 32: The Title Holder and the 15 best ranked of the concerned CEB 3C Ranking (PLACED)
2. 1 Wild card for the organizer federation in the qualification groups, if the organizer is not CEB. (PLACED).
3. 3 CEB Wild Cards in qualifications for the 3 top athletes in the Longoni NextGen 3C circuit 23-24 and 2 CEB Wild Card in qualifications for the top 2 athletes in the CEB Ladies Ranking at 31/8/2024.
4. Athletes for the remaining places in qualification groups: Athletes registered as first (NORMAL 1) by all federations. If the total number of participants is not reached the athletes registered as seconds will be accepted (NORMAL 2). The federations priority order for the second and further athletes is determined by the concerned CEB 3C Ranking Individual 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. Athletes registered as third (NORMAL 3) will also be accepted according to the same criteria until the total number of participant is reached. The same procedure will be applied for fourth, fifth etc, until the total number of participants is reached (NORMAL 4,5 etc..).

Art. 3. GROUP GAMES - DISTANCE OF THE GAME 40 POINTS – with equal innings

The inscribed athletes in qualification groups, the organizer Wild Card and the other CEB wild cards are placed in 16 groups of 3 sportsmen according to the system Z and the CEB 3-Cushion ranking. Athletes not figuring on the ranking will be placed at the end by drawing. A draw is possible.

Group ranking:

1. Match points
2. General average
3. Best game average
4. Highest run, second highest run.
5. Draw

Qualification ranking:

1. Group rank.
2. Match points
3. General average
4. Best game average
5. Highest run, second highest run.
6. Draw

Art. 4. FINAL ROUND - DISTANCE OF THE GAME 50 POINTS - no equal innings

The athletes of the final round are:

1. The 16 first of the groups
2. The title holder
3. The 15 best placed on the CEB 3-cushion ranking.

The final round will be played by KO system.

The starting ranking will be:

- | | |
|--------------|------------------------------------------------------------------------|
| Place 1 | The title holder |
| Places 2-16 | 15 placed athletes according the CEB 3-cushion ranking. |
| Places 17-32 | 16 first of the groups according to the results of the previous round. |
- The 16 first of the groups are listed according to the qualification ranking.

Art. 5. TIME REGULATION SYSTEMS

- Limit of 40 seconds (by preference in a count-down order) with a visual warning system at 30 seconds (if not available the referee will give a warning at the 30 second limit).
- Clock starts after all balls stop and table is free for playing.
- 2 Time-Outs for 40 points and 50 points matches for each player; any remaining time-outs will automatically be applied (the player does not need to request a time out); the new total limit is then brought to 80 seconds. A time-out must be announced by the referee immediately after the point, and indicated clearly to players and spectators.
- In case that both time-outs are used, Penalization-Signal (by preference sonic) after the 40 second limit and consequently the balls will be put up in starting position for the opponent.
- Ongoing time will not be stopped with the use of a device (cue-extension, bridge, etc) or changing glove(s).
- The clock must be displayed in a clearly visible manner in the sports arena for the players and the spectators.
- One break of five minutes per match is applied, after 20 points for 40 points matches, and after 25 points for 50 points matches - reached by either player.

Art. 6. TOURNAMENT SYSTEM / ENCOUNTERS

It will be played following the joined scheme.

Constitution of the qualification groups

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
32	31	30	29	28	27	26	25
33	34	35	36	37	38	39	40
I	J	K	L	M	N	O	P
9	10	11	12	13	14	15	16
24	23	22	21	20	19	18	17
41	42	43	44	45	46	47	48

KO SCHEME

