



B

EUROPEAN PLAYING RULES

GENERAL REGULATIONS

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B/8 liste of schemas

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The drawing of the artistic points is defined in special rules.

CHAPTER 1 GENERAL REGULATIONS

Article 1001 – ACKNOWLEDGED DISCIPLINES

The CEB recognise officially only the disciplines defined by her general assembly. The European championships could only take place in this disciplines.

The committee of the CEB can recognise disciplines temporarily (max. for 2 years). This is also guilty for changes in recognised disciplines.

Article 1002 – APPLICATION OF THE RULES

1. This European rules are applicable at all European championships and tournaments recognised/agreed by the CEB.
2. They are also applicable at World championships organised in Europe, except contrary prescriptions in the rules of the Union Mondiale de Billard.
3. The cases which are not provided by the international rules of playing or cases of major force, supposing they are not regulated, will be regulated by the rules of the organising federation

CHAPTER 2 COMMON RULES OF ALL KINDS OF GAMES

Article 2001 – THE MATCH

1. A match goes over, in accordance with the specific rules of the discipline, either on the full number of points or in sets, with equality of innings (evt. prolongation in KO system) or without equality of innings.
2. Which system (full distance or sets) will be played, will be published with the invitation.

Article 2002 – CUSHION DRAW

1. The referee places the two white balls (or the white and the yellow) on the starting line, on both sides of the line of the three starting spots approximately 20 cm from each long cushion and the red ball on the top spot.
2. The sportsman, whose ball, after coming back without foul, stops nearer to the short cushion (starting cushion) has win the draw. The stroke is also guilty, if the ball, coming back, touches the short low cushion and returns in the game area.

The sportsman who wins the draw decides if he or the opponent begins the match. The sportsman who begins the match must play with the totally white ball. They play with the same ball the whole match. Even if, meanwhile a new draw or a prolongation has to be made.

3. The two sportsmen draw the beginning at the top cushion simultaneously. The two white balls must be in motion before one of them reaches the top cushion. If this is not the case the draw will be repeated. The player who causes two times such a repetition loses the choice to begin. It is not admitted to effect the cushion draw by a stand-in.
4. If the balls have touched each other on their way the faulty player (outside his half of the billiard) will lose the choice to begin.
5. If the white balls have touched each other on their way and if it is impossible to determine the faulty player or if the balls are at rest at the same distance from the bottom cushion the referee arranges that the cushion draw will be repeated.
6. If the ball of a player touches the red ball the faulty player will lose the choice to begin. If this is the case for the two sportsmen, the draw will be repeated.

Article 2003 – STARTING POSITION – CUE BALL (different rules for 5-pins)

1. The balls are set up by the referee:
 - a. the red ball on the top spot
 - b. the white ball of the partner on the bottom centre spot
 - c. the ball of the beginning sportsman - any way the sportsman wants on one of the two starting spots.
2. The match begins with the draw. Not allowed touches of balls are these which are commit after the set up in beginning position.
3. The starting cannon must be played by direct attack on the red ball (except 5-pins).
4. If the starting point is valid, the sportsman stays in the game and could carry on with his series in accordance with the rules of the concerned discipline.

Article 2004 - CANNON

1. The goal of the game consists of making as many cannons as possible in accordance with the rules of the concerned discipline, within the limit of the distance of the match. This is also guilty if the game goes over innings or a limited time.
2. A cannon is made as soon as the cue-ball set into motion by the stroke of the cue comes into contact with the two other balls, considering the specific prescriptions of each discipline, and the three balls are stopped.
3. Every cannon counts for one point (except 5-pins).

Article 2005 – CAROM POINTS AND PIN POINTS (5-PIN BILLIARD)

Points are guilty if:

- pins are put down or cannons are made
- a lateral pin brings 2 points
- the central pin brings 4 points
- a cannon brings 4 points, a „casin“ 3 points

If the central pin is solely knocked, it has a value of 10 points. A canon could be realised at the same time

Article 2006 – BREAK DURING THE MATCH

This rules are fixed in the Basic Concepts of the Sporting Program.

Article 2007 – QUIT/EXCLUSION DURING THE MATCH

1. A sportsman who quits his place during the match without being authorised by the referee loses the match by this gesture. The case of force major occurring during the championship will have to be assessed by the official delegate of the CEB or by his substitute.
2. The sportsman who refuses to continue the match after the referee's demand or does not play immediately the match.

Article 2008 – BALLS IN CONTACT

1. As soon as the cue-ball comes into contact with one of the two or with the two other balls the rights of the player concerning all kinds of game, except the partie libre for which the renewed placing on the starting point is obligatory, are the following:
 - a either to demand that the referee places them once again on the spots;
 - b or to play by the ball which is not in contact or to play the cushion beforehand;
 - c or to play the detached massé but on condition of not setting into motion the ball being in contact. It is not a foul if the ball in contact solely moves on account of the fact that it loses the hold which it possibly got by means of the cue-ball.
2. As soon as the cue-ball comes into contact with a cushion the player does not have the right to play directly this cushion.
3. In the case of a renewed placing on the spots the balls will be placed by the referee in the following way:
 - a concerning the partie libre, the cadre disciplines and one cushion: all three at the initial starting position;
 - b concerning three cushions, only the balls being in contact are once again placed on the spots like in the case of outbounding balls.
4. At 5-pins the balls are not replaced on the spots.

Article 2009 – BALLS BOUNDING OUT OF THE BILLIARD

As soon as one or several balls bound out of the billiard (touching the upper surface of the frame, even if they come back in the game surface) the renewed placing on the spots will be effected by the referee and the opponent sportsman comes to play (for the three cushion and 5-pin game the regulation is written in specific rules).

Article 2010 – END OF THE MATCH

1. Without inning limitation
 - a A match consists of a certain number of cannons/points to play (distance of the game).
 - b Each started match must be played up to the last carambolage/point. A match is finished as soon as the referee announces "good" the last point even if one states after the stroke, that the player did not realize the number of required points.
 - c When the last point of the match is realised by the sportsman who has started the match, the opponent will have, with equalizing inning, the right to equalize the number of innings by placing the balls at the initial starting position. In a match with sets or without equalizing inning, this regulation is only guilty if the beginning sportsman finishes in the first inning.
 - d To be declared as winner of a match, the sportsman must realise the required distance, subject that the opponent has not the same, at equality of innings.

- e In case of a draw at the end of the match, the dispositions of the specific rules are applicable.
 - f At the game of 5-pins, the winner is the sportsman who realise at first the fixed distance of points.
2. With limitation of innings
- a A match with limitation of innings will always be played with equality of innings.
 - b A match consists in a certain number of canons/points(distance of the game) to realise in a limited max. number of innings.
 - b Each started match must be played up to the last grant inning, unless one of the sportsmen has realise the distance of the game.
 - c When the last point of the match is realised by the sportsman who has started the match, the opponent will have, with equalizing inning, the right to equalize the number of innings by placing the balls at the initial starting position. In a match with sets or without equalizing inning, this regulation is only guilty if the beginning sportsman finishes in the first inning.
 - d If the last point of the match is realised by the sportsman who has one inning more, the opponent will have the right to level with the number of innings by placing on the spots the balls which are placed at the initial starting position.
 - e If the beginning sportsman has reach the limit of granted innings, his opponent has to begin his last inning by placing on the spots the balls which are placed at the initial starting position.
 - f To be declared winner of a match with limitation of innings, the sportsman has to realise the biggest number of canons respectively the complete distance at the end of the limited number of innings.
 - g In case of draw at the end of the match, the dispositions of the specific rules are applicable.

Article 2011 - FOULS

There is a foul and one has to quit:

1. If during the execution of the stroke one or several balls bound out of the billiard (indicated by "balls outside");
2. If the sportsman plays before the three balls are at rest (indicated by "balls in motion");
3. If the sportsman uses another part of the cue than the leather tip in order to play (indicated by "leather tip");
4. If the player, except the attack of his ball in order to execute the stroke, touches any of the balls or touches two times the cue-ball (indicated by "touched");
In such a case the touched ball remains at the place which he occupies.
5. If the player touches or shifts a ball in order to remove a strange object which is attached to it instead of demanding that the arbiter does it (indicated by "touched");
6. If the cue, the cue-ball and the cushion or the second ball are in contact the same moment (indicated by "pushed through");
7. If at the moment where the sportsman touches his ball he does not touch the floor with at least one foot (indicated by "foot not on the floor");
8. If the sportsman draws visible marking points on the playing surface, on the cushion or on the frame or if he uses as mark an object (chalk)(indicated by "marked");
9. If during the inning or in the course of a serie the referee or the opponent states that the player does not play with his ball (indicated by "wrong ball");
10. If the sportsman does not respect the particular rules of the various kinds of game (indicated according to the rules);

Article 2012 – WILFUL FOULS

If the foul defined by the previous article is wilfully committed the innocent sportsman whose turn arrives may demand that the referee once again places the ball or the balls as exactly as possible at the positions which they occupied before the incident if he thinks that this position would be more favourable for him.

Article 2013 – NOT STATED FOULS

1. If a cannon is made after a foul having been committed which has not been stated the cannon is retained and the player must not quit.
2. Each fault committed by a third person, including the referee which causes compulsory shifting of the balls is not ascribed to the player. In this case the balls are once again placed by the referee as exactly as possible at the position which they occupied or would have occupied.

CHAPTER 3

SPECIAL RULES FOR EACH KIND OF GAME

Article 3001 – INDICATION OF THE BALL

One distinguishes between the cue-ball on the one hand and the two other balls called ball 2 and ball 3. At 5-pins one differentiates between the cue-ball, ball 2 and the red ball.

Article 3002 – BARRED ZONES AT THE PARTIE LIBRE AND CADRE GAMES

Schema B, C and D

1. The number and the area of barred zones are determined by the specific rules. These zones are delimited by lines drawn as fine as possible in white.
2. Within each of these barred zones the player will only be allowed to execute the, in this kind of game, authorised number of cannons in the course of his series.

Article 3003 – POSITION OF THE BALLS

Schema E

1. The position "entrée" is reached:
when the balls 2 and 3 are at rest in the same zone while before the stroke of the cue they were in another zone or in two different zones or in this same zone but that one or both of the balls 2 and 3 were leaving in order to integrate this zone once again (indicated by "entrée").
2. The position "dedans" is reached:
when a cannon is made after the position "come in" without one of the balls 2 or 3 leaving the zone (indicated by "dedans");
3. The position "à cheval" is reached:
when the two object-balls are at rest near a line of the zone but each of them in a different zone (indicated by "à cheval").
4. The ball 2 or 3 exactly placed on the line of the zone is considered to be disadvantageous for the sportsman.
5. One or the two balls 2 and 3 are able to integrate once again and immediately the zone which they leave in such a way that they form once again the position "entrée" or "dedans".
6. The position relating to cadre is represented before it gets into the anchor. If the two positions are the same the announcement will only be effected once followed by "partout".

Article 3004 – FOUL CONCERNING THE ZONE

As soon as a carom is effected by leaving the position "dedans" and as soon as nor ball 2 neither ball 3 leaves the zone there will be a foul (indicated by "resté dedans").