

GROSSES TURNIER: 9. EUROPÄISCHE MEISTERSCHAFT AUF EUROSOCCKER.

	<u>OFFENES DOPPEL</u>	<u>OFFENES EINZEL</u>	<u>**PRO-AM</u>	<u>GOALIE WAR</u>	<u>FORWARD SHOOT-OUT</u>	<u>DAMEN DOPPEL</u>	<u>DAMEN EINZEL</u>	<u>DOPPEL Abtlg. 1,2,3,4+n.a. (PRO)</u>	<u>DOPPEL Abtlg. 2,3,4+n.a. (Amateur)</u>	<u>DOPPEL Abtlg. 3,4+n.a. (Rookie)</u>	<u>INTERNATIONAL CUP</u>	<u>EXTRA PREISE</u>
Beginn Samstag:	<u>18 Uhr</u>	<u>21 Uhr</u>	<u>22 Uhr</u>	<u>20 Uhr</u>	<u>19 Uhr</u>	<u>14 Uhr</u>	<u>16 Uhr</u>	<u>17 Uhr</u>	<u>15 Uhr</u>	<u>13 Uhr</u>	<u>16 Uhr</u>	
1. Platz/ Preis	1500	*1Euro-soccer	500	250	250	100 + 30 %	50 + 30 %	*1Euro-soccer	*1Euro-soccer	400	50%	1. von 1. Abtlg. im Offenen Doppel: 100 € Offenen Einzel: 50 €
2. Platz/ Preis	1000	500	300	125	125	50 + 15 %	25 + 15 %	300	300	250	30%	
3. Platz/ Preis	500	250	150	50	50	30 + 5 %	15 + 5 %	200	200	150	15%	1. von 2. Abtlg. im Offenen Doppel: 100 € Offenen Einzel: 50 €
4. Platz/ Preis	300	150	100	50	50	15	10	100	100	100	5%	
5. Platz/ Preis	150	75	50	15	15	-	-	50	50	50		
6. Platz/ Preis	150	75	50	15	15	-	-	50	50	50		
7. Platz/ Preis	75	40	50	15	15	-	-	30	30	30		
8. Platz/ Preis	75	40	50	15	15	-	-	30	30	30		
9. Platz/ Preis	50	25	15	-	-	-	-	15	15	15		
10. Platz/ Preis	50	25	15	-	-	-	-	15	15	15		
11. Platz/ Preis	50	25	15	-	-	-	-	15	15	15		
12. Platz/ Preis	50	25	15	-	-	-	-	15	15	15		
13. Platz/ Preis	25	10	15	-	-	-	-	-	-	-		
14. Platz/ Preis	25	10	15	-	-	-	-	-	-	-		
15. Platz/ Preis	25	10	15	-	-	-	-	-	-	-		
16. Platz/ Preis	25	10	15	-	-	-	-	-	-	-		
												Startgeld: 10 €
												nur für Spieler aus dem Ausland
												1. von 3. Abtlg. im Offenen Doppel: 100 € Offenen Einzel: 50 €
												1. von 4. Abtlg. im Offenen Doppel: 100 € Offenen Einzel: 50 €
												1ste no master in g-w und FSO 50 €disc
STARTGELD:	Offenes Doppel	Offenes Einzel	Pro-Am	Goalie-War	F.S.O.	Damen Doppel	Damen Einzel	Abtlg.: 1,2,3,4.n.a.	Abtlg.:2,3,4.n.a.	Abtlg.:3,4 en n.a.		PAKET
NATIONAL	20	20	15	10	10	-	-	-	-	-		60
1. Abteilung	15	15	15	10	10	-	-	12	-	-		60
2. Abteilung	12	12	12	10	10	-	-	10	12	-		60
3.-4. Abteilung + n.a.	10	10	10	8	8	-	-	8	10	10		60
DAMEN	8	8	8	8	8	8	8	8	8	8		50

* Der 1. Preis im Offenen Einzel, Pro Doppel und Amateur Doppel ist ein Euro-Soccer (Home Model) im Wert von 1250 €

** Pro-Am: Ein Doppel-Bewerb, wobei 2 Master (nat.) oder 1 Master und 1 Pro (1. Abtlg.) nicht zusammen spielen dürfen (alle anderen Kombinationen sind möglich).

Die Europäische Meisterschaft ist ein Teil des World Cup ITSF Tour 2005.

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UNGEFÄHR 50 "EURO-SOCCER" UND PREISE IM WERT VON MEHR ALS 16 000 € + POKALE + T-SHIRTS + GRATIS TOMBOLA ...

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SAMSTAG 14. MAI UND SONNTAG 15. MAI (MONTAG 16. MAI FREI)

SPORTHALLE BORGLOON Sint-Rochuslaan12 3840 Borgloon BELGIUM Tel.: +32/(0)12746879

Beginn der Anmeldung: 11 UHR !!!

BEGINN: Pünktlich um 13 Uhr !!!

Nicht beendete Bewerbe werden am Sonntag um 10 Uhr fortgesetzt!

KEIN MÜNZEINWURF !!!

Hotels

Het Klaphuis Kortestraat 2 Borgloon +32(0)12/747325

't Loonderhof Tongersesteenweg 23 Borgloon +32(0)12/741184

Moerbeï Tongersesteenweg 26 Borgloon +32(0)12/747282

OASE Oorsprongstraat 106 Borgloon +32(0)12/741362

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Hotel Chez Vito

European EuroSoccer Rules (Version: EN2.2 27/05/2004)

1. To start a match

1.1 Decision about tableside or first serve.

A coin flip shall precede the start of the match. The team that wins the flip has the choice of table side or first serve. The team that loses the flip has the remaining option. Once the home team has chosen either the table side or the first serve, they may not change their decision. The opposing team has to accept this decision. After every set each of the teams has the option to change sides. If both teams decide not to change, that doesn't mean that they can't use this option after the next sets. Teams have 1 minute and 30 seconds to change sides. When both teams and the referee agree this can be extended with 30 seconds. When a team isn't ready within this time limit, this will count as a time-out for this team, or as a delay of play. In case of repetition this can be sanctioned with a penalty.

1.2 The table

Alterations to the table (ex. Change of balls, changes to the player figures, etc.) must take place before the game starts. A request to change balls before the start of the match must be approved by the official present or the Tournament Director. When something breaks during the game (screw breaks off, a player figure breaks, etc.) this must be repaired. When a man breaks off while touching the ball, play will be resumed at that position after the alterations are made (same as with a time-out)

1.3 Serve

The serve must start under the middle player figure of the five rod. The player that will be serving has the right to put the ball on the right spot and the ball must stay motionless for at least one second before being served. While serving it is not allowed to pass or score the ball immediately with the middle player figure. The ball must first touch a second player figure from that same five rod. Your opponent is considered as being ready from the moment he has his two hands on his handles. When a serve isn't performed according to the rules, the serving player gets a second chance. When this second serve still isn't performed according to the rules the ball goes to the opposing goalie. After a set the first serve is for the team that lost the previous set

1.4 Player position (in doubles event)

- The team that has the right to serve must first decide it's position. As soon as the ball is in play, this position has to remain until a goal is scored, a time-out is taken or a technical foul is given
- Every team has the right to change positions in between goals.
- Every team has the right to change positions before and after every penalty
- Changing positions is allowed during every time-out, except during medical- and referee time-outs.

2. ball out of play

When the ball exits the table, the "goalie" who conceded the last goal will receive the ball. After a set the ball goes to the team that lost the last set. The ball is considered as "out of play" when it hits an object that isn't considered as being a part of the table. All elements that are a part of the table aren't considered as being out (lamp, ashtray, ...)

2.1 ball out of play taken by the wrong team

If the ball is served by the wrong team, and the violation is discovered before the ball is scored, play shall be stopped, and the ball shall be reserved by the proper team. Once the ball is scored, no protests shall be allowed, and play shall continue as if no infraction had been committed

2.2 ball out of play after rules are broken

When a ball is awarded to a team after a rule has been broken and this ball exits the table, the ball is awarded to the goalie that had the right for the ball prior to the violation.

3. "Dead ball"

3.1. Dead ball

A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.

3.2. advantage of ball after a "dead ball"

a dead ball is assigned to the goalie that is closest to the ball. A ball that remains "dead" right in the middle of the table will be awarded to the goalie of the team that conceded the last goal. A ball that is intentionally made dead in order to advance the ball or reset the time limits shall be given to the goalie of the opposing team for a re-serve (example: pushing the ball from the bottom until out of reach

4. resume play after a "dead ball" or a "ball off the table"

the goalie must then move the ball from one player figure to another one and then stop the ball for a full second before the motion of a shot or pass may begin. The goalie has to make sure that his opponent has his two hands on his handles and is therefore ready. When this isn't performed correctly the ball goes to the opposing goalie, unless the other team has the advantage of the ball. Time starts one second after the ball is touched by the second player figure.

5. Releasing the rod

A player can never release the rod where he has the ball. If this is violated the ball goes to the opposing goalie. A Player can take his hand from the handle underneath which he has the ball to wipe it off on the condition that he holds the handle of the rod where the ball is with his other hand (so releasing the rod on which you have the ball is not allowed) After the player holds the rod again with his wiped off hand he has to touch two players again and let the ball be motionless for a full second before shooting. If this isn't done correctly the ball goes to the opposing goalie, unless there is an advantage of ball.

6. Time-out

6.1 Time-out rule

- Every team has the right on two time-outs per set.
- A time-out may not exceed 30 seconds.
- Every team has the right to use the full 30 seconds.
- During a time-out you may change positions (inside both teams)
- A time-out in between sets will be counted as a time-out for the next set.

6.2 Time-out when the ball is in play

when the ball is in play, only the player who is in possession of the ball can call time-out. A time-out can only be taken when the ball isn't in motion.

6.3 Time-out when the ball isn't in play

When the ball isn't in play, both teams have the right to call for a time-out.

6.4 Moving of the ball during a time-out

During a time out the player may not move the ball from man to man without the permission of the official, as this can be considered practice. Penalty for violation of this rule is first a warning and the second time a penalty is given. A request to move the ball or pick the ball up can be declined (ex. When the ball is too close to the goal-line) So once the game has begun no more training is allowed.

6.5 Illegal Time-out

- When a team that isn't in possession of the ball calls for time-out then the ball is assigned to the goalie of the opposing team and the team that made this mistake will receive a warning for "Distraction". This is also the case when a time-out is asked when the ball is still in motion.
- Once a player begins to put the ball back into play following a time-out (by moving the ball), a time-out may not be called again until the ball has left the current rod of possession. If this rule is broken the ball will go to the opposing goalie and the players who made this mistake will be warned for "distraction"
- A team that calls for a third time-out (or a fourth, fifth,) will be sanctioned by means of a penalty. After the penalty the ball is returned to the place where the ball was when the third time-out was called and this only when the set isn't finished. After the penalty the time-out can be taken.

6.6 Medical time-out

Medical time-out: can be accepted by the officiating staff. They will determine the length of the medical time out, up to a maximum of 60 minutes. (f. ex.. Injury during a game, cramps aren't necessarily considered as an injury. It is the organization that makes this decision.) A player that can't continue after this medical time-out must forfeit the game. When a medical time-out is rejected the player who asked for the time-out will be sanctioned with a time-out

6.7 resume play after a time-out

If the ball was in play when the time out was called, the player must have the assurance that the opposing team is ready before moving the ball. The player must then move the ball from one player figure to another one and then stop the ball for a full second before the motion of a shot or pass may begin. When this rule is broken or when a player loses the ball before touching two players the ball is assigned to the goalie of the opposing team (unless there is an advantage of ball for the other team)

7. Referee.

If an official is not present at the start of the match, and a dispute arises during play, either team may request an official. Such a request can be made at any point during the match that the ball is stopped or dead or off the table. When the ball is on the table, you can only ask for a referee when you are in possession of the ball. This isn't considered as being a time-out. A referee can't be refused by either of the both teams or players. When a team or players asks for a referee, then the referee will leave the ball where it is, fault or no fault. The referee can't judge over something he didn't see. A goal scored during the absence of a referee can't be cancelled.

8. Goal

A ball that exits the goal isn't considered as a goal. If a point is not counted on the scoring markers and both teams agree that it was previously scored and inadvertently not marked up, the point shall count. If both teams do not agree that a point was scored and not marked up, after another ball is scored, that point shall not be counted.

9. Turning of the rods

9.1 Turning of the rods when touching the ball

A ball that is scored by spinning more than 360 degrees will not be counted as a point and will be put back into play by the goalie of the opposite team.

A. Goal is scored while turning more than 360 degrees. The goal doesn't count and the ball goes to the opposing goalie (own-goal does count)

B. The rods spin more than 360 degrees but no goal is scored: The opposing team may decide if they want to play on (when they have the advantage of the ball) or if they want the ball to go to their goalie.

9.2 Turning of the rods without touching the ball

The turning of the rods isn't considered as the braking of a rule, but it can be considered as "distraction"

9.3 Miscellaneous

If an ungrasped rod is spun by the force of a ball hitting a player figure on the rod, the spin will be considered legal (example: a two-man shot in singles hitting the three-man).

10. Faults

10.1 influencing the table

Any jarring, sliding or lifting of the table shall be illegal. Whether or not the table jarring is done intentionally is of no consequence. An official must make this call. It is not necessary for a player to lose the ball for jarring to be called on his opponent.

10.2 Subsequent violations

The opposing team has the option of continuing from the current position or play from the point of infraction.

10.3 Three faults

After 3 fouls a penalty is rewarded. After the penalty the ball is put back on the place where it was during the foul or where it would have been after the foul. The choice for this is for the team that didn't make the foul.

10.4 Touching a rod

Touching or coming into contact with your opponent's rods in any way shall be sanctioned as a foul.

10.5 Jarring (lifting or moving of the table)

Jarring of the table may be called even if the ball is not in play. In particular, slamming the rod after or lifting the table after the ball is out of play the shock may be considered jarring.

10.6 piling up of fouls

When there is a piling up of fouls, then the referee has the right to declare the game as lost for the offenders.

10.7 foul

Normally every foul is "punished" with the loss of possession of the ball to the opposing goalie, unless there is the "advantage of the ball".

11. Reset

When a player imposes a force or gives a light shock that moves the ball lightly or not even and/or that action influences the shooting or passing of the opponent, then the referee calls "reset" and the time is counted from zero again.

- A "reset" can be given when the ball is in motion, motionless or underneath a player
- A reset is not considered a distraction, and the player with the ball may shoot immediately. The defensive team should not, therefore, relax or look at the official upon hearing the word "reset", but rather should stay on defense. This isn't considered as a "distraction" either.
- A "reset" can be considered as "jarring" when that reset is caused by the player that isn't directly involved in the game.
- Every team has the right for one "reset" per set. When one causes more than one reset on the same ball one is rewarded a penalty against their team.
So: 1 "reset"
then "reset warning"
then "reset penalty"
The last two however must appear on the same ball, during the same point.
- After a "reset penalty" the next "reset" will immediately be a "reset warning" and then a "reset penalty" if it happens on the same ball.
- A heavy "reset" for a heavy shock can be considered as "jarring" and "reset" at the same time.

Summarized: First "reset", then "reset warning" and then "reset penalty" if it happens on the same ball. On the next ball immediately "reset warning"
After a set the "reset" count is set back to zero

12 reaching into the playing area/hand in play

It is forbidden to touch the playing area during the game without agreement of the referee. When this is done, and one has possession of the ball, one loses the ball to the opposing team. When one isn't in possession of the ball then it's a penalty.
When a player takes a ball that is on the goal line, without agreement of the referee or the other team, then this is considered as a goal.

13. Alterations to the table.

- No changes can be made that would affect the interior playing characteristics of the table by any player. For instance the use of magnesium powder on the playing field or the balls. A player may not place a tube or handle on the table exterior that inhibits the motion of the rods (example: for limiting the motion of the goalie rod). Without agreement of the organization
- Any player using a substance on their hands to improve their grip, for example, must make sure that this substance does not get on the ball. If this does occur, and the substance is judged to affect the play of the ball (example: a ball coated with magnesium) that ball and any others in the table similarly affected shall be cleaned immediately and the team judged to have caused this to occur shall be penalized for delay of game and warned that if this occurs again during the match they will be prohibited from using the substance.
- A request to change balls before the start of the match must be approved by the official present or the Tournament Director.
- During a dead ball a player may request a new ball from the rack inside the table. Such a request shall be granted, unless the official present judges that such a request is made simply for the purpose of stalling play.
- Moving the table can only be asked during a time-out or a "dead ball"
- A player requesting a new ball while the ball is in play shall be charged with a time out, if he is in possession of the ball or with a distraction if he isn't in possession of the ball unless the official present judges the ball to be unplayable, in which case no time out will be charged.

- In all other cases it will be a penalty for the team that didn't make the foul.

14. Distraction

- All movements or sounds, other than those coming from the rods, will be regarded as "distraction" if a goal is scored while this distraction takes place, will be illegal, except when it is in the advantage of the team that wasn't in fault
- Banging the five-man rod or any rod prior to, during or after a shot is considered a distraction. Moving the five-man rod slightly during or after the shot has started is not considered a distraction.
- Talking to each other during the game is a "distraction".
- Both hands have to be on the handles during a shot, otherwise this is a "distraction".

Punishment of a "distraction".

1st "distraction" = the team gets a "warning" if the referee decides that the "distraction" didn't alter anything to the game.

2nd "distraction" = the team gets a second "warning" and loses the ball to the opposing team.

3rd "distraction" = the team is punished with a penalty.

Only the referee decides what is judged as a "distraction".

For example: looking away from the game and shooting at the same time, releasing the rods,...

15. Language

- Unsportsmanlike comments made directly or indirectly by a player are not allowed.
- Calling the attention of the opposing team away from the game is not allowed. Any shouts or sounds made during a match, even if of an enthusiastic nature, may be grounds for a penalty.
- Cursing by a player shall not be allowed. Continued cursing by a player may be cause for the loss of a set
- Influencing the opponent, even in between two balls, is forbidden.
- During the game, spectators have to remain relatively calm and stay this way. The organization will act if necessary
- Coaching is only allowed during a time-out and in between sets.

Violations of these rules may be grounds for a penalty

16. Passing

16.1 Passing from 5-rod to 3-rod and from 2-rod to 5-rod

- A pinned ball cannot be directly advanced to the 3-rod or 5-rod. It is allowed to stop the ball, but when the ball is passed it has to be in motion.
- A pinned or stopped ball may be shot on goal. The ball cannot be caught by the 3-rod, not even if it was first touched by the 5-rod of the opposing team.
- To be considered a pass the ball must either go into the goal or hit the back wall and come back into your possession.
A ball whose motion has clearly stopped may be legally passed if this pass is immediate. Any hesitation before the pass and the pass shall be declared illegal. Once a ball has clearly stopped and is not immediately passed it must then touch at least two player figures before it can be legally passed

16.2 Pass from the defense-area to the 3-rod

This pass is always allowed.

16.3. Defense with the 5-rod

It is legal to use two hands to move the five-rod.

16.4 Time-limit for ball possession.

The time limit for the ball to stay under each rod is 15 seconds. The two-goalie rods count as one, so both of them together only get 15 seconds. When this time-limit is exceeded the ball will go to the opposing goalie.

16.5 A ball that is spinning while under a rod will be considered as possession and therefore the time is counting. A ball that is spinning in between the two-rod and the keeper will be regarded as "out of reach" and therefore time doesn't count. When that ball gets in range of a player from the two-rod or keeper time starts counting.

16.6 Faults

When the passing-rules are violated, the opponent may continue play (when having advantage of the ball) or the ball goes to the goalie of the team that didn't make a foul.

17. Delay of game.

- every team has the right to 5 seconds in between every scored ball
- every team has the right to 1 minute and 30 seconds in between sets
- every team has 30 seconds during a time out.

When a team exceeds the time limits then this will be considered as delay of game and sanctioned like this:

- 1st time a warning is given.
- 2nd time this is considered as a time-out
- the next times this will be sanctioned by a penalty.

18. Forfeiture.

Once a match has been called, both teams should report immediately to the designated table. If a team has not reported to the table within three minutes, they should be recalled. A team, upon being recalled, must report immediately to the table in order to stop the forfeiture process. A recall is made every three minutes.

The third recall resolves automatically in the loss of a set

3 minutes later this becomes loss of the game or forfeiture for that game.

After "set loss" the sanctioned team hasn't got the right for the choice of ball or side during the toss.

The forfeiture decision is only in hands of the organization.

19. Penalty

19.1 Only the referee has the right to award a penalty or not..

19.2 Shooting of the penalty

When a penalty foul is called, play shall stop and the ball awarded to the opponent's of the offending team at its three-man rod. One shot will be taken after which play shall stop. If it scores or not, the ball shall be put back into play at the spot it was when the technical was called. If the ball was in motion, it will be put back into play as if it had been declared dead at the spot. At the time of the penalty only the forward and the goalie are allowed on the table, the other two players have to withdraw.

Both teams can switch positions before and after a penalty (just like when a time-out is used) A player is considered to have taken a technical foul shot once the ball has left the three-man rod. A player is considered to have blocked the shot once the ball has either stopped in or left the defender's area.

A team can switch positions before or after a penalty.

Time outs may be called during a technical shot, as long as they would otherwise be legal.

Also the rule of touching two players and letting the ball stay motionless for a second when touching the second player still apply here

19.3 Further Penalty's

3 Penalty's during the same set automatically means the loss of the set. But the referee can also warn the team that if they make the same fault again he will give the set or even the game lost.

20. referee decisions and appeals

- When a referee is present, it is forbidden to contest his decision. He is the only one that decides.
- One can never stop the game to claim a fault or anything else while a referee is present
- A team can't contest the decision of the referee. If this is done while the ball is in play, this is considered as a "distraction" and this can lead to a penalty in case of recurrence. When the ball is out of play the team will be charged with a time-out and a "delay of game" if the referee doesn't accept the complaint. If the referee does accept the complaint then the team will not be charged with a time-out- Discussing with the referee will be sanctioned with a penalty or with a "breach of the code of ethics"

21 code of ethics

21.1 the Code of Ethics.

Any action of unsportsmanlike or unethical nature during tournament play, in the Tournament room, or on the grounds of the host facility, will be considered a violation of the code of ethics.

21.2 The penalty for breaking the Code of Ethics

The penalty for breaking the Code of Ethics may be forfeiture of a game or match, expulsion from the tournament, and/or a fine. Whether or not the Code of Ethics has been broken, and what is the appropriate penalty for the infraction will be determined by the organization. It is the organization that decides if the fault was heavy or not.

GOALIE-WAR

Start of the game: touching two players and the ball has to stay motionless for at least one second while touched by the second player.

When the ball is out of reach of the players, then the player who last had the ball in his defending area loses the ball, even if he didn't touch the ball. The ball then goes to the one who took the last shot.

The defensive area is the area in between the back wall and the two-bar.

A "dead ball" on the field goes to the one who took the last shot, regardless of where that ball is.

A ball that leaves the table is returned to the player who took the last shot.

When player A shoots the ball, but this ball never reaches player B then player B can take the ball with his hand when this ball is completely motionless.

When a ball is out of reach of a player it is considered as lost if that ball didn't go through the defending area of the opposite player.
The time limit for ball possession is 15 seconds.
All other rules of play are still valid here.

FORWARD SHOOT OUT

- It concerns a series of penalty shots where players take turns shooting.
- A player is considered as taken a shot when the ball leaves his three-rod.
- A player is considered having stopped a penalty when he really stops the ball or when the ball has left his defending area
- The time limit for the penalty shot is 15 seconds.
- All other rules are still valid here (tossing for side or ball, 2 time-outs per set, ...)

INTERNATIONAL CUP

Only for non-Belgian players
Play will be according to the ko-system (immediate knock-out)
2 winning sets to 5

The sets are being played to 5:

OPEN DOUBLES: in the winners round: 3 winning sets out of 5.
Losers round : 2 winning sets out of 3 (exception: from 5th place again three winning sets out of 5)

OPEN SINGLES: same as open doubles

PRO-AM: 3 out of 5 immediate elimination

G-W : 2 out of 3 immediate elimination

F-S-O : 2 out of 3 immediate elimination

WOMANS DOUBLES: winners round 2 out of 3 ; Losers round 1 set till 7 goals (until 5th place)

WOMANS SINGLES : same as woman doubles

PRO DOUBLES : Winners round : 2 out of 3 ; Losers round 2 out of 3
(division 1-2-3-4-NA)

SEMI PRO DOUBLES : Winners round : 2 out of 3 ; Losers round 2 out of 3
(division 2-3-4-NA)

ROOKIE DOUBLES : Winners round : 2 out of 3 ; Losers round 1 set to 7 goals
(division 3-4-NA) (until 5th place)

Balls exiting the goal aren't counted as a goal.

PRO-AM : in this event all combinations are possible except 2 masters together or a master and a pro together.

- 360° turning is allowed in all events and the use of the "snake shot" is also allowed.
- To avoid arguments we advice all players to read the rules carefully and attentively.
- In the case of serious arguments the organization will do it's best to take the best decision possible.
- The organization will appoint official referees for this tournament.
- The decisions of the referee are indisputable.
- The referee has the right to interrupt a game to ask for the advice of another referee or of the organization before making a decision. It is possible that a referee can have doubts over the interpretation of a rule

- The referees have to stay tolerant towards the players and the players have to stay tolerant towards the referees
- A referee can't be a referee in a division higher then the one he plays in.
- For further information the organization is always at your service