

The 2nd European Games 2019



Why a European Games?



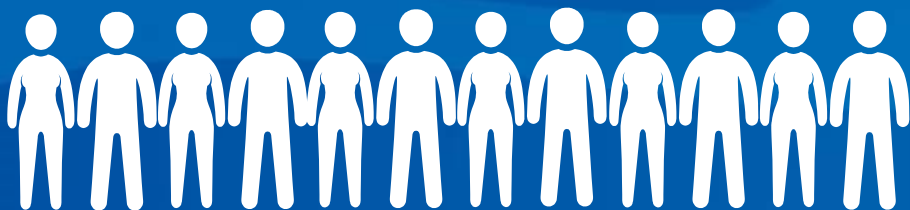
- Europe was only continent not to have its own multi sport Games pre 2015
- Number of Olympic medals won by Europe was continuously reducing:
 - Seoul 1988 Europe won over 70% of Olympic medals
 - Beijing 2008 Europe won less than 40% of Olympic medals
- Success of Baku 2015 clear from athletes perspective:
 - 50 Gold, 50 Silver and more than 100 Bronze Rio 2016 Olympic medals were won by athletes who won medals in Baku 2015



50
European
countries



More than
18000
official participants



23

Events

15

Sports

10

Qualification
events to Tokyo
2020

4

Official European
Championships

4082

Athletes



200

Medal events

21

22

23

24

25

26

27

28

29

30

Opening
ceremony

June 2019

Closing
ceremony

The 2nd European Games Minsk 2019

Logo and Slogan



Час ярких
побед!

BRIGHT
YEAR.
BRIGHT
YOU!

Время
ярких побед!

Sports Programme – Competition Schedule



Version 17.0

SPORTS PROGRAMME

DAILY COMPETITION SCHEDULE

MEGOC 2019

				Jun 18	Jun 19	Jun 20	Jun 21	Jun 22	Jun 23	Jun 24	Jun 25	Jun 26	Jun 27	Jun 28	Jun 29	Jun 30	Jul 1	Jul 2				
				Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue				
				Day -3	Day -2	Day -1	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10	Day +1	Day +2				
SPORT	VENUE	Events	Athletes																			
OPENING & CLOSING CEREMONIES		DINAMO Stadium																				
1 Archery	128 Olympic Sports Complex	8	128	AD				2	2			2	2		DD							
2 Athletics	690 DINAMO Stadium	10	690				AD		9					1		DD						
3 Badminton	160 FALCON Club	5	160				AD								2	3		DD				
4 3x3 Basketball	128 PALOVA Arena	2	128	AD						2		DD										
5 Beach Soccer	96 Olympic Sports Complex	1	96				AD								1		DD					
6 Boxing	316 Sports Palace URUCHIE	15	316	AD											7	8		DD				
7 Canoe Sprint	350 Regatta Course ZASLAVL	16	350				AD					5	11		DD							
8 Cycling		24	542																			
- Track (20 events, 316 athletes)	316 MINSK Arena Velodrome									AD			2	6	6	6		DD				
- Road (4 events, 226 athletes)	226 Minsk City			AD			1	1		2		DD										
9 Gymnastics	MINSK Arena	32	286																			
- Artistic (12 events, 90 athletes)	90									AD					2	10		DD				
- Trampoline (4 events, 48 athletes)	48						AD		2	2		DD										
- Aerobic (2 events, 56 athletes)	56						AD		1	1		DD										
- Rhythmic (8 events, 52 athletes)	52			AD				1	7		DD											
- Acrobatic (6 events, 40 athletes)	40			AD				4	2		DD											
10 Judo	400 CHIZHOVKA Arena	15	400	AD				5	4	5	1		DD									
11 Karate	96 CHIZHOVKA Arena	12	96									AD			6	6		DD				
12 Sambo	144 Sports Palace	18	144	AD				9	9		DD											
13 Shooting		19	330																			
- Rifle & Pistol (13 events, 208 athl.)	208 Shooting Centre			AD				2	2	3	1	3	1	1		DD						
- Shotgun (6 events, 122 athletes)	122 Sporting Club			AD					2	1			2	1		DD						
14 Table Tennis	128 Tennis Olympic Centre	5	128	AD							1	2			2		DD					
15 Wrestling	Sports Palace	18	288																			
- Freestyle (6 events, 96 athletes)	96						AD					4	2		DD							
- Women (6 events, 96 athletes)	96							AD					2	4		DD						
- Greco-Roman (6 events, 96 athletes)	96									AD					3	3		DD				
OPENING & CLOSING CEREMONIES		DINAMO Stadium																				
Overall Events & Athletes:		200	4082																			
				24	38	14	8	16	22	13	29	36										
				Day -3	Day -2	Day -1	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10	Day +1	Day +2				
				Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue				
				Jun 18	Jun 19	Jun 20	Jun 21	Jun 22	Jun 23	Jun 24	Jun 25	Jun 26	Jun 27	Jun 28	Jun 29	Jun 30	Jul 1	Jul 2				
Men's Events:		91																				
Women's Events:		89		AD	- Arrival Day																	
Mixed Events:		20			TR	- Training Day																
						O	- Competition Day															
							F	- Medal Competition Day														

Sport Qualifications – Road to Tokyo 2020



10 Sports are the Part of the 2020 Summer Olympics Qualification System:

- **Archery** – Ranking points
- **Athletics** – Qualification standards
- **Badminton** – Ranking points
- **Boxing** – Ranking points
- **Canoe Sprint** – The winners in C1 Men 1000m, C2 Men 1000m & C1 Women 200m, C2 Women 500m Olympic events
- **Cycling** – Ranking points
- **Judo** – Ranking points
- **Karate** – Ranking points
- **Shooting** – The winners in each individual Olympic event
- **Table Tennis** – Three medalists in the Men's and Women's Singles events, gold medalists in Men's and Women's Team events, gold medalists in Mixed Doubles events



Competition Venues



1. Shooting Centre (Rifle & Pistol)
2. Sporting Club (Shotgun)
3. URUCHIE Sports Palace (Boxing)
4. Olympic Sports Complex (Beach Soccer)
5. Olympic Sports Complex (Archery)
6. Minsk City Centre (Cycling – Road)
7. DINAMO Stadium (Athletics)
8. Sports Palace (Sambo, Wrestling)
9. Palova Arena (Basketball 3x3)
10. Olympic Tennis Centre (Table Tennis)
11. Falcon Club (Badminton)
12. Velodrome Minsk Arena (Cycling Track)
13. Minsk Arena (Gymnastics)
14. ZASLAVL Regatta Course (Canoe Sprint)
15. CHIZHOVKA Arena (Judo)

Athletes' Village



- Capacity: over 6,000 athletes and officials;
- 9 residential buildings;
- Total of 3862 rooms;
- A typical accommodation unit will comprise a 50 sq.m. twobedroom apartment for 4 residents;
- Refurbishments, temporary structures and overlay completed by the end of April 2019.



Webpage and Online Activities



- **Official webpage** www.minsk2019.by: Games news, program sports news
- 2 languages: English, Belorussian, Russian
- **Social media:** Facebook, Instagram, Twitter, YouTube, VK (links available on the official website)
- **Strategy:**
 - Exciting content: Games, sports and tourism
 - Users can like, share and comment
 - Branded visual content
 - Cooperation with other social media communities
 - Increasing of post views in social media



The strategic planning and delivery of the ticketing programme of the Games will be developed to meet the key objectives, such as:

- Information on ticket pricing will be presented to the public in October 2018



Ticketing



Start of the ticket sales is planned on **1 December 2018**;

- minsk2019.ticketpro.by is already available for news subscription;
- sales to the general public will be conducted by MEGOC through minsk2019.ticketpro.by in the territory of Belarus and through Official Resellers on their territories starting from 1 December 2018 until 28 February 2019;
- tickets will go on sale worldwide to the general public on 1 March 2019 at www.minsk2019.ticketpro.by;
- general public will also be able to buy tickets offline in the City Ticket Outlets and Venue Ticket Box Offices as well as in more than 400 Partnership Sales Outlets around Belarus.

TICKETPRO®
www.ticketpro.by



VISITING BELARUS VISA-FREE FOR TICKETHOLDERS

10 June - 10 July 2019 года

A VISA-FREE TRAVELER MUST HAVE:

- 1 Valid passport
- 2 Medical insurance of 10.000 euro (can be purchased on site)
- 3 Daily monetary allowance – at least 2 base amounts* for each day of stay



Citizens of 80 countries can stay in Belarus without visas for five days, including the arrival and departure days



Mandatory requirement – arrival and departure via Minsk National Airport

LIST OF COUNTRIES WHOSE CITIZENS ARE EXEMPT FROM VISA REQUIREMENTS FOR FIVE-DAY VISITS TO BELARUS

	Australia
	Austria
	Albania
	Andorra
	Antigua and Barbuda
	Argentina
	Barbados
	Bahrain
	Belgium
	Bulgaria
	Bosnia and Herzegovina
	Brazil
	Vanuatu
	Vatican
	United Kingdom of Great Britain and Northern Ireland
	Hungary
	Vietnam**
	Haiti**
	Gambia**
	Germany
	Honduras**
	Hong Kong Special Administrative Region of the People's Republic of China
	Greece
	Denmark
	Dominica
	India**
	Indonesia

	Ireland
	Iceland
	Spain
	Italy
	Canada
	Cyprus
	People's Republic of China**
	Korea (Republic)
	Kuwait
	Latvia
	Lebanon**
	Lithuania
	Liechtenstein
	Luxembourg
	Macao - Special Administrative Region of China**
	The Republic of Macedonia
	Malaysia
	Malta
	Order of Malta (not a state)
	United Mexican States
	Federated States of Micronesia
	Monaco
	Namibia**
	Netherlands
	Nicaragua
	New Zealand
	Norway

	Oman
	Panama
	Peru
	Poland
	Portugal
	Romania
	Samoa**
	San Marino
	Saudi Arabia
	Seychelles
	Saint Vincent and the Grenadines
	Singapore
	Slovakia
	Slovenia
	United States of America
	Uruguay
	Finland
	France
	Croatia
	Czech Republic
	Chile
	Sweden
	Switzerland
	El Salvador
	Estonia
	Japan



*A base amount is equal to 10 euro

**A traveler must have a valid document for travelling abroad with a valid multiple-entry visa of one of the European Union member states or the Schengen Area member states bearing a European Union or Schengen Area entry stamp, and also tickets with a return date from Minsk National Airport

Current Promotional Activities



- Participation in international sports and touristic conferences and exhibitions
- Joining international sports festivals and campaigns
- Collaboration with national and European sports federations



PR projects



- **Sport Ambassadors project** - promoting athletes in 15 sports of Minsk 2019.
- **Informational Ambassadors project** – local and international famous persons participate in promotion of the 2nd European Games 2019
- **Bright Team project** - famous people try their skills in 15 sports of Minsk 2019



Volunteers



- On-line registration at www.minsk2019.by: over 8000 applications
- Applications from foreign countries include: Azerbaijan, Hungary, Lithuania, Poland, USA
- Advertising placed on most visited and relevant websites
- Social networks activities via dedicated Instagram, Vk, Facebook
- Collaboration with leading universities to promote the volunteer programme and inspire the youth
- Education and Training Concept developed
- Ongoing special projects, dates and events



BRIGHT YEAR,

Время
ярких побед!

Час ярких
побед!

BRIGHT YOU!

TECHNICAL REGULATIONS

2nd European Games MINSK 2019

1. General

1.1. The Dynamic New Athletics competition within the Minsk 2019 European Games, hereafter called "the European Games 2019", is to be organised based on the agreement between the European Olympic Committee (EOC) and European Athletics, in Minsk, from 23 to 28 June 2019, for which a specific Operational Committee has been created (hereafter called "MEGOC").

2. Programme and Scoring

2.1. The athletics competition within the European Games 2019 is a knock-out tournament between national teams and shall be staged over a minimum of 6 (six) days. There shall be only one event at a time.

The programme will be as follows:

Day 1 – Qualification Round

Day 2 – Rest day

Day 3 – Quarter Finals (Repechage)

Day 4 – Semi-Finals

Day 5 – Rest day

Day 6 – Final

2.2 Tournament Schedule

See Annex 1 for the tournament schedule for the European Games 2019.

2.3. The tournament is based on the matches between the participating teams. Each match is to be around 120 minutes. Each match is to include 6 (six) teams, mixed of men and women athletes. Each match is to include 9 (nine) events, in the same order and sex categories as per below:

100m – Men

Long Jump – Women. See Annex 2 for details for all Field Events.

Javelin Throw – Women

100m – Women

4x400m – Universal Relay (two men & two women athletes per team). See Annex 3 for details.

110m Hurdles – Men

High Jump – Men

100m Hurdles – Women

The Hunt (Pursuit Race) - Mixed Medley Relay (two men & two women athletes per team). See Annex 3 for details.

2.4 Scoring System

In each match, the winner of each individual event and relay shall score 12 points, second placed 10 points, third placed 8 points, fourth placed 6 points, fifth placed 4 points and sixth placed 2 points. Athletes or relay teams with no valid performance, disqualified or not finishing shall not score.

If two or more athletes or relay teams tie for a place in any individual event or relay, the relevant points shall be divided equally between them (including in the field events, if two athletes in the final head-to-head round have no valid results).

After eight (8) events, the team scoring will determine the starting positions of the last (i.e. ninth) event - the Hunt.

The winner of the last race (The Hunt) is the winner of the match (i.e. the last event determines the winner of the competition). The second placed team will be second in the final classification, and so on. The teams with no valid performance in the Hunt (e.g. disqualified or not finishing) will be classified in the final standing of the match according to their standing before the Hunt (i.e. after eight (8) events), but behind the teams who finished the race.

In case of a tie in the Hunt in the qualification, quarter-final and semi-final the tie shall be broken as per IAAF Rule 167.2. In the final, in case of a tie, the actual times recorded by the teams to .001 second shall be considered to break the tie, if the tie remains the teams concerned share the position, including the winner.

3. Participation

3.1 The National Olympic Committees, hereafter called "NOCs", 24 teams confirmed their participation of 30 qualified teams based on the results of European Athletics Team Championship 2017 (see Annex 4) shall be invited to participate in the athletics programme of European Games 2019.

3.2 The quota of athletes for the European Games athletics competition has been set by the EOC. Each team invited to participate, as per Annex 4, is to have a maximum of 21 athletes.

4. Entries

4.1 No athlete may take part in the athletics competition of the European Games 2019 unless entered by the National Olympic Committee, which he/she is eligible to represent in accordance with the relevant eligibility rules.

4.2 Only athletes aged at least sixteen (16) years on 31 December of the year of the competition may participate in the athletics competition of the European Games 2019.

4.3 Sport Entries: Not later than 20 May 2019 (23:59 CET) each National Olympic Committee shall send to MEGOC a final list of its entries (via Online Sport Entries and Qualifications System (SEQ). No subsequent changes may be made thereto.

Sport Entries information shall be supplied in the manner to be prescribed by MEGOC (via SEQ) and shall include such details as required by MEGOC and European Athletics, including the names and best performances of each athlete.

Each NOC may enter 1 (one) athlete in each individual event and up to 4 (four) athletes may be entered in each relay. In addition, each NOC is entitled to enter up to six (6) reserve athletes.

4.4 Final Declarations: Final Declaration of athletes to compete at each individual match shall be made according to the procedures defined in the Team Leaders' Technical Manual.

For relays, four (4) athletes to participate must be nominated, at the time specified for the Final Declaration, out of four (4) athletes entered for the relay and from any other athletes entered for any individual event and/or reserves athletes.

After the closure of final declarations, only three (3) further alterations may be allowed per team per match for medical or tactical reasons. The procedures, including the deadline, for such alterations are to be defined in the Team Leaders' Technical Manual.

4.5 Qualification Timeline

1 July 2018: MEGOC on behalf of EOC and European Athletics to inform, in writing, the NOCs of their allocated quota places

1 January 2019: NOCs to confirm, in writing, use of allocated quota places to MEGOC

15 January 2019: MEGOC to inform, in writing, European Athletics about using of allocated quota places by the NOCs

1 February 2019: European Athletics to reallocate all unused quota places and inform, in writing, MEGOC

15 February 2019: MEGOC to inform, in writing, the NOCs of their reallocated quota places

1 March 2019: NOCs to confirm, in writing, use of reallocated quota places to MEGOC

1 April 2019: MEGOC to inform, in writing, the European Athletics about using of reallocated, quota places by the NOCs

20 May 2019: Deadline for MEGOC to receive entries from NOCs via Online Sport Entries and Qualifications System (SEQ).

5. Delegates and Officials

5.1 General

5.1.1 MEGOC shall cover costs of European Athletics Core Production Team, delegates and officials, as shown below. Travel and accommodation expenses shall be paid in accordance with EOC procedures.

MEGOC shall bear the expenses of the European Athletics Core Production Team and international technical officials for at least two days before the Competition (with the exception of the European Athletics Core Production Team which may need to arrive earlier) until one day after the Competition and for any preliminary visit of Technical Delegates and Project Leader to be decided between MEGOC and European Athletics, for the successful staging of the Competition.

5.1.2 No European Athletics Core Production Team members and International and National Technical officials may be a member of his/her NOC's delegation.

5.1. All European Athletics Core Production Team members and International and National Technical officials shall act in conformity with current IAAF Rules, European Athletics Regulations and Guidelines and the EOC Charter.

5.1.4 European Athletics Core Production Team members and International Technical Officials shall be appointed at least 12 months before the Competition.

5.2 Event Production Core Team

2 Technical Delegates

1 Event Presentation Manager

1 TV Production Advisor

1 Project Leader

5.3 Other European Athletics Delegates and Officials

7 International Technical Officials (ITOs), IAAF and/or Area Level;

1 International/European Starter;

1 International/European Photo Finish Judge;

1 International/European Video Distance Measurement (VDM) Judge.

5.4 National Technical Officials (NTOs)

MEGOC through the relevant National Member Federation is responsible for the appointment of all NTOs, whose competence must be guaranteed. The list of NTOs must be approved by European Athletics.

The National Member Federation shall plan and implement educational activities for NTOs with the support of European Athletics, where relevant.

6. Technical Matters and Requirements

6.1 Facilities

6.1.1 Main Stadium

The European Games 2019 Athletics Competition shall be held in a stadium conforming in all respects with the requirements of IAAF Track and Field Facilities Manual, IAAF Competition Rules and relevant sections of European Athletics Organisational Manual.

The main stadium must be fully equipped with facilities and implements for which a current IAAF Certificate of Approval exists. The track must hold Class 1 IAAF Athletics Facility Certificate.

6.1.2 Warm-Up & Training Area

Adequate training and warm-up facilities must be provided to ensure training and warm-up possibilities, according to the requirements of European Athletics, for all events at appropriate times. European Athletics Technical Delegates shall inspect and decide upon the most suitable facilities during the Site Visit(s).

6.1.3 Technical Offices and Rooms

A number of technical and functional offices and rooms must be provided by MEGOC as per European Athletics Organisational Manual. European Athletics Technical Delegates shall inspect and decide upon the most suitable facilities during the Site Visit(s).

6.2 Technical Services

6.2.1 Timing

A Fully Automatic Timing and Photo Finish system must be used.

IAAF certified Start Information System (SIS) is to be provided.

6.2.2 Measurement

Video Distance Measuring (VDM) measuring equipment must be provided and shall be used as appropriate for the field events.

6.2.3 Video Recording

It is mandatory that a dedicated video system to be provided to record all events and ensure correct decisions taken by the Video Referee. The system shall enable Video Referee to take 'live' decisions. The system is to be according to the requirements specified in European Athletics Organisational Manual.

6.2.4 Video Board

At least three (3) video boards in the stadium shall be provided: one for permanent team ranking, one for data (e.g. results) and one for video. The location, size and technical specifications of the video screens must be approved by European Athletics.

6.2.5 Public Address System

The main stadium must be provided with a suitable sound system for public address and event presentation purposes to be approved by European Athletics.

6.3 Lane Draw and Starting Order

The draw for lanes in track events is to be done by European Athletics Technical Delegates separately for each match. The example of lane distribution is presented in Annex 5.

The distribution of athletes in groups during qualification/initial round in the field events is to be done by European Athletics Technical Delegates based on the season bests of competing athletes and using the zigzag distribution.

The starting positions are to be announced to the Teams before each round of the matches (i.e. Qualification Round, Quarter Finals, Semi-Finals and Final).

6.4 Protests

Any protest shall be made orally to the relevant Referee in the infield by an athlete or someone acting on behalf of an athlete, during the event or immediately after the event. The decision of the Referee will be final and no further appeals will be allowed. Video Recording and Control System will be used extensively to support immediate decisions by the Referee.

6.5 Coaches and Teams Areas

To facilitate communication between team members and encourage teams support and engagement, there will be designated team zone inside the competition area. The exact location of the zone will be specified in the Team Leaders' Technical Manual and/or at the Technical Meeting.

In addition, there will be designated zones, inside the competition area, for the coaches of field events and for 4x400m Universal Relay. Special coach stewards will bring the coaches (one coach per team for field events and relays) to the specific coaching zone.

7. Protocol, Medals, Ceremonies

7.1 All matters concerning protocol, ceremonies, awards and related matters shall be in accordance with EOC procedures and respective MEGOC manuals.

7.2. Medals

7.2.1 The first, second and third placed teams in the final match shall receive gold, silver and bronze medals respectively. These medals shall count in the overall Medal Standing of the European Games 2019.

Consequently, all 21 members of the first, second and third placed teams in the final match shall receive gold, silver and bronze medals respectively.

7.2.2 The winner, second and third placed athletes of each individual event and relay within the programme of the European Games shall receive gold, silver and bronze medals respectively.

The winners and medallists of individual events and relays will be identified based on the best performances achieved across all four (4) matches held on the Day 1 (Qualification Round). For the Hunt, 'net' times (i.e. photo finish time minus time penalty) of all teams are to be considered to identify the winner and the medallists.

In case of a tie for the individual events' position in track events, including relays, the tie is to be decided by the Chief Photo Finish Judge considering the actual times recorded by the athletes to .001 second. If it is still equal, the tie shall remain and the athletes concerned get the same medals.

In case of a tie for the individual events' position in the field events, the tie shall be decided based on IAAF Rule 180.22. If following the Rule 180.22, the tie still remains, the athletes concerned shall get the same medals.

For High Jump the second best performance of the athletes having the same best performances shall determine whether there has been a tie. Then, if necessary, the third best. If the tie still remains, the athletes concerned shall get the same medals.

Consequently, the Dynamic New Athletics programme of the European Games 2019 is to include ten (10) medal events (nine (9) individual/relays and one (1) for the team's final standing after the Hunt Mixed Medley Relay in Final) to be counted in the overall Medal Standing of the European Games 2019.



Annex 1 – Tournament Schedule for European Games 2019 in Minsk

23 June 2019			24 June 2019		25 June 2019		
Qualification	12:00-14:00	Match 1	REST DAY		14:20-22:00	14:20-16:20	Match 1
	14:20-16:20	Match 2				17:40-19:40	Match 2
	17:40-19:40	Match 3				20:00-22:00	Match 3
	20:00-22:00	Match 4					
26 June 2019			27 June 2019		28 June 2019		
Semi-Finals	17:40-22:00	17:40-19:40 Match 1	REST DAY		18:00-20:00	18:00-20:00	FINAL
		20:00-22:00 Match 2					

Qualification																									
Final (6Q)	place 1-2-3																								
	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr></table>	1	2	3	4	5	6																		
1	2	3	4	5	6																				
Semi-Finals (12Q)	top 3 advance to Final																								
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1	2	3	4	5	6																				
1	2	3	4	5	6																				
Quarter Finals (18Q) (Repechage)	top 2 advance to Semi- Finals																								
	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr></table> <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr></table> <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr></table>	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6						
1	2	3	4	5	6																				
1	2	3	4	5	6																				
1	2	3	4	5	6																				
Qualification (24Q)	top 1 + 2 highest 2nd place advance to Semi-Finals Rest goes to 18Q																								
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1	2	3	4	5	6																				
1	2	3	4	5	6																				
1	2	3	4	5	6																				

Participating NOCs (please see Annex 4) are to be distributed in matches for Qualification Round as per Seeding Procedures outlined below. The winning team in each match, as well as two best second teams across 4 matches, qualify directly to Semi-Finals, while all other teams are to compete further in the Quarter Finals (Repechage).

The 1st and 2nd teams in each match of Quarter Finals, qualify to Semi-Finals.

In the Semi-Finals, the best three teams in each match qualify to the Final.

The best two second teams in the Qualification Round are to be determined based on the following procedure:

- (a) Two second teams having the highest number of points after 8 events of a match (before Hunt) is to be considered as the best second teams.
- (b) In case there is a tie following application of point (a), the team who has the highest number of better results (in comparison with another tying team or teams) in that round in all **eight (8) events** shall be considered the winner of a tie.
- (c) In case the tie remains following application of points (a) and (b), the winner of a tie is to be decided by a draw conducted by Technical Delegates.

Seeding / Draw:

The distribution of teams per matches will be done using zigzag distribution with the seeding determined by the procedures described below. After distribution of teams per matches in each round, the order of matches (i.e. Match 1, Match 2, etc.) shall be determined by a draw.

Qualification Round:

The seeding list will be based on the results of the European Athletics Association Ranking 2017 (24 teams). The distribution of the teams will be done as below:

Qualification Day 1			
Match 1	Match 2	Match 3	Match 4
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
Note: ranking is based on the results of ETCH 2017			

Quarter Finals (Repechage):

The seeding will be based on the teams' results in the Qualification Round, i.e. teams' points after eight events (before the Hunt), as below:

Third 2nd placed team, fourth 2nd placed team (out of remaining 2nd placed teams – since two will qualify to the Semi-Final directly);

Best 3rd placed team, second 3rd placed team, third 3rd placed team and forth 3rd placed team;

Best 4th placed team, second 4th placed team, third 4th placed team and forth 4th placed team;

Best 5th placed team, second 5th placed team, third 5th placed team and forth 5th placed team;

Best 6th placed team, second 6th placed team, third 6th placed team and forth 6th placed team.

Thus, there will be a list of 18 ranked teams to be distributed between matches as below:

Quarter Finals (Repechage)		
Match 1	Match 2	Match 3
1	2	3
6	5	4
7	8	9
12	11	10
13	14	15
18	17	16
Note: ranking based on the results of Qualification Round (teams scoring after 8 events)		

Semi-Finals:

The seeding will be based on the teams' results in the Qualification Round (for those teams qualified directly to the Semi-Finals) and on the teams' standing after Quarter Finals, i.e. best 1st and 2nd placed teams from each match.

Thus, there will be a list of 12 ranked teams to be distributed between matches as below:

Semi-Finals	
Match 1	Match 2
1	2
4	3
5	6
8	7
9	10
12	11

Annex 2 – Field Event – Special Format

Field events will be based on the head to head system. For each match, the athletes will be divided into two groups: 3 athletes in each group (Group A & Group B). Please, refer to point 6.3 for distribution of athletes in groups.

Each field event will consist of two stages: “group stage” and “final stage”.

Stage	Round	Group A	Group B
“Group stage”	1	A1 vs A2	B1 vs B2
	2	A2 vs A3	B2 vs B3
	3	A3 vs A1	B3 vs B1
“Final stage”	5th place	3rd Group A vs 3rd Group B	
	3rd place	2nd Group A vs 2nd Group B	
	1st place	1st Group A vs 1st Group B	

In the “group stage” each athlete will compete in two duels against two other athletes in his/her group. For the win in each duel an athlete gets 3 “spikes¹”, 1 “spike” for a tie and 0 for lost or foul.

After “group stage” is over athletes in each group (separately in Group A & Group B) will be ranked based on number of “spikes” collected in “group stage”. In case of any ties between two or three athletes after “group stage”, the standing in each group is decided by the best performance. If the tie remains the second best result is to be considered. If the tie still remains it is to be broken by the Referee’s draw.

In case of two or three athletes in a group would not have any valid attempt after two jumps/throws, their standing will be decided by a draw to be conducted by the relevant Referee.

Thereafter, the composition of final ‘duels’ will be done:

- 3rd ranked in each group athletes will have a duel against each other for 5th place,
- 2nd ranked in each group athletes will have a duel against each other for 3rd place,
- 1st ranked in each group athletes will have a duel against each other for 1st place.

The final standing of the athletes determines the points to be received by each team as for any other individual event.

High Jump features:

In the High Jump, there are no pre-defined starting heights and progression. Each athlete decides about the height before each round without knowing the height of the competitor (meaning, before each jump he/she indicates in a special form the height he/she will jump while having “duel” with another competitor;

¹ Spike is a term used to determine the positions of athletes after the initial stage of the competition in the field events (two attempts for each athlete).

The referee collects the heights ordered by two athletes and then announces them before the jumps of the head to head format starts. The procedure of deciding the heights is repeated before each 'duel'. The athlete with lower height ordered always jumps first. In case the same height is ordered by both athletes, the order of the start list will be used.

Long Jump and Javelin Throw features:

For the final head-to-head attempts in long jump and javelin throw, the jumping /throwing order (i.e. who jumps/throws last in each head-to-head 'duel') will be determined by the best result in the "group stage" (second best result if the best results are equal). In case the tie remains a draw to be conducted by the Referee to determine the order of attempts.

Annex 3 – Relays – Special Format

4x400m – Universal Relay

Each team will be composed of two men and two women. The running order is free and will be decided by the Team.

The composition of a team shall be officially declared by the time of Final Declarations as per procedures outlined in the Team Leaders' Technical Manual. The Teams are to provide the names of four (4) athletes, including the name of the first leg runner. The order of the second, the third and the last leg may be decided during the race by the accredited Team Leader or a coach. To facilitate the process, one Team Leader or Coach per Team would be allowed to be in the special zone close to the relay athletes close to the competition area. Notwithstanding the aforementioned procedure, IAAF Rule 170.20 shall be strictly applied. To facilitate the application of the Rule 170.20, the athletes running the second, the third and the last leg shall place themselves in a waiting position, in a right order (based on Rule 170.20), not later than their respective team enters the home straight. Meaning, relevant coaches/Team Leaders are to make a decision about next athlete to run the respective leg, not later than that.

The Hunt

The Hunt (a pursuit race) is a mixed medley relay of the following distances and order: 800m – 600m – 400m – 200m. Each team is to have two women and two men athletes with the following distribution: 800m (men) – 600m (women) – 400m (men) – 200m (women).

The starting positions and the time gaps between the teams, if any, are determined by the teams score/standing after eight (8) events of the match. Points difference between the teams in the team standing translates into time gaps between the teams for the start of the Hunt race. As per statistical analysis, the following method of translating points into the time gaps is to be used: each point difference adds approximately 0.333 seconds in time gap between the teams concerned.

The standard 800m start in individual lanes (1-6) will be used for the start of the Hunt. IAAF Rule 163.5 (a) is to be in force. The leading team after eight (8) events is starting from lane 1 of the 800m start line, second team from lane 2, etc.

In case teams are equal in score/standing after eight (8) events, the teams are starting at their individual lanes at the same time.

Gates will be used to indicate to each team its starting time (i.e. clock and lights). In case an athlete starts the race before its indicated time, his team is to be disqualified.

For the second, third and fourth legs, the athletes shall, under the direction of a designated officials, place themselves in their waiting positions in the same order (inside out) as the order of their respective team members, as they enter the last bend before the exchange zone.

Annex 4 – List of confirmed NOCs and Number of Athletes**24 confirmed Teams from 2017 Ranking**

1 GER	7 CZE	13 POR	19 EST
2 POL	8 GRE	14 ROU	20 BUL
3 FRA	9 SUI	15 IRL	21 DEN
4 ESP	10 BLR	16 HUN	22 SLO
5 UKR	11 RUS*	17 SVK	23 LAT
6 ITA	12 TUR	18 LTU	24 CYP

*Russian athletes must be Authorised Neutral Athlete (ANA) eligible by IAAF

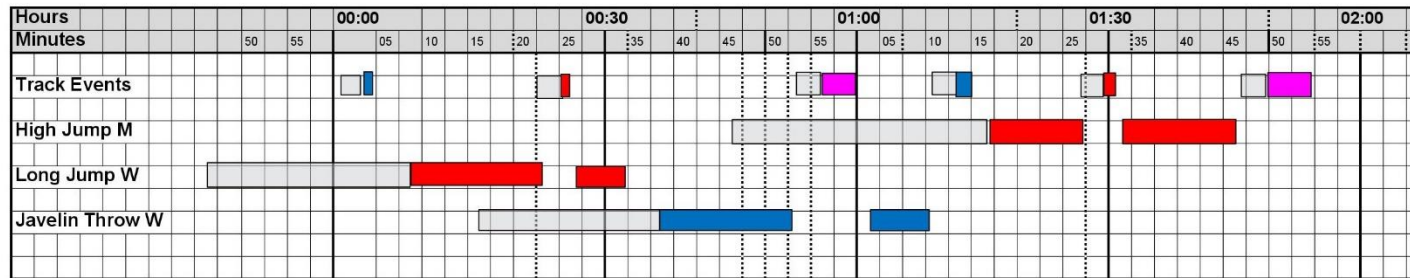
Event	Specific Quota	Quota per NOC	
		Men	Women
100m	1 athlete per gender	1	1
100m Hurdles	1 athlete	–	1
110m Hurdles	1 athlete	1	–
Javelin Throw	1 athlete	–	1
Long Jump	1 athlete	–	1
High Jump	1 athlete	1	–
4 x 400m – Mixed Relay	1 team	2	2
The Hunt - Mixed Medley Relay	1 team	2	2
Total		7	8
		15	

Quota places for DNA Mixed Team include eight (7) quota places for male athletes, eight (8) quota places for female athletes and six (6) quota places for reserves athletes, what makes the total quota places up to 21 athletes.

Annex 5 – Lane Distribution / Draw

	Team A	Team B	Team C	Team D	Team E	Team F
100m M	2	3	4	5	6	7
100m W	3	4	5	6	7	2
110m H M	4	5	6	7	2	3
100m H W	5	6	7	2	3	4
4x400m Relay	6	7	2	3	4	5

Annex 6 – DNA Timetable for a single match



Start hh:mm	Event	M W	Phase	Heats	Gap	Time/Heat	Practice hh:mm	Duration hh:mm	Finish hh:mm	Intro 1 / 2	
				Athletes	Trial Time	Trials					Intro
00:04	100m	M		1		00:01	00:05	00:01	00:05		
00:08	Long Jump	W	R1, 2 & 3	6	01:15	12	00:30	00:15	00:23		
00:26	100m	W		1		00:01	00:05	00:01	00:27		
00:28	Long Jump	W	F	6	01:00	6	00:00	00:06	00:34		
00:37	Javelin Throw	W	R1, 2 & 3	6	01:15	12	00:00	00:15	00:52		
00:56	Mixed 4x400m			1		00:04	00:05	00:04	01:00		
01:02	Javelin Throw	W	F	6	01:00	6	00:00	00:06	01:08		
01:12	110m Hurdles	M		1		00:01	00:05	00:01	01:13		
01:17	High Jump	M	R1 & R2	6	01:15	8	00:40	00:10	01:27		
01:30	100m Hurdles	W		1		00:01	00:05	00:01	01:31		
01:34	High Jump	M	R3 & F	6	01:15	10	00:00	00:12	01:46		
01:50	The Hunt			1		00:04	00:05	00:04	01:54		

