



TOURNAMENT REGULATION

TIMON BALTIC CUP 2026

1. Objectives:

- 1.1. promote fishing sport and facilitate appliance of principle “catch and release” into more extent in fishing.
- 1.2. facilitate growth of competitors skills and determine the best teams among participants of the Tournament.
- 1.3. promote healthy lifestyle and methods of hobby and sports fishing, considerate attitude towards the environment.

2. Organization:

- 2.1. Organization and running of the Tournament is performed by to organizing committee – Area Trout Leagues Association (further ATLAS) and representatives of host league:

- Anatolijs Livdāns, (a.livdans@gmail.com)

3. Date and location:

- 3.1. Tournament place:

3.1.1. LFL Parks, Tomes pagasts, Latvia

Google Maps: <https://maps.app.goo.gl/x9p64ccRT58uyr299>

- 3.2. Tournament date: 26-27 September 2026

- 3.3. Accommodation: Teams manage accommodation by themselves. Please contact Anatolijs Livdāns, (a.livdans@gmail.com) for assistance.

4. Agenda of the Tournament:

- 4.1. (Saturday) 26.09.2026.

07.00-08.20 arrival and registration

08.20-09.00 opening ceremony

09.00-16.30 preliminary stage including lunch break

16.30-17.00 compilation of the 1st day results.

- 4.2. (Sunday) 27.09.2026.

07.00-08.30 arrival and registration

08.30-14.00 preliminary stage including lunch break

14.00-14.40 compilation of the 2nd day result

14.40-16.30 final stage of the tournament

16.30 –18.00 award ceremony, closure of the Tournament



* Schedule can be changed, depending on number of teams

5. Team registration and fees:

- 5.1. Members of ATLAS are welcomed to delegate teams to the tournament. Registration must be done in cooperation with League representative. Each team comprises of **two** players of respective league and supporting delegates. The determination of the list of players is carried out by each league independently based on the results of the performance of anglers, internal rating, etc. Players representing a league in a competition must be active participants in that league.
- 5.2. Registration of teams from leagues, that are not members of ATLAS is possible only with acceptance of organizing committee.
- 5.3. Teams shall fill the application form latest by the **21th September**. Application form can be found on ATLAS page or can be received by request from organization committee. Changes in the list of players and delegates can be made by **23rd September** officially informing organization committee.
- 5.4. **The tournament participation fee comprises 240 euro per team, that includes 2 player participations in tournament.**
- 5.5. Payments shall be paid on 26th September upon arrival during registration. After receiving application, organization committee will send payment details.
- 5.6. In case of odd number of participating teams, the league that hosts the tournament shall compose additional team.

6. Permitted lures and other rules:

- 6.1. **During the both days**, it is allowed to use **only hard-type lures** (for example, swinging minnows equipped with one hook; rotating minnows equipped with one hook; wobblers equipped with one to three hooks; vibe equipped with one or two hooks)
- 6.2. During the competition, each athlete is allowed to hand over to the judge up to 2 (two) trout each day of the competition (including the final rounds).
- 6.3. If more than 2 (two) trout are handed over to the judges on one day of the competition, then starting from the 3rd (third) trout, the fish handed over will not be counted.

7. Tournament format:

- 7.1. The basic principle of the competition is the players' duels. Each team plays against each other specific number of times, that depends on how many teams participate in the competition.
- 7.2. Two teams competing in the round are placed in one zone based on scheme A1B1 A2B2. Each player duel is placed in one sector.
- 7.3. Players shall agree on sides selected for the start of the period. In the middle of the period the players in the same sector may switch sides within the sector and must do it in case one player demands it during half time signal.
- 7.4. The Tournament is organized into two stages: preliminary stage and final stage.
- 7.5. Preliminary stage:



7.5.1. The overall number of the period depend on number of registered teams, and each period is 20 min long. Team changes zone and competitor after each round.

7.5.2. During the competition teams score points in each period.

- 3 points scores the team who has caught the biggest number of fish.
- 1,5 points are scored by team if the number of caught fish by both teams is equal but larger than 0 fish.
- 0,5 point is scored by the teams if both teams did not catch any fish.
- 0 points scores the team who has the lowest number of caught fish in period.

7.5.3. The number of team points is determined by adding together the points of all team players in the period.

7.5.4. After the preliminary stage, the teams are ranked according to the points won. The team with the highest number of points wins the highest place. In case of equal points, the team with the higher number of wins takes the higher place. In case the number of wins for the teams is the same, the team with the higher number of draws will take the higher place. In case the number of result draws is the same for the teams, the team with the higher number of fish will take the higher place.

7.5.5. Best 6 teams continue participation in final stage. Other teams are completing their participation in the Tournament.

7.6. Final stage:

7.6.1. The final stage of the tournament consists of the Qualification round, Semi Final games, Small Final and the Big Final.

7.6.2. The teams that ranked 1st and 2nd place in the preliminary stage will reserve place in Semi Final and wait for their opposing team pass Qualification round. Team with higher number of counted fish will win. In case there is a tie at the end of the Semi Final game, higher ranked team will win.

7.6.3. The teams that ranked 3rd to 6th place in the preliminary stage will take part in Qualification round. Team with higher number of counted fish will win. In case there is a tie at the end of the Qualification round game then higher ranked team will win.

7.6.4. The teams that lost in the Semi Final games participate in Small Final game. Team with higher number of counted fish will win. In case there is a tie at the end of the Small Final then higher ranked team will win.

7.6.5. The teams that won in the Semi Final games participate in Big Final game. In case there is a tie at the end of the Big Final then 10-minute extra time is played in the sector selected by organizing committee. In case there is a tie at the end of extra time, then the battle lasts until the first fish counted.

7.6.6. The organization committee shall choose sectors for final stage. Player from team who has the highest total score has the right to choose the side of the sector.



8. Draw procedure:

- 8.1. The draw shall be led by the organization committee.
- 8.2. According to the draw each team shall receive number, respective visibility signs for each player, schedule of periods and set of participant cards with assigned zone and sector numbers for the preliminary stage. Captains of the Teams are responsible for filling in name and surname of the player in the set of cards.
- 8.3. During the whole Tournament participants are responsible to fill in the following information in the Participant's cards: number of own caught fish and number of fish caught by the competitor. The card shall contain signatures of both players.
- 8.4. Each player must fill in cell number of dead fish.
- 8.5. After filling each card, participants must hand over cards to the judges to calculate the overall score.

9. Award ceremony:

- 7.1. The winning team shall receive cup, medals, and certificate from sponsors
- 7.2. Teams that have taken 2nd and 3rd place in the tournament shall receive respective medals and certificates from sponsors respectively:
- 7.3. It is responsibility of teams and their members to pay taxes and duties from the received prize money according to the law.