MAG European Club Cup: Scoring Model, Pilot Season 2026

Date

29 October 2026

Status

For publication

1. Summary

This document specifies how the ECC turns individual routine scores into match results and league standings. Routine scoring stays 100% within the World Gymnastics Code of Points. Everything described here sits in the team competition layer above it, which European Gymnastics owns as sanctioning partner of the competition.

The model can be explained in four sentences:

1. Each match has six apparatus duels, one gymnast per club on each apparatus.
2. The higher routine score wins the apparatus and earns **3 Points**. An exact tie is **1 Point each**. The lower score earns **0**.
3. The club with more Points after six apparatus wins the match and earns **3 league points**. A draw is **1 league point each**, a loss is **0**.
4. The league table is ranked by league points, then Points differential, then total Points won, then the season E-score sum.

The size of a winning margin does not matter: winning an apparatus by a tenth is worth exactly the same as winning it by two points. What matters is how many apparatus a club wins.

2. The Two-Layer Framework

Layer	Scope	Ownership	Modifiable by ECC?
Layer 1: Routine scoring	Judging of an individual routine (D-score, E-score, deductions)	World Gymnastics (Code of Points)	Never
Layer 2: Team competition	Conversion of per-apparatus results into match outcomes, league standings and tiebreaks	ECC (competition owner, sanctioned by European Gymnastics)	Yes

Layer 1 is governed by the Code of Points. Layer 2 is the ECC competition rulebook, sanctioned by European Gymnastics. **Routine scoring remains 100% Code of Points. The D-score and the E-score of each routine are calculated under the Code of Points. The number of E judges and the scores dropped per routine are an ECC rule, set in Rulebook Section 6.2, and do not change the Code of Points itself.**

3. How It Works

3.1 Team format

- Each match consists of **6 apparatus duels**: Floor Exercise, Pommel Horse, Still Rings, Vault, Parallel Bars, High Bar.
- Each club fields **one gymnast per apparatus**.
- A gymnast may compete on **a maximum of 2 apparatus** per match, so a club needs at least 3 gymnasts (roster rules: Rulebook Section 4).

3.2 Per-apparatus Points

The final routine scores of the two gymnasts (D-score plus E-score, per the Code of Points and the judging rules in Rulebook Section 6) are compared:

Result on the apparatus	Points
Higher final score	3
Exact tie	1 each
Lower final score	0

There are no tiers and no jackpot. Six apparatus mean up to **18 Points** are available in a match.

3.3 Match result

Match outcome	League points
Win (more Points than the opponent)	3
Draw (equal Points)	1 each
Loss	0

The rule on both levels is the same win, draw, loss logic, applied first per apparatus and then per match.

3.4 Why a flat model

- **It is easy to explain and to follow.** Win the apparatus, win 3 Points. A new viewer understands the score in seconds, the way a football result is understood goal by goal.
- **Judges concentrate on accuracy.** A judge has no reason to think about how big a margin is, only how good the routine is.
- **One strong gymnast cannot carry a weak lineup.** Comparing total scores across six apparatus would let a single outstanding routine offset five weaker ones. Points per apparatus make every duel its own contest.
- **It is easy to build and audit.** The result of a match is a simple count that can be recomputed from the six routine scores.

4. Worked Example: SC Cottbus vs Pro Patria Milano

Names and scores are hypothetical and only demonstrate the mechanics.

4.1 Apparatus by apparatus

#	Apparatus	Cottbus	Pro Patria	Points (Cottbus : Pro Patria)
1	Floor Exercise	14.2	14.1	3 : 0
2	Pommel Horse	13.6	13.5	3 : 0
3	Still Rings	13.1	13.4	0 : 3
4	Vault	14.3	13.9	3 : 0
5	Parallel Bars	14.4	14.4	1 : 1
6	High Bar	14.5	13.0	3 : 0
	Total	84.1	82.3	**13 : 4**

4.2 Match result

Cottbus wins the match **13 : 4** and earns 3 league points. Pro Patria earns 0. In the season table Cottbus records 13 Points won and 4 against (+9), Pro Patria records 4 won and 13 against (-9).

Note that the 0.1 margin on Floor is worth the same 3 Points as the 1.5 margin on High Bar. The tie on Parallel Bars gives each club 1 Point.

5. From Matches to the League Table

5.1 Standings

The combined league table after the group stage ranks all 32 clubs in one table. Columns: matches played (MP), wins (W), draws (D), losses (L), Points won (P+), Points against (P-), Points differential (+/-) and league points (PTS). For example, a club that wins all three group matches 18 : 0, 15 : 3 and 15 : 3 shows MP 3, W 3, D 0, L 0, P+ 48, P- 6, +/- +42, PTS 9.

The position in the table determines the path: positions 1 to 16 qualify directly for the Round of 16, positions 17 to 32 are eliminated. Pairings and bracket follow Rulebook Section 5.5. The Round of 16 and Quarter-Finals are scored from one shared recording (Rulebook Section 5.2).

5.2 Tiebreak hierarchy

When clubs are level on league points:

1. **League points**
2. **Points differential** (Points won minus Points against), the equivalent of goal difference
3. **Total Points won**, the equivalent of goals scored
4. **Sum of E-scores across the season**, which rewards clean execution. Each recorded routine counts once, also when it is used in more than one match (Round of 16 and Quarter-Final, Final 4).

5.3 Draws in the group stage

A match ends in a draw when both clubs have the same number of Points. Because Points equal 3 times apparatus won plus the number of ties, **equal Points always means equal apparatus wins**. The most common case is a 3-3 split of apparatus (9 : 9).

For a sense of scale: if two evenly matched clubs were equally likely to win each apparatus, a 3-3 split would occur in 20 of 64 equally likely combinations, about 31% of matches. Real matches between unequal clubs will draw less often, but drawn matches will not be rare. In the group stage this is fine, since a draw is worth 1 league point each and the tiebreaks separate clubs over the season.

5.4 Draws in knockout matches

The Round of 16 and Quarter-Finals are single matches that must produce a winner. Because equal Points means equal apparatus wins, counting apparatus wins cannot break the tie. A drawn knockout match is decided by this cascade, applied in order until one club is ahead:

1. **Higher aggregate score**: the sum of the six final routine scores (D plus E) of each club.
2. **Higher sum of E-scores** across the six routines.
3. **Higher league position** in the combined group-stage table.

One recording for both rounds: the Round of 16 and the Quarter-Finals are scored from the same recording (Rulebook Section 5.2). The six routines recorded by a club are compared in its Round of 16 match and, if the club wins, again in its Quarter-Final match against the opponent given by the fixed bracket (Rulebook Section 5.5). The lineup is therefore the same in both matches. Each of the two matches counts as a separate match for the Points of the gymnasts (Section 8), while each routine counts once for the season E-score sum (Section 5.2).

Final 4: there is no knockout draw in the Final 4. It is six matches in one table, ordered by league points and then by the tiebreaks in Section 5.2. Positions are decided by that table, so no single match can end the event.

The aggregate score is used only as a tiebreak and never to decide a normal match, so it does not reintroduce the “one gymnast carries the team” problem described in Section 3.4.

6. Edge Cases

Case	Rule
Routine not recorded, recorded late, or disqualified (Rulebook Sections 5.1 and 5.2)	The routine counts as a score of zero. The opponent wins the apparatus and earns 3 Points.
Both clubs miss the same apparatus	The apparatus is void, 0 Points each.
Routine missing from the knockout recording	The routine counts as zero in the Round of 16 and, if the club advances, in the Quarter-Final as well (Rulebook Section 5.5).
Fall or very low score	Nothing special is required. Because the margin is irrelevant, a fall costs the club the apparatus (0 Points) and nothing more.
Judge scoring (Rulebook Section 6.2)	A pool of 1 D judge and 6 E judges scores

Case	Rule
	each apparatus for the recording window, overseen by one Supervisor. For each routine the highest 2 and the lowest 2 of the 6 E scores are dropped and the E-score is the average of the remaining 2 (agreed on 30 September 2026). The final routine score is the D-score plus this E-score. A judge's nationality plays no role. For later seasons the ECC Committee decides on any change to the number of judges or scores dropped.
Precision of final scores	Final scores are compared at full precision as calculated by the platform (up to three decimals), with no additional rounding. Exact ties (1 Point each) are therefore very rare.

7. Strategic Implications

7.1 For coaches

- **Lineup design:** the choice is which gymnast covers the two apparatus when a club has only three gymnasts, and where to place the strongest gymnasts. The aim is to maximise the probability of winning each apparatus, not the size of the margin.
- **Routine selection:** a coach picks the routine most likely to beat the opponent's expected score. A higher-D routine is worth its risk only if it raises the chance of winning the duel.
- **Substitutions:** roster changes between recordings are governed by the Rulebook (Section 4.4). The lineup recorded for the Round of 16 also plays the Quarter-Final.

7.2 For gymnasts

Every apparatus is its own contest. A routine on the last apparatus still moves Points differential, total Points won and, through the E-score sum, the season tiebreak, even when the match is already decided.

7.3 Staying in the contest

Every apparatus win adds to the Points differential and total Points won, so clubs keep executing well after a match is decided. A club that wins four apparatus (12 Points) can no longer be caught, since the opponent's maximum is 6. The value of the remaining apparatus sits in the season tiebreaks.

8. Individual Awards

Individual awards use Points as follows:

- **Points contribution of a gymnast**: 3 Points for each apparatus won, 1 for each tie, 0 for each loss. A gymnast who covers two apparatus in a match adds both. The Round of 16 and Quarter-Final are two matches, so a routine from the shared knockout recording earns its Points in each of them.

- **MVP of the Season**: highest cumulative Points contribution to the club until the Final 4 (Final 4 excluded). The contribution is the sum of the Points from every apparatus duel the gymnast competed in, so a gymnast who competes on two apparatus receives both. If two gymnasts have the same sum, the tiebreak is the higher average Points per duel (total Points contribution divided by the number of duels in which the gymnast competed). If still level, the award is shared.
- **Final 4 MVP**: highest Points contribution in the Final 4 event, using the same definition and tiebreaks as the MVP of the Season (sum of the Points from every apparatus duel in the Final 4, then the higher average Points per duel, then shared).
- **Rising Star**: the gymnast under 21 years of age with the highest cumulative Points contribution until the Final 4. The contribution and the tiebreaks are the same as for the MVP of the Season.