

# Important Pennant Rules – Ensure you know these

This is an extract of key information from the Pennant Rules & Tournament standards document to avoid any confusion. More details all rules can be found at the [policies and procedures page](#). It is strongly recommended that all captains and officials are aware of the pennant rules before play commences to avoid delays due to debate during match play.

## Semi-Finals

- a. One countdown timer to be set per table.
- b. Games will start at 7:30 pm. All second round matches to start as soon as possible.
  - Snooker: The first 3 frames are 105 minutes per game.
  - Billiards: 80 minutes per game.
- c. Snooker: The number one players are scheduled to play 4 frames instead of 3 to avoid the possibility of a draw. All frames are played continuously, without waiting for other frames/matches to finish.
- d. Snooker: The 4<sup>th</sup> frame time is now extended to 45 minutes. When the 4<sup>th</sup> frame starts any time remaining for the number 1 players should be added to the time allowed for the 4<sup>th</sup> frame.
- e. In Billiards finals, game points shall decide a drawn game.

## Grand Finals Games.

- f. One countdown timer to be set per table.
- g. Teams to be at the venue 30 minutes prior to the scheduled start of play for photography and administration purposes.
- h. Games will start at 7:00 pm to allow for extended playing time. All second round matches to start as soon as possible.
  - Snooker: The first 3 frames are 105 minutes per game.
  - Billiards: 80 minutes per game.
- i. Snooker: The number on players are scheduled to play 4 frames instead of 3 to avoid the possibility of a draw. All frames are played continuously, without waiting for other frames/matches to finish.
- j. Snooker: The 4<sup>th</sup> frame time is now extended to 45 minutes. When the 4<sup>th</sup> frame starts any time remaining for the number 1 players should be added to the time allowed for the 4<sup>th</sup> frame.
- k. Billiards: Game points shall decide a drawn game.

## Colours + 10 rule – Applies to all grades

**When the timer sounds** (and all points scored in that visit, or penalty points awarded, have been added) the player with the highest score will be the winner.

### When the colours remain (Applies to A & B grade)

- The frame ends once penalty points are required.

### When the colours remain (Applies to C & grades below)

- The frame ends if a player is ahead on points, if scores a level see rule below

### When scores are level.

- All remaining balls will be removed from the table, the black ball will then be spotted, the striker decided by a coin toss, play started from in-hand and continued until the next pot or foul.

### Frames that have not started.

- These will be determined by using a spotted black ball only with play started from in-hand and continued until the first pot or foul. The breaking sequence will continue from the previous frames played, i.e., the player who broke 1<sup>st</sup> will break in the 3<sup>rd</sup>.