

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 4th frame time is now extended to 45 minutes. When the 4th frame starts any time remaining for the number 1 players should be added to the time allowed for the 4th 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 4th frame time is now extended to 45 minutes. When the 4th frame starts any time remaining for the number 1 players should be added to the time allowed for the 4th 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 1st will break in the 3rd.