2014 VBSA City Clubs Circuit

CONDITIONS OF PLAY

Teams will comprise two billiards players and two snooker players.

Matches will comprise two billiards games of two frames of 30 minutes plus 3 visits for each player, and two snooker games of two frames.

One game point will be scored for each billiards or snooker frame won. Two match points will be scored for a match win, and one for a draw (4-all). The ladder will be firstly by match points, then by game points.

Matches are to commence at 7:30 p.m.

Each player plays one frame against two different opponents. The order of play (1v2, 2v1, 2v2, 1v1) may be varied by agreement.

To avoid late finishes, captains should direct players to concede snooker frames where they need more than two snookers.

Please email results to scores@vbsa.org.au (preferred)
or sms score sheet photo to 0418 535 368 before noon the following day

Aramith Tournament Champion Pro-Cup billiards balls should be used.

Players are to be **handicapped by their captains using the handicaps below as a guide**. Handicaps may be set or altered by the VBSA.

A player must play at least two matches to be eligible for finals.

In the event of a tie in a final, the match will be decided by a play-off between two players. The captains will toss acoin, and the winner of the toss will choose billiards or snooker. Each captain will then nominate the player of his choice to contest the playoff.