

Rules for 2020 summer billiards.

This Competition is conducted under the BSAACT Competition Rules.
The rules of Billiards apply to this competition.

Start time: 7.00pm for all matches unless other arrangements are mutually agreed by opposition captains, and competition organiser is advised prior to match being played. (see comp rules)

There is no requirement to 'match' players according to ability; individual targets are designed to give all players a reasonable chance of winning.

For this competition, a team may play any match with only 1 player, which is an exception to Competition Rule D.6. However Competition Rule D.10 still applies. No player may compete in more than 2 games in any match.

**Note also for this competition an exception to Competition Rule I.5;
The Rule is to read in part .. "If 30 minutes of the match has passed, the team not attending shall forfeit the match"**

Rather than sign the scorecards at the conclusion of a match, the team representatives are to write "agree" in their signature spaces on the scorecard if no disputes have occurred.

This competition has 'rolling targets'; that is, targets that change depending on match results.

After each match:

A player who has 2 games in any match and wins both, adds 4 points to their target for the next match.

A player who has 2 games in any match and wins 1 and loses 1, keeps their target for the next match.

A player who has 2 games in any match and loses both, takes 4 points off their target.

A player who has 1 game in any match and wins it, adds 2 points to their target.

A player who has 1 game in any match and loses it, takes 2 points off their target.

For each game won the winning team earns 2 points.

Each game forfeited gives 3 points to the non-offending team.

If the match points are equal at the completion of the match, each team earns 1 extra point.

A team having most points at the completion of a match earns 2 extra points.

Each match is worth a maximum of 10 points.

It is the team captain's responsibility to ensure all team members' target are current and correct.

Any team who has a player found to have played any games with a target **lower** than records indicate will lose **all** points gained by that player winning on that incorrect target.