

2020 6 RED BLUEBELL COMPETITION RULES.

(these rules are in addition to, and do not over-ride, the General Competition rules).

SET-UP:

1. Teams can be formed by 2 to 4 players.
2. Each match is over 4 games.
3. Each game is the best of 3 frames, with a **maximum** time of **45 minutes per game**.
4. No player can play more than two games on any night.
5. No player can play more than 1 game against the same opponent in the same match.
6. **If only 1 player is available to play for a team and their opponent has 2 or 3 players available, that player may play 2 of the opposition for one game each. The team having a full side (2-3) receives 6 points for the 2 games forfeited, but the 2 played games have the normal points allocation.**
7. Captains are to inform their opposition of the players they will be playing in the match before scorecards are filled out.
8. Teams are to have all members scheduled to play, at the venue 5 minutes before match start time.
9. The away team places its first 2 players on the scorecard; the home team then places all their players on the scorecard. The away team then completes the scorecard before play begins.
10. Each of the games of the match must be completed within 45 minutes. Any frames not completed at the call of time are not considered in deciding the awarding of points.
11. If a player wins the first 2 frames in a game, the game ends (2-0)
12. **If there is a bye in the draw, no points will be awarded for that bye.**

NOTE: all matches are for 10 points.

Each game (best of 3 frames) is worth 2 points.

If game ends with only 1 frame decided, that frame winner's team gets 2 points.

If game is ended at 1 frame each, then each team gets 1 point.

If match ends at 2 games all, then team with most **frames** won gets 2 extra points.

If match ends with both teams on equal games and frames, each team gets 1 extra point.

If one team gets more games won (3-1 or 4-0), that team gets 2 extra points.

A forfeited game means team getting forfeit receives 2 points.

Notes for the 2020 'Bluebell' competition.

1. Toss for order of play in the game.
2. Rules to continue under the Rules of Snooker, with the exception that:
 - i. if ball(s) on is **completely** snookered, [no part of ball(s) on available to be hit], and is not first struck by the cue-ball, then the call **must** be "foul".
 - ii. if ball(s) on are **partially** obscured, and is not first struck by the cue-ball then "foul and a miss" **may** be called.
 - iii. if **2** calls of "foul and a miss" are made consecutively under the preceding clause, the incoming player has the additional choice of "cue ball able to be played from any table position".
 - iv. if a ball(s) on is able to be struck 'full face' and **3** calls of "foul and a miss" are made, then frame is awarded to non-striker (normal rule application)
3. A frame is completed when:
 - i. all balls have been properly potted and the leading scores wins, or
 - ii. time is called and the leading score wins, or
 - iii. if time is called and the scores are level, all balls are removed from the table, the black is spotted, players toss for choice of break and the frame ends with the fair potting of the black, or a foul is committed.
 - iv. in a 're-spot black' situation, if neither player wins after playing a maximum of three strokes, then the frame is to be declared a dead frame with no points awarded.
(this has the effect of making that game 'best of 2 frames')
4. Except if only pink and black remain on the table, the cue ball **cannot be** played to create a snooker behind a nominated ball, Penalty, "Foul".