

BRADFORD & DISTRICT BILLIARDS & SNOOKER ASSOCIATION

MOORHOUSE SHIELD 2018

RULES

- 1 Every team registered is allowed a maximum of 8 players.
- 2 ALL REGISTERED PLAYERS must be a FULLY PAID UP MEMBER of the club they represent.
- 3 ALL teams must pay an entry fee of 15.00 for one team or 25.00 for two teams
- 4 This seasons competition will consist of 2 groups of 4 teams
- 5 Each team will play the other 3 teams in the group once at home and once away
- 6 Once all group matches have been completed the competition turns into a Knockout

GROUP STAGES

- 1 Each team will pay a match subscription of 4.00
- 2 Matches must commence at 8.00pm. At least 2 players from each team must be present at 8pm
- 3 The HOME TEAM captain will list his 4 players on the Scoreboard complete with handicaps
- 4 The AWAY TEAM captain will decide which of his players will play against which home players
- 5 The TEAM HANDICAP for each match will be the 4 individual player handicaps added together
- 6 The HOME TEAM Captain decides the order of play
- 7 ALL players must be present by 9.00pm. Any player not present will be deemed as absent and that player's captain must select another member of his SQUAD to play. A player who has already played is not allowed to play again - the team must be 4 different players.
If the captain doesn't have another player then the game is awarded to the opponents 200-0
- 8 All 4 games will be played from scratch and once a player reaches 200 points the game ends
- 9 The HOME TEAM player will start the games using the WHITE BALL.
- 10 Once ALL 4 games have been completed the individual scores are added together along with the TEAM HANDICAP, which completes the Team Total for the match.
- 11 The TEAM with the highest TEAM TOTAL will be deemed the winner, and awarded 2 Group Points
- 12 If both TEAM TOTALS are equal at the end of the match then both Teams will be awarded 1 point
- 13 On completion of all group matches, the final Group positions will determine the Knockout matches.

KNOCKOUT STAGES

- 1 There is NO match subscription in the Knockout stages
- 2 Matches must commence at 8.00pm. ALL 4 players from each team should be present at 8pm
- 3 The HOME TEAM captain will list his 4 players in handicap order (lowest first - Highest last)
- 4 The AWAY TEAM captain will then list his 4 players in handicap order (lowest first - Highest last)
- 5 The TEAM HANDICAP for each match will be the 4 individual player handicaps added together
- 6 The HOME TEAM Captain decides the order of play
- 7 If any player selected is not present when his game is due to start then the opposing captain can request a replacement player. If there is no replacement player then that game is awarded to the non offending team 200-0

Rules 8, 9 and 10 as above

- 11 The TEAM with the highest TEAM TOTAL will be deemed the winner and proceed into next round
- 12 If both TEAM TOTALS are equal at the end of the match then both players from the last game to finish will resume their game and play to 250. First player to 250 wins the MATCH

SEMI FINAL :

The HIGHEST RANKED TEAM will play the LOWEST RANKED TEAM
The 2nd HIGHEST RANKED TEAM will play the 3rd HIGHEST RANKED TEAM

FINAL :

The HIGHEST RANKED TEAM will be at HOME against the remaining team