

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. The additional 3 billiards visits will start from when the 'bell' sounds, or when all balls are at rest if the cue ball has been struck prior.

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.

Results must be emailed to scores@vbsa.org.au before noon the next day.

Host clubs shall have the tables brushed clean and blocked before 7:30 p.m. No host club player is permitted to practise on a match table after 7:15 p.m. A visiting player shall be permitted to play several shots to gauge the pace of the table. Aramith Tournament Champion balls are to be used for all matches.

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

A player must play at least **four** matches in that discipline 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 a coin, and the winner of the toss will choose billiards or snooker. Each captain will then nominate the player of his choice who has played the chosen discipline in the final to contest the playoff.

Dress code: Athenaeum Club, Australian Club, Melbourne Club, Savage Club: jacket and tie. Kooyong LTC, RACV, Royal South Yarra LTC: smart casual.

Amended 10/5/2016