

# St. Helens Thursday Snooker League

## KWT Challenge Cup Tournament Rules:

1. ALL team group games must be completed as part of the season's fixture program.
2. Current League Handicaps AT THE TIME OF PLAYING to be used for each frame.
3. Matches will be decided by **AGGREGATE SCORE ONLY** (no frames) and must be completed in FULL. The Winning team will receive TWO (2) points on the Group Table and the losing team ZERO (0).
4. In the event of a match finishing as a tie then the last 2 players in play will re-spot the black ball and play until completed. The 7 points will be added to the winning player and winning teams score. Individual frames are allowed to end as a draw and then a re-spot black is NOT required unless it is to decide the match as above.
5. The "Joker" rule CANNOT be used in Cup matches. If a team is short then they will forfeit any un-played frames by a score of 75-0 in each instance.
6. Matches must be played as scheduled. Teams can re-arrange matches with mutual agreement as per the league rules. In the event of a forfeited match then the opposing team will receive the 2 points for a win with +200 points added to their aggregate points difference. The offending team will lose -200 points from their aggregate points difference and will be warned/penalised as per league forfeit rules.
7. The HOME Team must nominate ALL players first for each frame in matches during the group stages and Quarter-Finals. Blind pairings will be used in the Semi-Finals and Final.
8. In the event of a points tie in the league tables, placings will be decided by the **aggregate POINTS DIFFERENCE** on the group table.
  - 8a. Every frame played MUST be completed in full as all points count towards the team points difference. If any player concedes a frame before all balls have been potted then the value of the remaining balls must be added to the opposition players score and recorded as such.
9. If the teams are tied after the implementation of Rule 6, then the results between the two teams will decide the winner.
10. If rules 6 and 7 still do not decide placings, the team with the best result against the 1<sup>st</sup> placed team in their group will progress.
9. The 1<sup>st</sup> and 2<sup>nd</sup> placed teams in each group will progress to the Knockout stages of the KWT Challenge CUP Competition.
10. The 3<sup>rd</sup> and 4<sup>th</sup> placed teams in each group will progress to the Knockout stages of the KWT Challenge BOWL Competition.
11. Teams who finish 5<sup>th</sup> and 6<sup>th</sup> in their group will be eliminated.

12. QUARTER-FINAL matches will see the 1<sup>st</sup> placed team drawn at HOME for the CUP tie. 3<sup>rd</sup> placed teams will be at HOME for their BOWL tie. SEMI-FINAL and FINAL matches will be played on neutral tables .

13. Where clubs have 2 teams in the KO Stages. If BOTH teams are placed at Home in the Knockout stages then preference will go to the team playing in the CUP competitions. If both teams are in the same competition then preference will go to the team listed as number "1". The Bowl team and/or number "2" will need to re-arrange their tie for a mutual date BEFORE the scheduled round dates given; otherwise, the game venue must be reversed or played at a neutral venue chosen by the League.

14. QUARTER FINALS for the KWT Cup and KWT Bowl will be assigned as follows:

KWT CUP

**A1 v. D2**

**B1 v. C2**

**C1 v. B2**

**D1 v. A2**

KWT BOWL

**A3 v. D4**

**B3 v. C4**

**C3 v. B4**

**D3 v. A4**

**14. Result Cards MUST also be completed in full and sent to the League Secretary. League Rules on Late Penalties WILL be enforced!**

15. Individual matches in this competition will affect the player handicap calculations at the halfway point handicap review. Group matches only will be considered at the end of the season and will change by ½ point for each win/loss. Knockout matches will NOT count towards handicap changes.