



BUCS-UPC SNOOKER CHAMPIONSHIPS REGULATIONS 2018-19

1. Eligibility to compete

1.1 Eligibility of players

To be eligible to compete in any competitions players must fulfil the eligibility criteria of British Universities College Sports (BUCS).

1.2 Proof of Eligibility

Proof of student status will be required at the registration for a competition. This will normally require a student card issued by the authorities of that institution bearing the name, student number and photograph of the student. The card must also have a date of validity or expiry date. Undergraduate students who are not full-time should also provide a letter from their head of department or the university registrar detailing the number of credits they are undertaking in the current academic year. Postgraduate students require a similar letter stating that they are undertaking a programme of study no less than fifty percent of the full-time student programme in accordance with 1.1 above. Should the card not bear a photograph of the student, photographic proof of identity shall be required. Examples of proof include legal documents such as a passport or photographic driving licence. Should the card not be valid or have an expiry date a letter will be required from the university registrar confirming that the person is a current internally registered student.

The burden of proof shall fall on the individual to prove their eligibility to compete. Any queries on eligibility must be made to the Tournament Director in advance. The decisions of the Tournament Director in this case are final.

Players who have been registered at an event are normally deemed to have had their eligibility confirmed by that fact. However, the Tournament Director reserves the right to investigate any eligibility queries that are lodged after the fact and, if proof be strong, the Tournament Director shall be able to impose an interim suspension on any player whose eligibility is called into question during an event.

1.3 Eligibility of institutions

Eligible institutions are those in membership of the BUCS as detailed in the relevant competition regulations.

2. Entry into tournaments

Entries will only be accepted if they are officially received before the relevant closing date. Once an entry is accepted the institution is liable for payment of all entry fees in full and entry fees will not be refunded unless a team is excluded due to a decision by the Tournament Director.

For competitions where entry and fee payment are managed by a third-party (or a third-party online entry system), entries will only be accepted if they are made via the designated entry system and received before the relevant closing date. Entry via this third-party system will be contractually governed by its specific terms and conditions and act as a commitment under these terms for the payment of competition fees within the timeframes outlined. Once paid, entry fees will not be refunded unless a team is excluded due to a decision by the Tournament Director.

3. Tournament organisation

Tournaments will be run by an organising committee composed of the Tournament Director and Assistant Tournament Directors.

4. Perpetual trophies

Perpetual trophies may be given into the custody of the winners of the various competitions but remain at all times the property of BUCS. Once in custody of the winners they shall be responsible for the safety of the trophy.

A. General competition Regulations

1. Control of all competitions is vested in the organising committee. In all matters, the decisions of the Tournament Director during an event are final. This includes any matters that may arise from time to time that are not included within these rules. No one other than the tournament directing staff may mark the official results sheets or make any official announcements.

2. Entry: General

Entry criteria are only deemed complete when the necessary conditions of the Tournament Director have been met.

3. Entry: Team Competitions

(a) Eligibility of Players

Only players listed on the official entry form will be eligible to play in the tournament.

(b) Entry of multiple teams by an institution

An institution wanting to field more than one team must list teams in order of strength with the first team being the strongest and so on. Teams may not be guaranteed entry dependent on the numbers entering a competition.

Should there be a limit to the number of teams and the number of entrants is in excess of this number then some teams will be placed on a reserve list with the teams participating selected by the ranking list, and then by ballot if rankings are equal. Priority of participation will be given to first teams, then second teams and so forth. The Tournament Director will inform the appropriate teams if they are likely to be placed on a reserve list.

(c) Addition of names to the entry form

Teams wishing to add names to those on the official entry form after the entry deadline may only do so via the authorised signatory on the official entry form. Names cannot be directly added to teams but must be added to the list of reserves. The promotion of reserves into a team then must be done in accordance with (d) below and can only be added to the bottom ranked team from that institution.

(d) Withdrawal of players

In the event of a player withdrawal from a team a player may be promoted from the team ranked directly below, or from the reserve list if the withdrawal is from the lowest ranked team from that institution, so that the team contains the minimum number of players to form a team.

The player promoted from the team ranked directly below must be selected according to the rankings of players in that team as given on the entry form. All reserves are ranked equally but below any players in a team on the initial entry form.

(e) Promotion of reserves

For events in the United Kingdom changes made after the entry deadline but before the publication of the draw will be subject to a surcharge of £10.00 per player. Any changes made after the publication of the draw will be subject to a surcharge of £20.00 per player.

(f) Demotion of players

In the event of an institution attending with less than the minimum number of players to form a team and no players can be promoted from the team ranked directly below or from the reserve list, then it may be possible, at the sole discretion of the Tournament Director, to move players from a higher ranked team to a lower ranked team if that would result in the institution being able to field a team that would otherwise have to be withdrawn. In such a case it will be possible to demote the lowest player from the higher ranked team to the team that is ranked directly below, provided the higher ranked team retains the minimum number of players required to form a team.

(g) Withdrawal of teams

A withdrawal of teams from an institution will forfeit all entry fees.

4. Entry: Individual Competitions

(a) Entry limits

The total number of entrants to each individual competition may be limited. Only players who are also playing the in relevant team competition may enter the individual championship except those falling under regulation (d) below.

(b) Entry quotas

Each institution will be required to rank their entrants. Each institution sending a team will be given an equal quota of places in the relevant individual competition up to the maximum number of players in each team. Players will be selected according to their ranking on the entry form. Seeded players are guaranteed entry and will not form part of their institution's quota unless they are from an institution unable to field a team. All entrants must be named on their institutions' team entry form and play for their team in the associated team competition, failure to do so will disqualify the team from taking part in the event.

(c) Withdrawal of institution teams

Should a team withdraw from the event that institution will forfeit the equivalent number of places in the individual championship. Should a withdrawal leave an institution with no teams in the relevant team competition, that institution will then be treated as falling under (d) below.

(d) Entry of players from institutions without a team

An institution unable to field a team shall be entitled to enter a maximum of two players to compete in the Individual Championship.

(e) Replacement of withdrawals in advance of the draw

Should an institution wish to replace a withdrawn player they may do so by notifying the Tournament Director. Such players are treated in the same way as an addition to a team. Once the draw has been conducted, seeded players will not be replaced and a bye will be entered into the draw.

5. Registration

(a) General

Teams and individuals must register before taking part in any tournament. At registration the eligibility of players will be ascertained in accordance with the relevant eligibility regulations.

(b) Burden of proof

It is the responsibility of each player to ensure in advance that they have the required documents to prove their eligibility. Without the correct documentation players will not be permitted to compete. No exceptions will be made. National Union of Students (NUS) cards are not an acceptable proof of eligibility. Any queries should be addressed to the Tournament Director in advance of the competition.

(c) Changes after registration

After registration, no changes may be made to the personnel of any team.

(d) Late registration: Teams

If all players in a team are not registered before the time announced for the start of the team event they will be scratched from the competition. Should only part of a team have registered before the announced start time they will be allowed to play their match as long as they have the minimum number of players required by the regulations of the competition. Should they have fewer than this number they will default that match and all other matches until the required number have registered.

(e) Late registration: Individuals

Players who are not registered before the announced closing time for registrations shall be scratched from the event.

6. Captains' meeting

Before a tournament commences all captains, and individual players from institutions not sending a team, must attend the Captains' meeting where details of the organisation of the competition will be given. Captains are then obliged to communicate the details to their teams' players. Failure to attend this meeting will incur a fine of £10.00, which must be paid before any representative of that institution will be allowed to play in the tournament.

7. Practice

No practice will be allowed on any table once play in the competition is in progress.

8. Player behaviour

(a) General

Players are expected to behave in a disciplined and sporting manner. Players must not behave in a way that is negative towards other players, tournament directing staff, the venue in which the Tournament is taking place or members of its staff.

(b) Quietness

Players should maintain a decent level of quietness at all times when matches are in progress.

(c) Supporters

Institutions are held responsible for the good behaviour of their supporters attending an event.

(d) Concession

If a player unscrews her/his jointed playing cue when the opponent is at the table it will be considered a concession and the match be awarded accordingly. This does not apply if the player is unscrewing a piece of equipment which is not normally part of the playing cue, for example, an extension. Players should refrain from doing this when the opponent is taking a shot.

9. Reasonable Adjustment

The tournament staff value players from all backgrounds and aims to create and maintain an inclusive playing environment where everyone is encouraged to reach his or her full potential. The tournament staff commits to the concept of reasonable adjustments. Where any player with a pre-existing condition feels that this may apply to them at a forthcoming event, the tournament staff should be notified at the earliest opportunity before the event begins and if applicable appropriate medical evidence supplied in order for any adjustment to be made. Any situation arising during an event should be brought to the attention of the Tournament Director immediately, again with any available medical evidence if applicable. Players are wholly responsible for informing the tournament staff where a reasonable adjustment is required. Adjustments cannot be made in retrospect and the tournament staff cannot be expected to make an adjustment of which it has not been informed. Adjustments will be made until the end of the current playing season unless the player informs the tournament staff otherwise. A new application for reasonable adjustment must be made separately for each subsequent season and will be considered on its merits. The tournament staff will handle each case in the strictest confidence.

10. Dress code

Unless specified otherwise, players must be dressed according to the following specification:

Male: formal collared shirts or polo shirts; waistcoats are permitted if worn over a formal collared shirt; black tailored trousers and black shoes.

Female: formal collared shirts/blouse or polo shirts; waistcoats are permitted if worn over a formal collared shirt/blouse; black tailored trousers or knee length skirt and black shoes.

Strictly not permitted: any hooded top, any form of hat or cap.

Definitions

Shirts: formal collared shirts or polo shirts which must be plain. The shirts may not bear any writing or insignia on their fronts or sleeves other than the institutional crest and/or name. A sponsor's logo and/or name are also permitted. On the reverse the players name and number may be written, the name may take nickname form provided that it is not deemed to be offensive. A sponsor's logo and/or name are also permitted. Only waistcoats can be worn over the shirt. No T-shirts or sports jerseys. No shirts with grandfather collars.

Trousers: black tailored trousers must be worn. No studs; no combat styles; no jeans; no tracksuit or jogging bottoms. No trousers which contain pinstripes.

Shoes: black; no trainers; no smart-casuals

The dress code applies to both players involved in any frame. Players failing to comply with the dress code will forfeit their current frame and one successive frame for each five minutes that they do not conform to the dress code. Should both players in an individual match fail to conform to the dress code two frames will be removed from the match distance for every five minutes both players fail to conform to the dress code. Should there be only one possible frame remaining so that the match is tied in the final frame, then it will be played but the winning player's opponent in the next match will start one frame to the good. If two players fail to conform to the dress code in a team match then that frame will be declared void and removed from the matchesheet .

The dress code also applies to any players collecting mementoes at the presentation ceremony. Players not conforming to the dress code will not be allowed to take part in the presentation ceremony and will not be entitled therefore to collect any mementoes or prize money. Should part of a team be missing from a presentation ceremony any team prize fund will be reduced pro rata for each player not present up to the minimum number of players that can form a team.

If any individual or team captain is in doubt as to the interpretation of any of these stipulations, they are advised to contact the Tournament Director prior to the event or at the earliest opportunity. The decision of the Tournament Director shall be final as regards to whether a player conforms to the dress code.

11. Playing area restrictions

Should a playing area be defined then only players involved in a frame may enter the area, and they must conform to the dress code.

12. Team competitions: general regulations

(a) Match card

One captain shall complete their part of the match card and then supervise their opposite number doing the same.

(b) Team order

The team order may change from match to match however no changes are permitted once the match card is completed.

(c) Reporting of results

The captain of the winning team, or the captain of the first team listed on the match card if the result is a draw, must return the match card to the competition desk immediately after the conclusion of the match.

(d) Prize Money

A prize fund may be available for team competitions.

13. Individual competitions: general regulations

(a) Format

Individual competitions shall be single elimination. Based on Individual Championship rankings, a number of players will be seeded through to the first round proper. This number will be equal to one eighth of the total number of players in the first round proper. A number of qualifying rounds will be held to reduce the remaining unseeded players down to the correct number of qualifiers to join the seeded players in the first round proper. The number of qualifying rounds will be kept to a minimum subject to there being at least one full round of qualifying round matches immediately before the first round proper so that no unseeded player will receive a 'bye' through to the first round proper.

(b) Order of seedings

The holder will automatically be allocated the first seed and remaining seeds taken in order from the ranking list. If individuals have a tied ranking, then the most recent results will be used to break the tie. If this does not break the tie, lots will be drawn to decide seedings. If there are fewer entrants with ranking points than seeds required, then the number of seeds will be reduced to the number of players with ranking points.

(c) Reporting of results

The winner must report the result of the match and bring the cue ball to the competition desk immediately after the conclusion of the match.

(d) Prize Money

A prize fund may be available for individual competitions.

14. Early departure

Players or teams who have to leave a tournament, for whatever reason, while still involved should inform the Tournament Director that they are scratching from the tournament. Teams failing to fulfil their fixtures in a group will have their records expunged.

15. Presentation Ceremonies

All medal and trophy winners are expected to attend the appropriate presentation ceremony. Failure to attend will result in their memento ~~and any prize monies~~ being withheld as detailed in regulation 12 above. The presentation ceremony includes the official photographs. If, in the opinion of the Tournament Director, the presentation ceremony will be substantially later than scheduled this regulation may be relaxed and mementoes be awarded for events that have concluded in advance of the conclusion of the whole tournament.

16. Safekeeping and return of perpetual trophies

(a) Return

The trophy shall be returned at the start of the following sporting year's competition for the same trophy. It shall be returned polished and in good condition with the winning team and year engraved in the correct place in the following format: "year" "team name" "team letter or ordinal number" (e.g. 2004-2005 University of "A" or "1st"). If in the opinion of the Tournament Director the trophy is not returned in good condition and correctly engraved, then a fine of £50 will be levied, Should the trophy be lost or damaged whilst in the custody of the winning team they shall refund the cost of the trophy or the cost of thorough going repair in addition to any other penalty which the Tournament Director may impose.

B. Snooker Competition Regulations

1. Competitions

Will be composed of the following competitions:

- (i) 'Team Championship', the senior title, for first teams playing at Championship/Trophy level only.
- (ii) 'Team Trophy', open to all teams playing at Championship/Trophy level unless they have qualified for the Championship.
- (iii) 'Team Shield', open to all teams not playing at Championship/Trophy level.
- (iv) 'Team Plate', open to all teams not playing at Championship/Trophy level unless they have qualified for the Shield;
- (v) 'Individual Championship', open to all players in institution first teams or are entering without a team, or elect to play at that level: see regulation 8(a);
- (vi) 'Individual Trophy', open to all players not in the Individual Championship.

2. Playing rules

(a) The competition shall be played according to the rules of the World Professional Billiards & Snooker Association (WPBSA), apart from the exceptions given below.

(b) A Miss will be called if:

- (i) the striker miscues (at any time) and fails to hit a ball on, or
- (ii) the striker fails to make a genuine attempt to hit a ball on when totally snookered.

The normal snooker rule of loss of frame applies if three misses occur when any ball on can be seen full in the face (a warning has to be given after the second miss).

(c) If the striker needs more than three snookers (four if a free ball has been awarded) to tie at any stage, a frame is over and play must cease immediately.

3. Entry fees

The entry fee for each player is set at £32.67. This will include entry into both the individual competition as well as the team competition. No accommodation is provided with this event.

4. Structure of Team Competition

(a) Tiers

Entrants will be divided into two tiers: 'Championship/Trophy' and 'Shield/Plate'.

(b) Promotion and relegation

The four teams finishing bottom of their groups at Championship/Trophy level will be relegated to Shield/Plate level for the following season. They will be replaced by four teams from Shield/Vase level who will ordinarily be the Shield semi-finalists. If extra teams are required for promotion they will be selected from among those eliminated in the previous rounds of the Shield. The promotion of these teams will be in order of their place on the ranking list. Any teams failing to attend when playing at Championship/Trophy level will be automatically relegated to Shield/Plate level for the following season.

(c) Glass ceiling

Non-first teams from an institution may only play at Championship/Trophy level if the higher ranked teams from that institution already play at that level. The relegation of a higher ranked team will result in automatic relegation in all lower ranked teams from that institution, regardless of their finishing position in their group.

(d) New Teams

All teams not taking part in the previous season's competition will be entered at Shield/Plate level.

5. Team competitions (General)

(a) Teams are composed of six players, any five of which will play in a given match. The minimum number of players a team may enter shall be five. Teams will not be allowed to commence a match with less than five players.

(b) The competition shall be conducted over two phases as detailed in regulations below. In the first phase teams will be placed in groups where each team will play each other team once. The second phase shall be single elimination until a winner is determined.

(c) In the first phase each match will consist of ten frames. Each player will play two frames against one opponent as indicated on the team matchsheet. Once a team reaches six frames they are declared the winners and the match is over, any frames in progress are stopped immediately. Two points will be awarded for a win whilst one point will be awarded to each team in the event of a drawn match.

(d) Group rankings: Teams will be ranked in their groups according to the number of points gained in all group matches. Should two or more teams in a group be tied on the number of points then the following will be used in sequence to rank the tied teams:

- (i) the most points in matches between the tied teams;
- (ii) the most wins in matches between the tied teams;
- (iii) the fewest frames conceded in matches between the tied teams;
- (iv) the highest frame difference in matches between the tied teams.
- (v) the most wins in all group matches;
- (vi) the fewest frames conceded in all group matches;
- (vii) the highest frame difference in all group matches.

In the case of a tie between three or more teams, if any of (i) to (vii) separates one or more teams from the tie while leaving other teams still tied, then (i) to (vii) will be applied again, starting from (i), to the remaining teams still tied. If, after the application of the above, teams cannot be separated and the tie has no bearing on qualification for the playoffs or relegation, the teams shall be declared tied. Otherwise a penalty competition will be arranged.

The penalty competition will consist of five players in the tied teams playing alternately with each player placing the cueball in the 'D' with the blue ball on its spot and each player will have one shot to pot the blue ball. The winner shall be the team potting the most blue balls. Should the teams be tied after each player has had one attempt it will be resolved by sudden death and the playing order repeated. The first players will toss a coin where the winner shall decide the order of play.

(e) Shoot-out: Should a match in the second phase end in a draw after the completion of ten frames, the winner shall be determined by shoot-out. This will begin by the two respective captains nominating three players who will play a single opponent over one six-red frame. Once a team wins two frames they are deemed to be the winners and the shoot-out is completed and any other frames in play are stopped.

(f) Order of breaking: The player who breaks first shall be determined by coin toss, and will alternate down the match order.

(g) Lateness: a team failing to report within five minutes of the announcement of their match will forfeit a frame for each table on which the match is scheduled to take place. They will forfeit further frames in the same manner for each further five minutes. A team defaulting twice will be disqualified and their record expunged. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match. A team will not be permitted to start a match with less than five players present in accordance with (a) above.

(h) Timeouts: will not be permitted during team matches. Players who are not present and ready to play when the frame preceding theirs has been completed shall forfeit the frame. On completing a frame players must vacate the table immediately. Any delay shall result in the team of the offending player forfeiting the next frame and each subsequent frame for each five minutes that elapses.

6. Team Competition Format: Championship/Trophy level

(a) For the first phase teams will be divided into four groups.

(b) Teams will be divided into tranches of four teams based on the ranking list as determined by the Tournament Director. The first tranche will contain the four seeded first teams, where the holder will automatically be seeded first. The remainder of the first teams will be allocated to the tranches as per the ranking list. Once all first teams have been allocated, second teams will be then allocated to the tranches as per the ranking list. This is then followed by the allocation of third teams and so on.

(c) The draw will be made in such a way that teams from the same institution will not be drawn together in the same group. No more than one team from each tranche shall be drawn out to each group. The draw shall be done in ascending order of tranches. The group containing the first seed will be denoted Group A, the group containing the second seed will be denoted Group B, and so on.

(d) Should teams withdraw after the draw has been made and before the Tournament has begun teams may be reallocated to different groups to equalise the number of teams in each group as far as possible.

(e) Second phase

On conclusion of the first phase teams will qualify for the playoffs as follows:

The two highest placed first teams in a group will qualify for the Championship playoffs. Should a first team finish bottom of their group but still be one of the two highest placed first teams they will not be entitled to take their place in the playoffs and a bye will be given to their would-be opponents. The draw for the second phase will be determined by the finishing positions in the groups and will be as follows:

<i>Quarter-Finals</i>	<i>Semi-Finals</i>	<i>Finals</i>
1. WA v RC	5. W 1 v W 2	
2. WD v RB		7. W 5 v W 6
3. WB v RD	6. W 3 v W 4	
4. WC v RA		

The highest two placed teams in each group that have not qualified for the Championship playoffs will qualify for the Trophy playoffs. The draw for the second phase will be determined by the finishing positions in the groups and will be detailed in the tournament format.

7. Team Competition Format: Shield/Plate level

(a) For the first phase teams will be divided into groups.

(b) Teams will be divided into tranches based on the ranking list as determined by the Tournament Director. The first tranche contains the seeded teams and can include non-first teams. For the subsequent tranches, the remaining first teams will be allocated to the tranches as per the ranking list. Once all first teams have been allocated, second teams will be then allocated to the tranches as per the ranking list. This is then followed by the allocation of third teams and so on.

(c) The draw will be made in such a way that teams from the same institution will not be drawn together in the same group. No more than one team from each tranche shall be drawn out to each group. The draw shall be done in ascending order of tranches.

(d) Should teams withdraw after the draw has been made and before the Tournament has begun teams may be reallocated to different groups to equalise the number of teams in each group as far as possible.

(e) Second phase

Ordinarily the top two teams from each group will advance to the team Shield. The draw for the second phase of the Shield will be determined by the finishing positions in the groups and will be detailed in the tournament format.

The highest placed team in each group that have not qualified for the Shield playoffs will qualify for the Plate playoffs. The draw for the second phase will be determined by the finishing positions in the groups and will be detailed in the tournament format.

8. Individual Competition Format: Championship Level

(a) All first team players and unattached players not part of a team will play at Championship Level. Non-first team players may also play at Championship level if the Tournament Director is contacted by e-mail at least a week before the draw is to be published.

If an additional player is added to an institutions first team so the team then consists of 6 players instead of 5 players, and the player is promoted after the draw has been published, they will not take their place in the Individual Championship. This excludes cases where a player is directly replacing a player who has dropped out.

(b) Draw: The draw for the qualifying rounds and first round proper shall be done so that players from the same institution do not meet in these rounds as far as is practicable.

(c) Byes: Any byes will be allocated to players in order of their ranking on their institution's entry form. Should remaining byes be less than the number of equally ranked players from each institution then the remaining byes will be drawn at random. The presence of seeded players on an entry form is disregarded and all other players are moved up accordingly.

(d) Order of breaking: The player who breaks first shall be determined by coin toss, and will alternate.

(e) Lateness: players failing to report within five minutes of the announcement of their match will forfeit the first frame and shall forfeit the next frame and each succeeding frame for each further five minutes. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match.

(f) Timeouts: each player will be allowed one timeout per match and shall be for a maximum of five minutes. A timeout may only be taken in between frames. A player may not call a timeout before the first frame has begun. Once a match is called, play must begin. Should any player fail to report within five minutes of the announcement of their match will forfeit the first frame as detailed in (c) above, they will also forfeit their timeout. Should a player leave whilst a frame is in progress, the player shall forfeit that frame and each succeeding frame for each five minute period the player is absent from the table, and the player shall also forfeit their timeout. Should a player take longer than the five minutes allowed the player shall forfeit the next frame and each succeeding frame for each further five minutes absent from the table. In matches without a referee the player must report the taking of a timeout to one of the Tournament Directing staff who will time the timeout. During the timeout it is forbidden to have a conversation with anybody. Other unsporting conduct is not allowed during a timeout on penalty of defaulting the match. The player who has not called a timeout must be seated in the immediate vicinity of the table on which the match is being played during the timeout. Should that player leave they will be deemed to have used a timeout. Should any provisions of this rule be violated twice during a match the player will forfeit the match.

(g) Match distances: The races in each round will be as follows:

All rounds apart from the final	-	first to 2 frames
Final	-	first to 3 frames

9. Individual Competition Format: Trophy Level

(a) Only non-first team players will play at Trophy Level apart from those players that apply in regulation 8(a).

(b) Draw: The draw for the first round proper shall be done so that players from the same institution do not meet in these rounds as far as is practicable. It will then follow a double-elimination format until there are four players remaining in the Zero-loss bracket and four players remaining in the One-loss bracket. These eight players will then play single-elimination knock-out with the Zero-loss bracket players 'seeded' with the draw done at random.

(c) Order of breaking: The player who breaks first shall be determined by coin toss, and will alternate.

(d) Lateness: players failing to report within five minutes of the announcement of their match will forfeit the first frame and shall forfeit the next frame and each succeeding frame for each further five minutes. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match.

(f) Match distances: The races in each round will be as follows:

All double-elimination matches	-	first to 1 frame
Quarter-finals onwards	-	first to 2 frames

10. Mementoes

Will be awarded to the following depending on the funds of the tournament:

- (i) Plaques to the winning teams in the Championship, Trophy and Shield;
- (ii) Medals to the members of the winning teams in the Championship, Trophy, Shield and Plate;
- (iii) Medals to the members of the runner-up teams in the Championship, Trophy and Shield;
- (iv) Medals to the members of the semi-finalist teams in the Championship, Trophy and Shield;
- (v) Memento to the winner of the Individual Championships and Trophy;
- (vi) Memento to the runner-up of the Individual Championships and Trophy;
- (vii) Mementoes to both semi-finalists of the Men's Individual Championship and Men's Individual Trophy.