

CAPTAIN'S INFORMATION SHEET

- **Please respect the venue.** They have provided the UPC these tables for free during the course of event, make sure you provide them the business they require so we can come here again in later seasons! This includes not bringing outside food and drink into the venue. Any individuals not respecting the venue will be taken very seriously and may be banned from the venue.
- **Team captains are the contact point between each team and the tournament staff.** Other players should not approach the competition desk other than when called for an individual match or reporting an individual result. Team captains are responsible for ensuring that their team know the contents of this briefing and the information contained on this sheet.
- Please note the rule amendments to the usual snooker rules to the **miss rule** and **when a frame is concluded if a player is over three snookers behind**. More guidance is provided on page 3.
- Players should maintain a respectful level of quietness at all times when matches are in progress, respecting the players, officials, equipment and the venue.
- Ensure matches start **promptly** after the cueball/matchsheet has been given out and that each frame follows the preceding one **without delay** in line with regulations. Furthermore, **report any results immediately after the conclusion of the match**.
- Matchsheets for team matches must have the **full names** of each player in the appropriate place. Each frame will be scored "W" and "L" or "1" and "0" with the final total entered at the bottom.
- **We will be recording any breaks of 30 or over during this event.** This will be done by writing breaks on the matchsheet, or by informing the tournament officials when results are presented to the competition desk in the case of individual matches. There are no BUCS/UPC medals or prizes given out for the event high break.
- During an individual match, each player is entitled to a five minute timeout. This can only be taken immediately after the completion of a frame - not before the first frame and not during a frame. No timeouts can be taken during team matches.
- The order of breaks shall be determined by a coin toss between the two players named first on their respective team lists on the matchsheet, and then alternate down the card.
- **If a team reaches six frames the match is over.** Remaining frames will not be played and any frames in progress shall cease immediately.
- As matches conclude and tables become free, matches still in progress may be expanded to a maximum of three tables until the match is concluded. Note that most knockout matches particularly on the Sunday will be played on three tables.
- You will referee your own matches but there will be a roaming referee on duty. Should there be any disputes refer them to the closest referee. A referee or official cannot rule on something they have not seen. If you are unhappy with the decision you may appeal to the Tournament Director whose decision will be final and any disputation will be treated as dissent and dealt with severely.
- Only players involved in a frame should approach the tables and must be dressed in accordance with the dress code whilst playing. Players found playing not in dress code shall forfeit the current frame, and lose further frames for every 5 minutes they are not in dress code and ready to play.
- No free practice will be allowed on free tables while any matches are still in play in the venue. Persistent disregard to this rule will be treated as dissent and dealt with accordingly.

SCHEDULE OF PLAY

Times indicate **earliest expected** start time and are **subject to change**. Please ensure you and your players join and check the UPC Facebook page for the latest updates on any timetable changes:

<https://www.facebook.com/Universities-Pool-Council-317470441043/>

Thursday 23rd March (Individual matches only: see published schedules for match times) 09:30 Captains' briefing – Teams failing to attend this briefing will be fined £10, payable before play in the tournament. We also encourage unattached individuals without a team to attend if possible. <i>Note: There will be a repeat of the captains' briefing for non-first teams <u>only</u> at 14:30.</i> <u>Individuals are to register by the time allocated on the individual schedule.</u> Any players not registering at that time allocated will be scratched. Any players not playing in the individual event will need to register before they play in the team event. 09:45 Individual Championship, qualifying rounds Individual Trophy, zero-loss bracket first three rounds (approximate start time of 14:30) Individual Championship Last 64 round (approximate start time of 16:00) Individual Trophy, one-loss bracket first two rounds (approximate start time of 19:30) Individual Championship Last 32 round (approximate start time of 20:00)
Friday 24th March (Team group stage, following by resumption of individual competition) 09:30 Team Championship/Trophy group stage begins Groups A, B, D & E to start at 09:30, groups C, F & G to start from approx.12:00 15:00 (no matches called earlier than 3pm) Individual Trophy, one-loss bracket up to round seven Individual Trophy, zero-loss bracket to be completed Individual Championship, Last 16 and Quarter-finals (only the last four players to remain in the individual competitions after Friday)
Saturday 25th March (Team group stage to completion plus the Team Championship preliminary round, and the individual competition medal matches) 09:30 Team Championship/Trophy group stage concludes Groups C, F & G to start at 09:30, groups A, B, D & E to start from approx.11:30 16:00 Team Championship knock-outs: Preliminary round matches 18:00 (no matches called earlier than 6pm) Individual Trophy, one-loss bracket semi-final and then final Individual Trophy, final (zero-loss bracket winner starts 1-0 up in a race to 2) Individual Championship, semi-finals and final Followed by individual presentations
Sunday 26th March (Team knockout stages to completion) 09:30 Team Trophy knock-outs from quarter-finals to completion Team Championship knock-outs from quarter-finals to completion Followed by team presentation (estimated time for conclusion: 17:00)

Tournament spreadsheets can be accessed via our website – www.upc-pool.org.uk

Venue Details:

Woking Snooker Centre, Kingfield Road, Woking, Surrey, GU22 9AA (16 tables)

RULE ON CONCESSION WHEN NEEDING SNOOKERS

“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.”

MISS RULE GUIDANCE

The ‘miss’ rule will be amended as per the following:

“The full ‘miss’ rule will be played with the following exception: After a third consecutive miss has been called, the player coming to the table does not have the option to have the balls replaced, subject to the third miss being a genuine attempt to contact a ball ‘on’.

If the players feel a miss may take place they are advised to get a referee or official to observe the shot to determine whether the shot can be called a miss or not.”

We would like all Captains to explain this rule to their players before the Tournament begins. We also provide guidance below on how the ‘miss’ rule should be interpreted for the playing standard in the event.

Guidance on its application:

The ‘miss’ rule relies on its interpretation where there is no table referee present during a frame. The WPSBA rules stipulate that a miss ‘is when the cue ball fails to first contact a ball on and the referee considers that the striker has not made a good enough attempt to hit a ball on’. A number of factors should determine what constitutes a ‘good enough attempt’ such as:

- The ability of the player concerned;
- The difficulty of the easiest possible stroke that could be played;
- The difficulty of the stroke that has been played;
- The pace of the stroke being played;
- The want or need to impart side on the cue ball.

For an escape to be considered a ‘miss’ at this event, the easiest escape needs to at least include multiple cushions, as well as the potential use of side-spin on the white ball.

Specifically, a miss must be called when contact can be made to any of the balls on, there is a ‘simple’ one cushion escape, or when the player makes a more difficult attempt to hit any of their balls.

A referee or official should be consulted before the shot is played if there is any doubt the shot may be called a miss.

This application is to ensure consistency, noting the views of the referees at our previous events where the penalty will not apply anymore after 3 ‘misses’. Supporters viewing a frame may be consulted for advice regarding whether a shot is a miss or not, or help to replace balls when a miss is made, but they must give this advice with impartiality, with the final decision being between the players and any referee that may be further consulted.

A good example of a miss is where the striker is attempting to hit a loose red at the top of the table behind the black with the rest of the pack of reds still relatively intact. The pack offers a much larger surface area of balls on to strike, but striking the red behind the black may likely offer less opportunity for an incoming striker to score from it. If the striker insists on attempting a shot at a ball on which the referee does not deem to be the easiest shot available, this will be called a miss. This example also requires consideration of the players’ ability level and what could be classified as the ‘easiest shot available’.

A good example of the application of the miss rule in the amateur game can be found in this YouTube video: <https://www.youtube.com/watch?v=63CaozpdWY>. If you would like to provide any feedback on this rule after the event, please e-mail ben.hubbard@upc-pool.org.uk.