

RULES & REGULATIONS

1 RULES OF THE GAME

- 1.1 The competition shall be conducted in accordance with the existing rules of the game as approved by the World Standardised Rules set by the World Pool Association.

2 FORMAT

- 2.1 The format of the Competition shall be as follows:

- a) The competition shall be played using Round Robin format.
- b) Each team shall comprise a minimum of 5 players and maximum of 6 players.
- c) If the team do not meet the minimum number of players, the team will be deemed as disqualified from the tournament.
- d) Any replacement of players should be informed before/on the date of registration.
- e) The match shall consists of one single, one doubles and one mixed doubles
- f) Players are assigned either the group of solid balls or striped balls. The objective of the game is to pocket the eight ball in a called pocket, which can only be done after all the balls from a player's assigned group have been cleared from the table.

3 DRAW

- 3.1 The system of draw shall be as follow:

- a) The top four teams of last year's tournament shall seeded and placed into different groups. The placing of the four teams shall be predetermined by the Organiser.
- b) For Divisions with more than one team, the teams from the same division shall be drawn into different grouping first.
- c) After completion of (b), the rest of the teams shall then be drawn into the different groups.
- d) The fixture for the next round shall be as follow:
 - Winner of group with last year's champion shall play winner of group with last year 3rd runner-up team
 - Winner of group with last year's 1st runner-up shall play winner of group with last year's 2nd runner-up

4 **WALKOVER**

- 4.1 At least 3 players must be present within 15 minutes of the scheduled starting time, else the opposing team will be awarded a walkover. During the competition, once a pair of players has complete their match, the next scheduled pair must be ready for play. If a player is not ready or present to play after a grace period of 5 minutes, his opponent will receive a walkover for that match. This match will deem to be over and another pair must be ready to play. The same principle will apply if any player is not ready or present to play.
- 4.2 Teams giving walkover will be disqualified and therefore not eligible to play in the "Feed-In" Pool. Team that played in less than 3 matches in a match will be considered as giving a walkover.

5 **9 BALL RULES (REVISED RULING)**

- 5.1 On the break, a minimum of three (3) object ball must either be pocketed, or touch the head string line, or a combination of both. (eg. If one object ball is pocketed, then two (2) object balls must touch the head string line; or two (2) object balls are pocketed, then at least one (1) object ball must touch the head string lines. (To touch the head string line means that the edge of the object ball must reach the string line). i) The racking of ball shall be 1 - 9 - 2, and 1 ball shall be at the foot spot.
- 5.2 If a player fails to meet the requirement in 3.8.1, but otherwise makes a legal break, the incoming player has the following option:
- a) accept the tables as it is
 - b) call for a push out.
- 5.3 If a player makes an illegal break, the incoming players has the following option: a) accept the tables as it is b) ask the breaker to play again Note: When call for a push out, either player can ask the opponent to play again.
- 5.4 If a player fails to meet the requirement of 3.8.1, in which the 9 Ball is potted but results in illegal break, the 9 balls is re-spotted before the next shot is play.

6 **ATTIRE**

- 6.1 Player must wear collared shirt or Polo T-shirt, with sleeves. Shoes must be covered and no shorts are allowed. Player who is not properly attired may not be allowed to enter the competition hall.