

Snooker

Revised November 2019

Refer to the 55+ BC Games 'General Rules Book' for additional general rules that apply to all sports.

1. Age Categories

Men 55-64, 65-74, 75+

Women 55-64, 65-74, 75+

2. Events

- a) Singles only

3. Participation

- a) Capped at a maximum of 12 participants per zone
- b) Within the men's or women's division, where a men's or women's age category cannot be filled, one additional participant can be added to another age category where there are participants of that age available. For example, if there is only one participant available for 55-64 category, then this Zone could enter one more participant in another age category making a total of three in that category.
- c) The total number of participants must not exceed six men and six women per zone.

4. Competition

- a) **The Rules of Snooker as determined by the International Billiards and Snooker Federation shall apply for general play with 55+ BC Games exceptions.**
- b) **The Host Society Sport Chair will post schedules, draws and results at the venue throughout the competition.**
- c) Tournament format will consist of two stages.
 - i. First stage – round robin stage
 - ii. Second stage – single knockout playoff format for either three or four survivors of the round robin stage.
- d) The table size for the men's and women's competition will depend on local availability. Where facilities in the chosen venue permit, men and women shall compete on standard 6' X 12' tables. Due to the availability, men and women may have to play on smaller tables, preferably 5' X 10', but smaller if necessary.
- e) An effort will be made to ensure that some rest is given between matches when possible
- f) A 'pre-game' meeting should be held with all age categories to allow any questions or concerns to be aired and resolved.
- g) All frames will be refereed as long as there are able volunteers or at least will be overseen by an 'observer' who can ensure fair play and who might request an on-call referee for special situations.
- h) See table following. Competition square will be made up strictly by lottery with no 'seeding' whatsoever.
 - i. All those round robin squares that have a number of participants that cause the maximum number of frames played during the round robin to be 12 could be simplified by playing frame with ten red balls only. Examples are when there are 5, 9 or 10 participants in a category.

- ii. Under the Column 'Play-off Type', the reference to page means that this follows the type of playoff used in Curling or 'Page system' where the 1st place participant get a bye directly to the finals and the 2nd and 3rd place participants play a best of three semi finals to determine which one advance to the best of three finals.
- i) Ties after round robin
 - i. Ties among participants who are advancing: the first tiebreaker placement criterion will be to consider the records of the two participants involved against each other. If they are tied after their round robin frame then placement will be done by coin toss.
 - ii. Ties among participants that will result in elimination:
 - i. In a TWO-WAY TIE, the two participants will play a special 'tie-breaker frame' to break the tie. The specifics of that special frame to be determined by the Host Society Sport Chair based on whatever factors may impact on the situation. I.E. time and availability of tables and/or stamina or fatigue factor due to a long day.

NOTE – a few examples of tie-breaker frames could be a ten red ball frame, a six red ball frame, a three red ball frame or even a much quicker, one red ball frame with the starting position of the red ball being directly on the rail halfway between the black spot and either corner pocket.

- ii. In the case of a THREE-WAY TIE for one spot, each participant will flip a coin with the odd-man out being the winner who gets a bye while the two coin-toss losers play a 'tie-breaker frame' as described in i. above. The winner of this frame plays the winner who got the by due to the coin-toss; then the winner of this frame advances and the two frame losers are eliminated.
- iii. In the case of a THREE-WAY TIE for two spots, each participant will flip a coin with the odd-man out being the loser who gets a bye while the two winners play and the winner of this frame advances and the loser than plays the person who lost the coin toss for the last advancing spot.
- iv. In the case of a FOUR-WAY TIE, the group will be split into two pairs by coin toss and these pairs will play off similar to the standard 'semi-final' format. If two winners are required then the two winners advance. If only one winner is required then these two winners would play another 'tie-breaker frame' with the winner advancing and the loser being eliminated.
- v. In the case of a FIVE-WAY TIE, the Host Society Sport Chair will have to be creative and fair by adapting the scenarios above depending on how many participants will advance. In order to avoid continuing ties, the following scenario could be used: The Sport Chair uses a coin-toss to determine a winner (temporary). Then the remaining four participants are paired off by lottery and play a 'tie-breaker frame'. Both losers are eliminated. This leaves three participants still alive; then the procedures listing in ii and iii above may be used.

5. Medals

Gold, Silver and Bronze medals will be awarded to the top three participants in each age category for men and women.

6. Zone Playdowns

- a) The Rules of Snooker as determined by the International Billiards and Snooker Federation shall apply, except the foul and a miss rule.
- b) Singles only
- c) Format may vary from zone to zone due to local conditions at the discretion of the Zone Snooker Sports Coordinator, their assistants and participants in order to promote high participation.
- d) Top two participants in each age category for men and women will advance to the Games

Snooker round robin and playoff schedule to follow on next page

# of players	# per square	# survivors advancing	Play off type	Best of 3 finals	Minimum frames/ Maximum frames
2			Finals	75+ yes or 5 frames if players both agree	3 min 5 max if best or 5
3	3, bst of 3 (x2)	2	Finals	Yes	4 min 6 max
4	4, bst of 3 (x3)	3	Page	Yes	6 min 9 max
5	5, bst of 3 (x4) (2 matches each day)	4	1 vs 4, 2 vs 3 semi-finals (bst of 3) then finals	Yes	8 min 12 max
6	6, Dbl rnd-rbn sngl frm vs each opnt each day	4	1 vs 4, 2 vs 3 for Smis (bst of 3) then finals	Yes	10 min 10 max
7	4, bst of 3 (2 days) + 3, bst of 3 (1 day)	2 + 2 2 from each group	Cross-over Semi then finals	Yes	grp of 4 6 min 9 max grp of 3 4 min 6 max
8	4, bst of 3 (2 days) + 4 bst of 3	2 + 2 2 from each group	Cross-over Semi then finals	Yes	6 min 9 max
9	5, best of 3 (2 days) + 4, bst of 3 (2 days)	2 + 2 2 from each group	Cross-over Semi then finals	Yes	8 min 12 max 6 min 9 max
10	5, bst of 3 (2 days) + 5 bst of 3 (2 days)	2 + 2 2 from each group	Cross-over Semi then finals	Yes	8 min 12 max
11	6, Dbl rnd-rbn + 5 bst of 3 (2 days)	2 + 2 2 from each group	1 vs 4, 2 vs 3 semi-finals (bst of 3)	Yes	10 min 12 max 8 min 12 max
12	6, Dbl rnd-rbn + 6 Dbl rnd-rbn	2 + 2 2 from each group	Cross-over Semi then finals	Yes	10 min 10 max