



BC SENIORS GAMES SOCIETY

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Snooker

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- 1. Age Categories:**
 - (a) Men: 55 to 64; 65 to 74; 75 +
 - (b) Women: 55 to 64; 65 to 74, 75 +
- 2. Events:** Singles only for both men and women in all Age Categories.
- 3. Participation:**
 - (a) Capped at a maximum of 12 players per zone
 - (b) Each player must play in his or her own age category. Older players may play down a category as per general rule.
 - (c) Within the men's or women's division, where a men's or women's age category cannot be filled, one additional player can be added to another age category where there are players of that age available. For example, if there is only one player available for the 55-64 category, then this Zone could enter one more player in another age category making a total of three in that category.
 - (d) The total number of players must not exceed six men and six women per zone
- 4. Zone Playoffs:**
 - (a) International rules of Snooker shall apply, except the foul and miss rule. Participants should refer to the International Snooker & Billiards Federation website (ISBF.com).
 - (b) Singles only.
 - (c) Format may vary from Zone to Zone due to local conditions at the discretion of Zone Coordinators, their assistants and competitors in order to promote high participation.
 - (d) Top player in each age category for men and women will advance to the Games and the second and third should be listed as alternatives in order to complete the "wild card" lottery draws for the Games themselves.
- 5. Competition at the Games:**
 - (a) International Rules of Snooker will be the official rules to be followed.
 - (b) Tournament format will consist of two stages: 1st; a round-robin stage and 2nd a single knockout play-off format for either three or four survivors of the round-robin stage.
 - (c) 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.

- (d) An effort will be made to ensure that some rest is given between matches when possible.
- (e) A “pre-game” meeting should be held with all age groups to allow any questions or concerns to be aired and resolved.
- (f) 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.
- (g) 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 frames with ten red balls only. Examples are when there are 5 or 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 play-off used in Curling or “Page System” where the first place contestant get a bye directly to the Finals and the 2nd and 3rd place contestants play a best of three semi-finals to determine which one advance to the best of three Finals.
- (h) Ties after Round-Robin:
 - 1st: Ties among players who are advancing: the first tiebreaker placement criterion will be to consider the records of the two players involved against each other. If they are tied after their round-robin frame then placement will be done by coin toss.
 - 2nd: Ties among players that will result in elimination:
 - (i) In a two-way tie the two players will play a special “tie-breaker frame” to break the tie (The specifics of that special frame to be determined by the tournament directors(s) 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 half-way between the black spot and either corner pocket.)
 - (ii) In the case of a three-way tie for one spot, each player 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 bye 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 player 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 then 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 tournament director(s) will have to be creative and fair by adapting the scenarios above depending on how many players will advance. In order to avoid continuing ties, the following scenario could be used: The director uses a coin-toss to determine a winner (temporary). Then the remaining four players are paired off by lottery and play a “tie-breaker frame”. Both losers are eliminated. This leaves three players still alive: then the procedures listed in (b) and (c) above may be used.

6. Medals:

Gold, Silver and Bronze medals will be awarded to the top three players in each Age Category for Men and Women.

SNOOKER Round Robin and Play-off 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