

## **RULES OF THE 9 BALL LEAGUE 2009**

1. Each team shall comprise of a minimum of 5 players and a maximum of 7 players

### **Match Procedure:**

- a) Each match is a race to 5 racks
- b) Each game is a race to 3 racks
- c) The first 3 games must be 2 singles and a doubles played in any order with the captain of the team winning the toss deciding the first game and there on alternatively.
- d) 4 fresh players have to play in the first 3 games.

### **General rules:**

- 1) All 7 players can play in a match
- 2) A player can play a maximum of 2 games in a match but at anytime cannot play 2 consecutive games.
  - a) If by any chance this rule is broken i.e a player has either played or commenced playing more than 2 games or has played or commenced playing in consecutive games, the concerned game will be considered to have been won by the opponent
  - b) If by any chance the offending player has lost the game, then the other games can continue but the offending player will not be allowed to play any more frames in the match.
  - c) Also if by any chance 2 consecutive games etc.... have been played and this has escaped being noticed by anyone and the card sent to the BSAM office wherein the mistake has been noticed/observed, then the offending/winning team will instead of getting 2 points be forfeited the same i.e no points will be awarded to the winning team which has committed the mistake.
- 3) All league matches will commence (2 sessions) at 2 or 3.p.m and 6.30.p.m with a grace period of 15 minutes, after which the team arriving late will have deemed to have lost the match if their opponent captain claims a walkover. If no walkover is claimed by the opponents of the team which has arrived late, the match will continue as scheduled.
- 4) No team shall give a walkover. Any team giving a walkover shall be fined Rs.3000/- and be debarred for the rest of the tournament and their points nullified. The BSAM Managing Committee reserves the right to call for an explanation in writing from the club whose team gives a walkover and may at its sole discretion take such necessary action as it may think fit, which may extend to barring the particular players of the such a team from one or more league tournaments.

- 5) The winners of each match will get 2 points. 2 teams from each section will qualify for the knock out stage.
- 6) The teams entered shall at the discretion of the BSAM committee, be divided into a number of sections depending upon the number of entries and the draw for the sections will be made by drawing lots, but since there will be more than one venue distance of a particular venue shall be considered in cases of teams drawn from the suburbs or from town have been allotted a club in town and vice versa.
- 7) The decision of the BSAM committee shall be final and binding on all matters of disputes and differences.

8) **IN CASE OF A TIES AND TRIPLE TIES**

**1) FOR THE 1<sup>ST</sup> & 2<sup>ND</sup> POSITIONS**

**A – IN CASE OF A TIE**

If there is a tie in one or more sections for the 1<sup>st</sup> & 2<sup>nd</sup> positions, then the result between the two teams in the league match shall be taken into account. The team which has won their match in the league stage will be the No.1 team and the other team shall be the No.2 team.

**B – IN CASE OF A TRIPLE TIE**

If there is a triple tie for the 1<sup>st</sup> & 2<sup>nd</sup> positions in any section, then the 1<sup>st</sup> & 2<sup>nd</sup> positions shall be decided as follows:

- a) The result between the 3 teams shall be considered.
- b) Firstly the number of racks won and lost would be taken into account and the teams which have the best rack difference ratio shall be considered to be 1<sup>st</sup> & 2<sup>nd</sup>. If however the rack difference is equal then there shall be a play-off between the teams with one team getting a bye by lot.

**2) FOR THE 2<sup>ND</sup> POSITION**

**A – IN CASE OF A TIE**

In case of a tie for the 2<sup>nd</sup> position, only the matches between the teams so tied shall be considered. The team which has won their match in the league stage will be the in the 2<sup>nd</sup> position.

**B – IN CASE OF A TRIPLE TIE**

If there is a triple tie in any section then the 2<sup>nd</sup> position will be decided as follows:

- a) The result between the 3 teams shall be considered.

- b) Firstly the number of racks won and lost will be taken into account and the team with the best rack difference ratio shall be considered to be on the 2<sup>nd</sup> position. If the rack difference ratio is equal then there shall be a play off between the teams with one team getting a bye by lot.

### **1<sup>ST</sup> STAGE – ROUND ROBIN**

League matches will be played on a Round Robin basis with each team in the section playing against each other. With two top teams to qualify for the Knock out stage in case of 4 teams in a section and one team to qualify if there are 3 teams in a section.

### **KNOCK OUT STAGE:**

- i) A referee shall be appointed by the BSAM.
  - ii) Dress code shall be maintained throughout the league and no sandals or chappals, shorts, ¾ pants or low – waisted trousers will be permitted. Normal casual wear such as jeans T-shirts, sport shoes shall be the dress code.
- 9) All clubs are requested to collect the draw and rules from the BSAM office or log on to [www.cuesportsindia](http://www.cuesportsindia) for details.
- 10) Teams that are not affiliated to the BSAM may become temporary members for a period of one year by paying an affiliation fee of Rs.1000/- which will permit them to play in all tournaments organised by the BSAM for 1 calendar year.
- 11) Last date for receiving entries will be 16<sup>th</sup> Feb. 2009. The tournament will commence from the 28<sup>th</sup> Feb 2009.