

**RESULTS SHEET - 2024**

WBSA Interclub Spring

Division 2

DATE: 10/10/24

MATCH:

HOME TEAM:

MARCONI

AWAY TEAM:

WENTY

SNOOKER - NAME							HCP	FR-1	FR-2	PTS	BREAKS	SNOOKER - NAME							HCP	FR-1	FR-2	PTS	BREAKS		
1	Emanuel .Y.						10	59	47	0			1	Tony Fitzpatrick						10	62	59	2		
2	Youbert SHAD						20	79	73	2			2	APB KURVCAKE						5	40	39	0		
BILLIARDS - NAME							HCP	SCORE		PTS	BREAKS	BILLIARDS - NAME							HCP	SCORE		PTS	BREAKS		
3	MAZIN Ardish						0	195		2			3	MARIO Agius						40	100		0		
4	George Isshale.						0	170		2			4	Sam Yew AKIM						10	94		0		
5	EDDIE LAZAR						10	159		1			5	Celin Wood						5	159		1		
RESERVES - NAME B / S							HCP			PTS		RESERVES - NAME B / S							HCP			PTS			
6													6												
7													7												

FORM PREPARED BY HOME CAPTAIN

TOTAL POINTS

7

FORM PREPARED BY AWAY CAPTAIN

TOTAL POINTS

3

HOME PLAYER OF THE MATCH

MAZIN.A

AWAY PLAYER OF THE MATCH

Tony F.

HOME CAPTAIN SIGNATURE

X

AWAY CAPTAIN SIGNATURE

X

Matches (3 games) must start by 7.00pm. Maximum 5 mins break between snooker frames. (Captain's meeting 15/8/2024)

Check your handicaps - penalties will apply. NO COACHING permitted once game/frame has COMMENCED

Both teams are responsible for ensuring competent people are available to mark matches (BL 3.12).

Players may play in any order (Captain's meeting 7/2/2024). Forfeits must be placed last. Late players must play last. (Captain's meeting 15/8/2024)

A team may nominate a player to play twice but only once per match and only once per player per round, and not in the finals (BL 3.9).

Maximum start in snooker is 30 (Captain's meeting 15/8/24). Mercy Rule - A player MUST CONCEDE the frame if they need FOUR or more snookers on the colours (BL 2.2).

Qualification for finals - A player must play, or be a reserve for, at least 3 games, with at least 2 games in either billiards or snooker to play in that code (Captain's text change 26/8/24).

Neat clothing with long pants is requested - team shirts if you have them please - it's your club's image!!!