RESULTS SHEET - 2025 WDB			WDBSA	DBSA Divis				sion 1 DATE: MATCH:						
Н	HOME TEAM:							AWAY TEAM:						
	SNOOKER - NAME	НСР	FR-1	FR-2	PTS	BREAKS		SNOOKER - NAME	НСР	FR-1	FR-2	PTS	BREAKS	
1							1							
2							2							
3							3							
	BILLIARDS - NAME	НСР	SCORE		PTS	BREAKS		BILLIARDS - NAME	НСР	SCORE		PTS	BREAKS	
4							4							
5							5							
6							6							
RESERVES - NAME B / S								RESERVES - NAME B/S						
□ FORM PREPARED BY HOME CAPTAIN TOTAL POINTS						□ FORM PREPARED BY AWAY CAPTAIN TOTAL POINTS								
HOME PLAYER OF THE MATCH						AWAY PLAYER OF THE MATCH								
нс	ME CAPTAIN SIGNATURE	X					AV	VAY CAPTAIN SIGNATURE	X					
Во	Commencement of Play (BL 3.1) - Matches must start by 7.30pm and best endeavours are to be used to start games as early as possible as agreed by both Captains. Both teams have a shared responsibility for ensuring competent people are available to mark matches (BL 3.12). Once a game starts, NO COACHING is permitted. Check your handicaps - penalties may apply if incorrect.													
or Or Mo	 Foul & Miss (BL 2.3) - There is a limit of two Foul & Miss calls except where; (i) there is no attempt to strike a ball that is on, or (ii) the cue ball is not struck hard enough to strike a ball that is on, or (iii) there is a central contact available and a player fails to strike the ball. Order of Play (BL 3.2) - Players may play in any order. Double-Up (BL 3.9) - A team may NOT nominate a player to play twice. Mercy Rule (BL 2.3) - A player MUST CONCEDE the frame if they need FOUR or more snookers on the colours. Qualification for Finals (BL3.4) – A player must play at least 7 games in either billiards or snooker to qualify to play in that code. 													
Ne	Neat clothing with long pants is requested - team shirts if you have them please - It's your club's image!!!													
Up	•	ogin usir	ng the Useri	name and I	Pin# ass	signed to your	tea	E ST (may forfeit 1 point) - Scanned as a PE m. If there is a problem send to Graham D 553 069 or <u>dougo10@optusnet.com.au</u>).		