

Finals Format

In the finals the team finishing higher will host that final except for the Grand Final which is being held in conjunction with the dinner and trophy presentation at Penguin.

The first named team is considered the “Home Team” and is therefore responsible for the provision of score sheet and forwarding results to NWBSA publicity as-soon-as-possible.

By no later than 6.25 p.m. on match night the opposing team captains will interchange team lists in handicap playing order.

A random draw will take place for order of matches with the proviso that the Billiards match (i.e.: No. 4) **MUST** be included in the first three games.

A random draw will also take place for allocation of matches to tables.

All players must compete off their current and advertised handicaps, which will remain “frozen” throughout the final’s series.

The first team to win three individual matches will be declared the winner, If there is a 2-2 draw in matches the captains will then put 1-4 cards down and do a random draw to see what match is not replayed and the 3 remaining are a one frame game meaning you would have a winner once any team has 2 games won , If a venue has 3 tables they are to be all used in this instance.

All matches leading to the Grand Final will be determined over the same format as the roster series, i.e.: best of three frames in both billiards and snooker.

The Grand Final will be played under an extended format, i.e.: best of five frames in both billiards and snooker.

The mercy rule applies in the finals. The mercy rule will **not apply in any deciding frames or tie break situations.**

Each team **MUST** provide referees and markers for all matches unless the NWBSA appoints neutral officials.

Finals Eligibility

A player must play a minimum of seven (7) roster games to be eligible to play in the final series, to play snooker in the finals a player must play a minimum of four (4) games of snooker in the roster, to play billiards in the finals a player must play a minimum of three (3) games of billiards in the roster.