

**Info-Pack for
TeenSportz
Pool 2019
21 & Under
(Mixed)**

General Information:

Date: 19th October 2019

Age group: 21 & Under (by year of birth)

Cost: \$10 per player
(Price includes T-shirt and snack)

Venue: On1 Sports Bistro
200 Turf Club Road
#03-08/09 The Grandstand (S) 287994

Program Flow

| Time | Event | Specifics |
|---------------------|---------------------------------------|--|
| 10.00 am - 10.45 am | Registration | E-Health Declaration/PDPA to be submitted already Draw lots for Grouping Snacks collection by SF |
| 10.45 am - 11.00 am | Briefing | Flow of the day Format Fixtures |
| 11.00 am - 1.30 pm | Group Stage (2 hrs 30 min) | Top 8 teams to progress to the knockout stage |
| 1.30 pm - 2.50 pm | Intermission + Lunch (1 hr 20 min) | Intermission Lunch + T-shirt distribution |
| 2.50pm - 3.00 pm | TeenSportz draw | |
| 3.00 pm - 5.00 pm | Knockout stages (2 hrs) | Top 3 teams determined |
| 5.00 pm - 5.30 pm | Prize Presentation | |

Competition Format

Competition will be conducted in 2 segments with a break in between.
 Group Stage ~ 2 hrs 30 min
 Knockout rounds ~ 2 hrs

Teams must report to their assigned tables for their matches within 3 mins of being called or a walkover will be awarded to the opposing team.

Group Stage

Teams will draw lots to determine which group they are in and teams will play either 3 or 4 matches in total, depending on which group they are in.

- Group A - 4 teams - 3 matches/team
- Group B - 4 teams - 3 matches/team
- Group C - 5 teams - 4 matches/team

In a match, the winner is determined as the team with at least 2 out of 3 players winning the race to 2.

At the end of the group stage, teams will be ranked according to the number of matches won, followed by their rack difference. The top 2 teams of each group will automatically qualify for the knockout stage. Among the 3rd-placed teams of each group, the worst score will be dropped from the Group C team, and then the best 2 teams will be determined (by matches won, followed by their rack difference)(Refer to Table below).

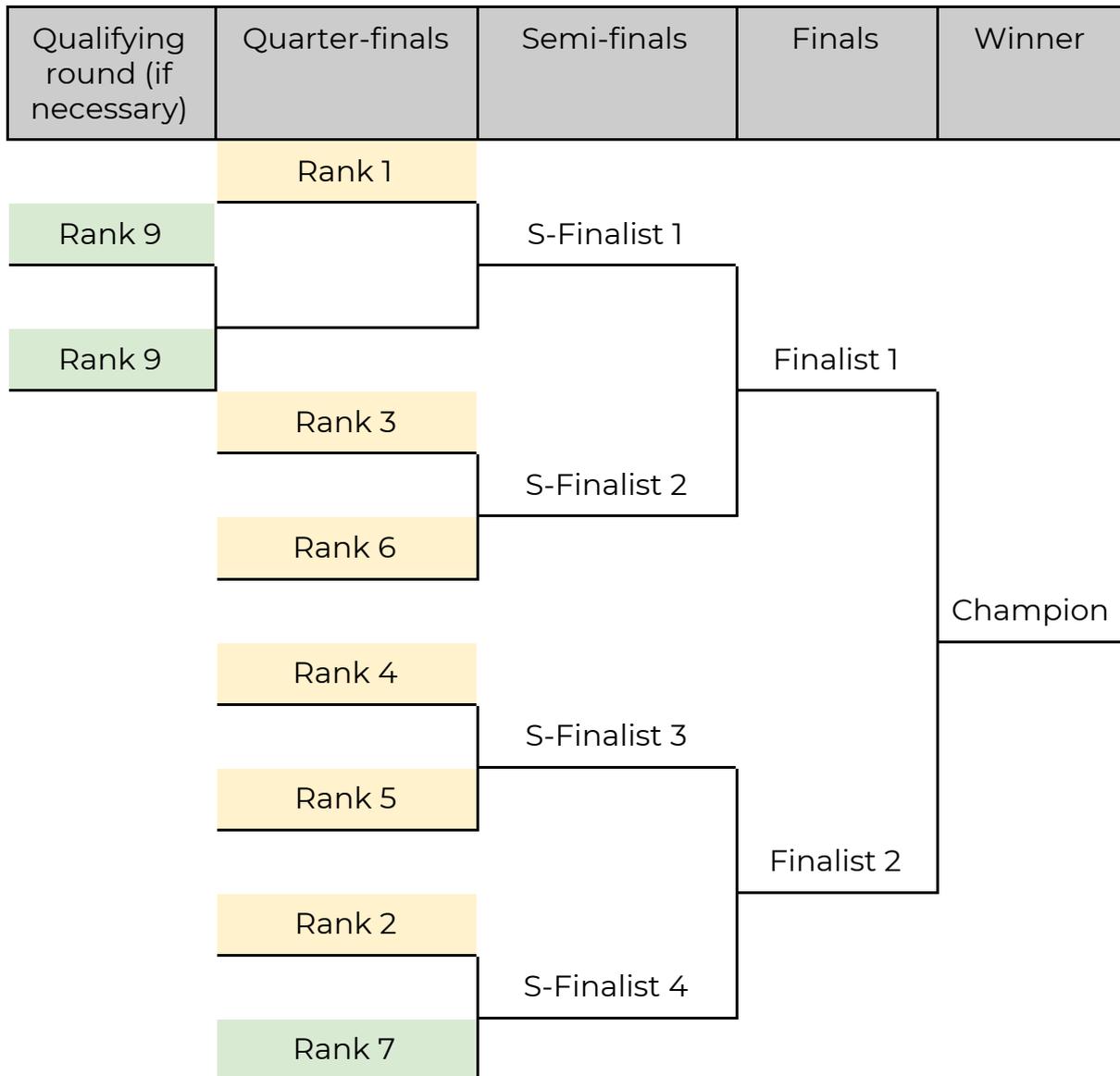
Should there be a tie for the last slot in the knockout round, a qualifying round may be played.

| Ranking | Group A | Group B | Group C |
|---------|-------------------------------------|---------|------------|
| 1st | Progress straight to knockout stage | | |
| 2nd | | | |
| 3rd | Best 2 teams to knockout stage | | |
| 4th | Eliminated | | |
| 5th | | | Eliminated |

Knockout rounds

The top 2 teams of each group will advance to the quarter-finals, plus 2 of the best 3rd-placed teams. From there, the top 3 teams of the tournament will be determined in accordance with the knockout system (Refer to diagram below).

Two players of each team will play against 2 players of the opposing team concurrently. If the teams draw (i.e 1 player wins while the other loses), the third players of both teams will play against each other.



Teams can refer to the projected screen to see their matchup.

Teensportz Pool 2019 Rules

i. Start of Play

Players of opposing teams will play each other according to the order that they were registered (Eg. First player registered in Team A will play the first player registered in Team B). Before every game, each player of both teams will attempt a lag for break. The winner of the lag will be awarded with the break. The right to break alternates thereafter. A game starts as soon as the cue ball crosses over the headstring on the opening break.

ii. No Golden Break

In the event of a golden break, only the 9 ball will be spotted.

iii. Shot clock

Each player is allowed 45 seconds to attempt a shot with a warning when 10 seconds remain. Failure to do so will result in a ball to hand situation. Shot clock will start when the cue ball is either stationary or in the player's hand. It will stop/pause when the cue ball is shot or when a foul is called. Each player is allowed one time extension in each game.

Shot clock will be operated by a neutral time-keeper.

iv. Push Out

The player who will attempt the shot immediately after a legal break (i.e. by the breaking player if he legally pocketed a ball on the break, or the non-breaking player if no ball was pocketed on the break) may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed. Only the 9 ball, if pocketed on a push out, will be spotted. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule is violated. An illegal push out is penalized according to the type of foul committed.

v. Foul

When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are spotted, except the nine ball. The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.

All fouls must be called and acknowledged before the next shot is taken.

1. Touching or moving the cue ball is a foul.
2. Shooting the cue ball into a pocket or off the table is a foul.
3. If the first object ball contacted by the cue ball is not the lowest numbered ball on the table, the shot is a foul.
4. If no object ball is pocketed, failure to drive the cue ball or any object ball to a rail after the cue ball contacts legal object ball is a foul.
5. Pocketing the nine ball and the cue ball with the same stroke is a foul.
6. Shooting without at least one foot on the floor is a foul.
7. An un-pocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The ejected object ball(s) is not spotted and play continues.

When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.

vi. Three Consecutive Fouls

If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game.

vii. End of Game

The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

Glossary of Terms

Match: Competition between teams

Game: Competition between players

Rack: Set played between players to determine the winner

Lag for break: Exercise performed by players to determine who makes the first shot i.e. who breaks the rack

Break: The first shot of the rack being played

Golden break: A legal break in which the 9 ball is pocketed

Object ball: Lowest numbered ball; ball to be hit by the cue ball first

