18. ODBSA - TEAM, PAIRS & INDIVIDUAL COMPETITIONS

a. All competitions will conform to a knockout format.
b. A minimum of 8 entries is necessary for a competition to take place.
c. All players are reminded that a frame is completed when:
    i. The frame is won or conceded
    ii. Snooker - the black is finally potted or fouled
d. In games or matches where aggregate scores are relevant or apply, it is only when the scores are equal as a result of the last frame that the black is re-spotted in order that a winner may be determined.

18.1. BILLIARD TEAM COMPETITIONS

a. All league teams are entered into all 3 team knockout competitions.
b. **Rules 9.c.viii, 9.c.ix & 9.c.x** apply.
c. **Rule 18.1.b** does not apply to the Hashman Shield.
d. All semi-finals will be randomly drawn.
    i. Teams drawn as the home team will play the semi final at their home venue.
e. **Rule 6.a** will not apply to team semi finals.
f. Only finals of team competitions will be played at neutral venues.
g. Referees for finals will be provided by the **Management Committee**.

18.3. SNOOKER TEAM COMPETITIONS

a. All league teams will be automatically entered into the Colin Cutler Memorial Trophy, Simonds and Sherlock Cups.
b. First and second round losers of the C.C.M.T will be entered into the John Evans Memorial Plate.
c. The Simonds Cup consists of teams from the Premier Division and Division 1.
d. The Sherlock Cup consists of teams from Division 2 and below.
e. All semi-finals will be randomly drawn.
f. Teams drawn as the home team will play the semi final at their home venue.
g. **Rule 6.a** will not apply to team semi finals.
h. Only finals will be played at neutral venues
i. Referees for finals will be provided by the

Billards Team Competitions

- *THE STEPHEN REISS CUP*

  a. The winner in all rounds is the team securing 3 or more points from an available total of 5 points.
     i. Each of the 3 players will play to 200 points to secure victory.
     ii. One point will be awarded for each frame won and two points to the team securing the highest aggregate score over the three frames.
  b. All players will start on the scoreboard on their league handicap rather than the difference between.
  c. For the purpose of **Rule 9.c.iv** a claimed game will be counted as a 50 to 0 win.

- *THE ATOX TEAM CHALLENGE CUP*

  a. The winner in all rounds is the team securing 4 or more points from an available total of 7.
  b. Each team player will play 2 frames to a winning total of 75 points, played in the following format:

Frame 1	Home & Away 1st Players
Frame 2	Home & Away 2nd Players
Frame 3	Home & Away 3rd Players
Frame 4	Home & Away 1st Players
Frame 5	Home & Away 2nd Players
Frame 6	Home & Away 3rd Players

  c. One point is to be awarded for each frame won and one point for the team with the highest aggregate score overall.
  d. For the purpose of **Rule 9.c.iv** a claimed game will be counted as a 25 to 0 win.
  e. Handicaps:

Section 1 (-50 or lower):	**-30**
Section 2 (-45 to -5):	**-15**
Section 3 (0 to 50):	**0**
Section 4 (+55 to +95):	**+15**
Section 5 (+100 or higher):	**+30**

- *THE DICK HASHMAN MEMORIAL SHIELD (Competition retired 2026)*

  a. Maximum of 6 frames to be played to 100 points.
  b. Format:
     i. The Home Team shall select their players order as normal first.
     ii. The Away Team are to then select 3 players for the first 3 frames.
     iii. The final 3 frames, the away team players must play different opponents from their previous frame.
     iv. Away Team Format Example:
     Example 1. 123, 231 Example 2. 123,312
  c. **In semi-finals**, a random draw will take place to determine the home and away teams.
  d. **In the final**, to determine the home and away teams. Captains are to toss a coin. The winning captain will have the choice to be the home or away team.
  e. All players are to play with a handicap of half of their current league handicap.
  f. All handicaps are rounded down to 5 or 0 if a halved handicap results in 2.5 or 7.5 eg:
     i. a players handicap of -65 will be halved to -32.5 and rounded down to -35
     ii. a players handicap of +75 will be halved to +37.5 and rounded down to +35 a players handicap of +5 will be halved to +2.5 and rounded down to 0 (Scratch)
  g. The first team to secure 4 frames wins.
  h. In the event of a 3-3 draw 1 point is awarded to the team with the highest overall aggregate points scored.
  i. In the event that points are tied, an additional random drawn frame is to be played.

Billards Singles & Pairs Competitions

Individual Handicaps apply to competitions highlighted in blue.

- *THE OXFORD TIMES CUP*

a. The winner is the player to secure a total of 300 points in each round up to and including quarter final matches.
b. Semi finals and final matches require a winning total of 500 points.
c. This competition will be seeded as that of the previous years semi finalist
d. Handicaps do not apply to this competition.

- *THE ARTHUR COOK HANDICAP CUP*

a. All players play off their league handicaps.
b. The winner in all rounds is the player securing 200 points.
c. All players will start on the scoreboard on their league handicap rather than the difference between.

- *THE TURNER CUP (Competition retired 2026)*

a. Matches are to be played best of 3 frames of 75 points
b. Semi final and final are best of 5 frames of 75 points
c. Atox handicaps will be used in this competition for all players (please refer to Atox rules for handicaps)

- *THE COUNTDOWN CHALLENGE CUP (Competition retired 2026)*

a. The winner in all rounds is the player to score most points in the allotted time
b. A device with the capability of having a timer is needed for this competition
c. 60 minutes of play will apply in the 1st round up to and including the quarter finals
d. 90 minutes of play will apply to the semi finals & final
e. The timer shall begin from the first striking of the cue ball when breaking off
f. At the end of the allotted time, a shot which commences before but scores after the timer has run out will be deemed valid. In other words, if the cue ball is struck before the timer reaches zero the score will count even if the balls come to rest after the time is up
g. If scores are tied at the end of the allotted time both cue balls are removed and the red respotted. Both players will lag for break and a further 10 minutes shall be played to determine the winner. This is to be repeated if the scores are tied at the end of the extra 10 minutes
h. Handicaps do not apply to this competition

- *THE JOHN WILLIAMS TIMED CUP*

a. All matches are to be played over the best of 5 thirty minute timed games
b. The winner in all matches is the player reaching 3 game wins first
c. Atox handicaps are to be used with each player starting on their relevant handicap
d. Players will lag at the start of each 30 minute game with the winner having the option to play first or put their opponent in
e. The player winning the first lag will have his/her choice of cueball and will keep that choice throughout the match
f. The 30 minute timer will start as the first shot is struck in each game
g. If a shot is played before the end timer sounds then any score or penalty from that shot will count toward the relevant players total for that game. No scoring shot will count if the cue ball is struck on or after the timer sounds.
h. If the scores are tied when the timer sounds in any game then the red shall be respotted and both players will lag for break and a further 5 minutes shall be played to determine the winner. Should the scores still be level at the end of those 5 minutes play then this shall be repeated until a winner is decided

- *THE ALLAN COPELIN MEMORIAL PAIRS*

a. The winner in all rounds is the pair to secure 300 points
b. A pair must be 2 players, who are registered to the ODBSA during the season of the competition.
c. **Rule 10.f** applies to this competition but not **Rule 10.f.iv**.
d. The handicap applied to each pair is the average of the two players' individual handicap based on division;
    i. e.g. 2 players carrying a 10 handicap each would play off 10 as the pair (10+10 =20 ÷2 =10), while players with 10 and 20 handicaps respectively would play off 15 as the pair (10+20 =30 ÷2 =15)
    ii. All pairs will start on the scoreboard on their handicap, rather than the difference between the handicaps; e.g. where Pair 1 =10 and Pair 2 =30, the scoreboard would start as +10 vs +30 rather than +20 in favour of Pair 2

Snooker Team Competitions

- *COLIN CUTLER MEMORIAL TROPHY & JOHN EVANS MEMORIAL PLATE (HANDICAPPED)*

  a. All matches are to be played in the following format and teams must draw lots to determine their player order:

Frame 1	Home & Away 1st Players
Frame 2	Home & Away 2nd Players
Frame 3	Home & Away 3rd Players
Frame 4	Home & Away 1st Players
Frame 5	Home & Away 2nd Players
Frame 6	Home & Away 3rd Players
Frame 7	(deciding frame if tied at 3-3 after 6 frames)

  b. The semi-finals of these competitions will be randomly drawn.
  c. The first team to secure 4 frames wins. In the event of a 3-3 tie, an additional frame shall be played with both teams drawing lots to decide which 2 players are involved.
  d. **Handicaps**: All players will play off their current individual league issued handicap. Handicaps are available on the association's website.
  e. Teams losing in the 1st and 2nd rounds of the C.C.M.T will be entered into the J.E.M.P
  f. Any team withdrawing from the C.C.M.T in either the 1st or 2nd round, will be excluded from participating in the J.E.M.P competition.

- *SIMONDS & SHERLOCK CUPS (NO HANDICAPS)*

  a. All matches are to be played in the following format and teams must draw lots to determine their player order:

Frame 1	Home & Away 1st Players
Frame 2	Home & Away 2nd Players
Frame 3	Home & Away 3rd Players
Frame 4	Home & Away 1st Players
Frame 5	Home & Away 2nd Players
Frame 6	Home & Away 3rd Players

  b. A total of 7 points are available; one point is to be awarded for each frame won, and a further point is to be awarded to the team securing the greatest aggregate score over all 6 frames.
  c. The first team to secure 4 points wins.
  d. For aggregate score reasons it is required that all frames are played until the final black ball is potted.
  e. In the rare event that the match ends 3-3 AND the aggregate scores are tied a deciding frame will be played.
     i. The teams will draw lots to decide which 2 players are involved.
  f. For the purpose of **Rule 9.c.iv**, a claimed or forfeited game will be counted as a 49 to 0 win.

Snooker Singles & Pairs Competitions

Handicaps apply to competitions highlighted in blue.

- *THE WALT BRADBURY CUP*

  a. Matches will be best of 5 frames
  b. Semi final is best of 7 frames
  c. Final is best of 9 frames.
  d. No handicaps
  e. This competition will be seeded as that of the previous years finalist.

- *THE WALT BRADBURY TROPHY*

  a. Matches will be best of 5 frames
  b. Final is best of 7 frames
  c. Players who have already won this competition cannot enter.
  d. No handicaps

- *THE ARTHUR GOODWIN HANDICAP CUP*

  a. Best of 5 frames in all rounds.
  b. **Handicaps:** All players are to play off their league issued handicap.

- *THE KEN OLIVE SENIORS CUP*

  a. Only players aged 50 or above as of the first Tuesday in September can enter.
  b. Best of 5 frames in all rounds.
  c. **Handicaps:** All players are to play off their league issued handicap.

- *SHERMAN POOLS PAIRS*

  a. Pairs can be any 2 players registered for the current season regardless of club.
  b. The winner in all rounds is the pair securing the best aggregate score over 4 frames.
  c. The handicap applied to each pair is the average of the two players' individual handicaps.
     i. e.g. 2 players carrying an 8 handicap each would play off 8 as the pair (8+8 =16 ÷2 =8), while players with 8 and 16 handicaps respectively would play off 12 as the pair (8+16 =24 ÷2
  d. **Rule 10.f** applies to this competition.

- *TEN RED SCOTCH DOUBLES*

  a. Best of 5 frames in all rounds.
  b. Frames will begin with a triangle of 10 reds rather than 15.
  c. No Handicaps
  d. Each player will take alternative strokes during a break.
     i. Player 1 will pot a red
     ii. Player 2 will pot a colour
  e. Pairs can be any 2 players registered for the current season regardless of club.
  f. Players 'CAN' confer during a break in this 4 handed game.