



VIDEOCON'S BILLIARD PREMIER LEAGUE 2014

Tournament: Will commence on the 16th of August'14 & finals will be played on the 24th of August'14

Cost of owning a team = Rs. 75000/-

Entry Fee for the player = Nil

10 = Number of teams

07 = Number of players/team

70 = Number of players in IBPL

The Owner of the team can also be a player.

Teams:

- Each team will consist of a minimum & a maximum of 7 players
- No player can play consecutive frames in a match
- No player can play more than 2 frames per match
- Each player in the team has to play 3 frames in the league stage or he/she shall not be allowed to play in the ties & playoffs. A penalty of 3 points per such player shall be deducted from the total points
- Strength of the team = 7 Players from 4 categories
 - A x 1 (-115 to -175)
 - B x 2 (-50 to -110)
 - C x 2 (-25 to -45)
 - D x 2 (-25 to -10)

Format:

League Stage (All Frames are 100 Up)

- All 5 frames have to be played
- Order of Frames:
 - Game 1 = 100 Up (Singles)
 - Game 2 = 100 Up (Singles)
 - Game 3 = Double Trouble (Regular Doubles – Combination of A + B or B + C or C + D)
 - Game 4 = 100 Up (Singles)
 - Game 5 = 100 Up (Singles)
- The Captain of each team has to declare its 4 players (for first 3 frames) before the match begins
- A minimum of 5 different players have to play in the first 4 frames
- Players from Category B, C & D have to play in the first 3 frames
- The Captain winning the toss will choose from Games 1, 2 & 3
- On completion of the first game, the opposition Captain will then choose his second game
- The game remaining has to be played as the third
- Games 1, 2 & 3 have to be played as the first three games of the match
- Game 4 & 5 are singles
- A minimum of 5 players & a maximum of 6 can play in every match

Point System:

- 1 Frame Point (FP) will be awarded for each frame won
- 1 Victory Point (VP) will be awarded to the team winning the match
- 2 Bonus Point (BP) will be awarded to the team winning the match 5-0
- The losing team will also collect points for each frame/game won

Cash Reward (CR):

- Every Match is of 5 frames & each frame is prized at Rs. 1000/-
- Matches winners & teams winning frames in such matches will collect this CR (like FP)
- Only Teams that fail to qualify for the playoffs will however earn this CR
- The Top 4 teams that qualify for the Playoffs will be awarded only the FP & not the CR as they will be now contenders for the main prize money
- Cash Reward is designed to give something back to the Owners who fail to qualify for the playoffs
- All payments will be made at the end of this Premier League (during Prize Distribution)

League & Playoffs:

- Each team will play the other team only once – in all 9 matches/team
- 4 teams with the maximum number of points will qualify for the Playoffs
- Team 1 & Team 2 will play each other in the '1st Qualifier'.
- Team 3 and team 4 will face-off in what is called the 'Eliminator'. The team that loses here will be knocked out, but the winner will need to cross another hurdle before making it to the finals.
- The winner of the 1st Qualifier will progress to the final; however the losing team of the '1st Qualifier' will play the winning team of the 'Eliminator' in what is called the '2nd Qualifier'.
- The winner of the '2nd Qualifier' will progress to the finals to clash against the winner of the 1st qualifier. In other words, the top 2 teams at the end of the round robin stage will have two bites at the cherry to be finalists; the 3rd and 4th team will have to prove their mettle twice to progress to the finale.
- In essence, the major reason for incorporating this concept is to reward consistency; and in this shorter format of the game where a good day for one opposition player can take the game away, it's a good addition. Not only does it give an extra incentive to finish in the top two, but it also eliminates the possibility of a team fumbling into the top 4, and then having one great day to eliminate a team that has been the most consistent for most of the tournament.

Baulk Line Rule:

- Is applicable

Handicaps:

- Each player will be given a handicap based on the BSAM Billiard League & the BGPL (as reference)
- The handicaps can however be revised at the start & or during the course of the tournament
- Handicaps will not be revised post the league stage

Pointers:

- Being a neutral venue, a toss will decide the order of play of every match
- BSAM rule applies in case of any disputes
- Markers/Referees decision is the final verdict
- A Tournament Committee member can intervene, if present
- The team giving a walkover shall be barred instantly & all points shall be negated

Timing:

- The Digital Clock of the Billiard Room is decisive
- Reporting time is 15 minutes prior to the scheduled time of play
- Match will commence as scheduled
- A minimum quorum of 3 players have to be present in the billiard/snooker room to commence a match
- The 4th player although not present at that point in time can be a part of the first 3 frames
However, if this player doesn't arrive in the billiard/snooker room within the next 5 minutes post the completion of the 2nd frame; then that frame is awarded to the opposition
- If a team or a player (required to complete the requisite quorum) is late then: (example)
The 1st frame will be awarded to the team present post 10 minutes of the scheduled time of play
The 2nd frame will be awarded to the team present post 20 minutes of the scheduled time of play
The match will be awarded to the team present post 30 minutes of the scheduled time of play
The team winning the match in this fashion will only be awarded FP's & 1 VP; BP will not be awarded
- If a Team arrives late, then the Team that was punctual will have the option to choose their frame (no toss) from the first three frames
Late by 10 minutes – Any 2 Frames (from Game 1, 2 & 3)
Late by 20 minutes – Any 1 Frame (from Game 1, 2 & 3)
- In a situation where both teams are late (from the scheduled time of play):
By 10 minutes – loose the 1st frame (no points or cash prize awarded) Play only 4 frames
By 20 minutes – loose the 2nd frame (no points or cash prize awarded) Play only 3 frames
By 30 minutes – loose the 3rd frame (no FP or CR is awarded & will not be considered as a walkover)

Definition of a Walk Over:

- Reporting time is 15 minutes prior to the scheduled time of play (e.g.: 18:00 Hrs)
- At 18:30 Hrs – Match is awarded to the Team present (6 FPs + Rs. 5000/- CR)
- Before 18:45 Hrs – minimum quorum from the said team have to report to not give a walk over
- At 18:46 Hrs – Its considered a Walk Over

Implication of a Walk Over:

- A team to have given a walk over under any circumstance shall be eliminated from the League
- All points shall be void

In Case of a Tie:

If 2 or 3 teams are tied with same number of points, then

- The team with a higher average will go through (Points divided by the difference in frames won & lost)
- If the average is identical in any case, then who has beaten whom
- In a 3-way tie, if all teams stand at the same points, average also identical, then who has beaten whom.
If that too is a 3 way tie, then in that case there will be a Bye awarded to one of the team through a lucky draw the other 2 team will play amongst themselves, the winner will play the Bye team and the final winner team will go through

Prize Money:

Standing	Owner	Team	Total
Champion	62000	63000	125000
Runner Up	44500	45500	90000
3rd Rank	28500	31500	60000
4th Rank	24800	25200	50000
Total	159800	165200	325000

- The Owner of the team shall be paid in cheque
- The Players shall also be paid by cheque
- Owners are not obligated to pay any sort of remuneration to its players
- No prize shall be given to any team not sending at least one of its team members to collect the same or duly authorize a member of the team/club. Prizes shall not be handed over to Club markers or peons.
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Other Prizes:

1. Prize (Trophies) for maximum centuries in the Tournament
2. Highest breaks in Category:
 - A (minimum 150 point break)
 - B (minimum 065 point break)
 - C (minimum 050 point break)
 - D (minimum 035 point break)

Draws & Scores:

Draws shall be made available on the BSAM website & no changes shall be permitted. Scores too shall be made available online.

Matches:

- BSAM Tournament Committee/Referees/Markers will not remind teams about their matches
- The BSAM website will have all the match schedule & details

Dress Code: (For Owners, Players & Spectators)

- Slippers, sandals, shorts, $\frac{3}{4}$ pants, track pants, caps or torn jeans are not allowed
- Team T-shirts of the respective teams is mandatory for the players
- Low waist jeans or pants (showing the undergarments & butt cracks) are strictly prohibited
- Casual/smart clothing, formal or sports shoes are recommended.
- Socks must be worn at all times
- Any Player flouting the above rules will be warned once & given a chance to make amends. If the error continues to persist; the Committee can stop the play & award that frame to his opponents

For any correspondence, kindly email at bsamah@gmail.com

The Tournament Committee reserves the right to make changes at their own discretion

The Tournament Committee's decision is final during the course of this Tournament.

The Tournament Committee's decision cannot be disputed in any Court of Law

Tournament Committee:

Derek Sippy (Tournament Director)
 Shekhar Surve
 Ronnie Daruwalla
 Manav Panchal
 Rishabh Kumar
 Nalin Patel