



# BOMBAY GYMKHANA PREMIER LEAGUE

'Principle' of this Tournament: **to inspire Camaraderie & bring Continuity in the game**

## TOURNAMENT:

1. Will commence on the 13<sup>th</sup> of January '14 & finals will be played on the 22<sup>nd</sup> of March '14

## FORMAT:

### 2. Best of 5 Frames

Game 1 = 15 Ball Snooker (Singles)

Game 2 = 100 Up Billiards

Game 3 = 15 Ball Snooker (Doubles)

Game 4 = 06 Ball Snooker (Singles)

Game 5 = 06 Ball Snooker (Singles) or 100 up Billiards

3. Being a neutral venue, a toss will decide the order of play of every match
4. The Captain winning the toss will choose from Games 1, 2 & 3.
5. The other Captain can choose his second from the remaining two
6. The game remaining has to be played as the third.
7. Games 1, 2 & 3 have to be played as the first three games
8. Game 4 has to be played in the order mentioned above
9. A toss will determine the decider between 6 Ball Snooker & 100 Up Billiards
10. Maximum 3 foul & misses will be awarded in all the stages of the tournament
11. BSAM rule applies in case of any disputes of a foul & miss
12. No foul & miss in 6 Ball snooker.
13. Markers/Referees decision is the final verdict. A Tournament Committee member can intervene, if present
14. In 15 Ball Snooker, if a player requires 4 or more snookers in the colour balls then the game is considered as over. In 6 Ball Snooker, the rule is 3 or more
15. However, for a scratch player the rule is 5 & 4 respectively.

## TEAMS:

16. Each team will consist of a minimum of 6 & a maximum of 8 players
17. A minimum of 4 players have to play in every match
18. However, a maximum of 6 can play in every match
19. 4 different players have to play in the first three frames of a match
20. No player can play consecutive frames/games in a match
21. No player can play more than 2 frames/games per match
22. Each player in the team has to play 'two frames' in the league stage or he/she shall not be allowed to play in the ties & playoffs. And as a penalty, 3 points per such player shall be deducted from the total tally of points

## HANDICAPS:

22. Each player will be given a handicap based on the BSAM Snooker & Billiard League
23. The handicaps can however be revised at the start & or during the course of the tournament

## GROUPS:

24. Teams will be divided in 4 groups with a maximum of 8 teams per group (7 matches per group)
25. Each team will play the other team only once.
26. 4 teams with the maximum points from each group shall qualify for the playoffs
27. 12<sup>th</sup> to 15<sup>th</sup> of March will be reserved for ties, if any. Playoffs will start on the 18<sup>th</sup> & the finals on the 22<sup>nd</sup> of March
28. All matches (league, ties & playoffs) will be played at Bombay Gymkhana

## POINT SYSTEM:

29. 1 point shall be awarded for every frame won
30. The losing team will also collect points for the games won
31. 1 bonus point will be awarded to the winner winning the match with the score 3-1 or 3-2
32. 2 bonus points will be awarded to the team winning the match 3-0

Frame Score	3-0	3-1	3-2
Winner	3	3	3
Victory Point	1	1	1
Bonus to Winner	1	0	0
Looser	0	1	2
Total Points	5	5	6

33. Any team giving a walkover at any stage during this tournament shall be barred from BGPL instantly
34. Their points shall be negated; their club will not be allowed to participate in the future
35. And Bombay Gymkhana will austerey recommend BSAM to expel that said club from their leagues

## TIMING:

36. Bombay Gymkhana's Digital Clock in the Billiard Room is decisive
37. Reporting time is 15 minutes prior to the scheduled time
38. The toss will be done 5 minutes prior to the scheduled time & the match will commence as scheduled
39. The match will only commence when a minimum of 2 players of both teams are present at the scheduled time of play
40. Even if one player of any team (required for the minimum quorum) is late by 5 minutes (scheduled time of play) then
  - a. The first frame will be awarded to the other team present, provided they too have the requisite quorum
  - b. Another 5 minutes will result in the second frame being awarded to the team present &
  - c. Another 5 minutes delay will result in the match being awarded to the team present
41. In such a case, their opposition team present with the requisite quorum of players
  - a. Will get only 3 points for three frames
  - b. The Victory & Bonus point will not be given as no match was played
  - c. Will also get to put in names of their players for the necessary credit of playing 2frames/games in the league stage.  
However, names of only those players will be accepted who are physically present at that moment in time
42. The team without the requisite quorum of players will not get to give in names of their players as they are short of complying with the intrinsic directive of bringing 4 players to a match
43. If a team doesn't have the requisite quorum of players for a particular match, then
  - a. A minimum of 2 players need to show up as scheduled to avoid elimination from the tournament
44. In a case where both teams do not have the requisite quorum of players to start that match, then
  - a. 10 minutes grace shall be given
  - b. Post that, the 5 minute rule mentioned in point no. 40 & 41 shall apply
  - c. If none of the teams' players are able to reach in time then the match will be deemed void & no points & players credit shall be given
  - d. If one of the teams' player turns up, the 5 minute rule mentioned in point no. 40 & 41 shall apply

## IN CASE OF A TIE

47. If 2 or 3 teams are tied with same number of points, then
  - a. The team with a higher average will go through (Frames Won – Frames Lost / by number of matches played)
  - b. If the average is identical, the result between those 2/3 team will be considered (who has beaten whom)
  - c. In a 3 way tie, if all teams stand at the same points, average also identical, 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 winner of that match will go through

## IMPLICATION OF 2 TEAMS SHOWING UP LATE

48. IF BOTH THE TEAMS SHOW UP LATE BY
  - A. 05 MINUTES – WILL PLAY A BEST OF 3 FRAMES (TOSS FOR THE 1<sup>ST</sup> FRAME, GAME 4 & 5 WILL BE PLAYED AS THE 2<sup>ND</sup> & 3<sup>RD</sup>)
  - B. 10 MINUTES – WILL PLAY THE DECIDER (TOSS – 6 BALL OR BILLIARDS)
  - C. 15 MINUTES – BOTH TEAMS ARE DISQUALIFIED

## IMPLICATION OF A NO-SHOW

49. A team that fails to turn up as per schedule, under any circumstance,
- Shall be eliminated from the tournament
  - All their points will be annulled
  - Teams that have won or lost points/matches against them too shall be annulled

## PRIZE MONEY:

- Rs. 1,00,000/- Winner
- Rs. 0,50,000/- Runner Up
- Rs. 0,21,000/- Semi Finalists x 2
- Rs. 0,11,000/- Quarter Finalists x 4
- Rs. 0,04,000/- Round of 16 x 8
- Rs. 2,68,000/- Total Prize Money

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 club. Prizes shall not be handed over to Club markers or peons. Only cross cheques will be issued; no bearer.

## 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/BGPL Tournament Committee/Referees/BG Markers will not remind teams about their matches. All teams are expected to be played as scheduled. 15 minutes prior to the schedule is the reporting time & every match shall commence as scheduled. If a team shows up 15 minutes later than the scheduled time; the match shall be awarded to the team present.

## BOMBAY GYMKHANA'S DRESS CODE FOR TEAM MEMBERS & SPECTATORS:

- Players with slippers, sandals, shorts, ¾ pants, track pants, caps or torn jeans shall not be allowed to play
- T-shirts with collars are allowed but t-shirts with round necks are not
- 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

## HOSPITALITY:

Keeping in mind the duration of this tournament & to avoid burdening players/clubs monetarily, all matches will be played at Bombay Gymkhana. The objective is to stay aligned with this Tournament's 'Principle'.

For any correspondence, kindly email at [bsamah@gmail.com](mailto: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

## TOURNAMENT COMMITTEE:

Nalin Patel (Tournament Director)

Derek Sippy

Rishabh Kumar

Prashant Aggarwal

Shekhar Surve

Manav Panchal

Rohinton Daruwalla