

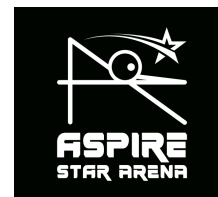


# NATIONAL BILLIARDS CHAMPIONSHIP RULES & REGULATIONS

## 1. ENTRIES


- 1.1. The tournament is only open to Singapore Citizens and Permanent Residents of Singapore.
- 1.2. **Participants must sign up by the closing of entry date. NO ENTRIES WILL BE ACCEPTED ONCE REGISTRATION HAS CLOSED.**
- 1.3. Participants are to pay the entry fee upon submission of entry. If entry fee is not received by the draw date, the entry will not be accepted. Cuesports Singapore reserve the rights to not draw your name for the tournament.
- 1.4. For clubs, an undertaking letter (provided on the Tournament page in Cuesports Singapore Website) must be sent to Cuesports Singapore before the closing date.
- 1.5. Entry fees for tournaments will be as follows:

|       | Category | Entry Fee    |
|-------|----------|--------------|
| 1.5.1 | Open     | SGD \$ 70.00 |

**Main Organiser****Venue****2. FEE & PAYMENT**

2.1. Payment of entry fee(s) is to be made only upon confirmation by Cuesports Singapore, which will be sent to the player via their contact details.

2.2. Payment method:

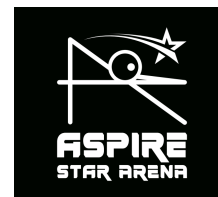
|                          |   |
|--------------------------|---|
| <b>Account Name</b>      | Cuesports Singapore   |
| <b>PayNow UEN Number</b> | S65SS0011D790   |
| <b>PayNow QR Code</b>    |  |

2.3. Please send an image of receipt/screenshot of transfer with transaction reference number to Jermaine @ [sports@cuesports.org.sg](mailto:sports@cuesports.org.sg).

## Main Organiser



## Venue



### 3. TOURNAMENT VENUE

- 3.1. The tournament will be played at **Aspire Star Arena located at 1 Jalan Berseh, #03-01/02/03/04/05 New World Centre, Singapore 209037.**

### 4. GAME RULES

- 4.1. The tournament will be played by the rules laid down by the World Professional Billiards and Snooker Association.

### 5. FORMAT

- 5.1. Round Robin & Knockout

5.2.

| Open               | Format                              |
|--------------------|-------------------------------------|
| Preliminary round  | Round Robin, 60 minutes timed match |
| Quarter Final      | Best of 3, 100 ups                  |
| Semi Final & Final | Best of 5, 100 ups                  |

- 5.3. If there are less than 24 entries for the categories by the closing date, Cuesports Singapore shall reserve the right to cancel the tournament.

## **Main Organiser**



## **Venue**



## **6. DRESS CODE**

### **6.1. Preliminary Round - Quarter Final**

- Long sleeve plain formal shirt & buttoned at the cuff
- Dark coloured formal business pants
- Dark coloured formal leather shoes

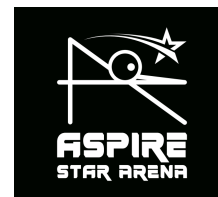
### **6.2. Semi Final & Final**

- Long sleeve plain formal shirt & buttoned at the cuff
- Dark coloured formal business pants
- Dark coloured formal leather shoes
- Bow tie and vest

**6.3.** Any player who is not properly attired during the first day of their match will face a dress code penalty of 30 points being awarded to their opponents for every match played on the same day.

**6.4.** Quarter Finals onwards when the offenders are not attired properly, they will not be permitted to participate and will result in conceding a walkover.

## **7. SCHEDULE**

**Main Organiser****Venue**

7.1. The schedule for the tournament is as follows:

|       | Item                 | Date & Period                        |
|-------|----------------------|--------------------------------------|
| 7.1.1 | Registration         | 4 September 2025 - 11 September 2025 |
| 7.1.2 | Publish of Name list | 12 September 2025                    |
| 7.1.3 | Draw                 | 15 September 2025                    |
| 7.1.4 | Publish of Draw      | 15 September 2025                    |

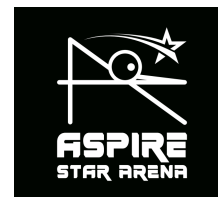
7.2. Fixtures / results can be found on Cuesports Singapore's Facebook page (<https://www.facebook.com/CuesportsSingapore/>) and tournament venue after the date of publication of draw.

7.3. Players shall be solely responsible for monitoring their own fixtures and results. The Organizer reserves the right to make any necessary adjustments at its discretion.

7.4. No delays or postponements of matches shall be permitted unless expressly authorized by the Organizer.

7.5. **Participants are required to referee for the qualifying round of the championship.**

7.6. **Players are to report 15 minutes before match time or for referee duty. Players are allowed 3 strokes to warm up each before match time.**

**Main Organiser****Venue****8. TOURNAMENT REPORTING PROCEDURE / TIME PENALTY****8.1. Round Robin**

Players not present at the match commencement time will face a penalty of 30 points being awarded to their opponents, the match clock will start on time. The late player forfeits the string. The same players with dress code penalty will face an additional penalty of 30 points.

**8.2. Players not present after 10 minutes will concede walkover.****8.3. Quarter Finals onwards**

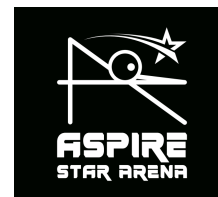
A penalty of 30 points will be given to the opponent if a player is not present at the match commencement time and if he is still not present by the 10<sup>th</sup> minute, he shall then concede the match to his opponent.

**8.4. Matches on weekdays will be scheduled up to 2 sessions per day starting from 7:30pm.****8.5. Matches on weekends will be scheduled up to 4 sessions per day starting from 10:30am.**

## Main Organiser



## Venue

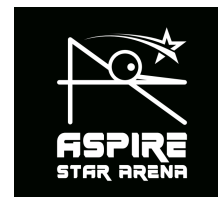


## 9. MATCH PROCEDURES

- 9.1. No time out in timed-matches. In 100-up matches, only 1 timeout of 7 minutes per player per match will be allowed to be called in-between frames
- 9.2. No delays or postponement of matches will be allowed
- 9.3. All players must report to the Tournament Director/ Chief Referee, upon arrival with his/her identity card and take note of the match table.
- 9.4. All players must be at the Tournament venue and must be ready to play when called upon.

## 10. SLOW PLAY

- 10.1. The match referee has the right to issue a warning for deliberate time wasting. **After the player is warned and if he continues his/ her deliberate slow player, the match will be awarded to the opponent.**

**Main Organiser****Venue****11. OTHER CONDITIONS**

- 11.1.** Players are not allowed to smoke in the tournament venue.
- 11.2.** Players are not allowed to place any cigarettes or lighters in the seating area.
- 11.3.** Players are strictly prohibited from using their mobile phones during their match and must ensure that their devices are switched to silent mode.
- 11.4.** Any form of conducting or participating in games of money or gambling is strictly prohibited during the tournament.

**12. AUTHORITY**

- 12.1.** All enquiries or disputes will be referred to the chief referee during the tournament and his decision will be final.
- 12.2.** All disciplinary matters shall be referred to Cuesports Singapore, whose decision shall be final on all matters arising.
- 12.3.** The organiser reserves the right to amend the above set of rules and regulations with prior notification to all participants when it deems necessary. Any matter not covered by the above set of rules and regulations shall be decided by the organiser whose decision shall be final.
- 12.4.** Failure to comply with these rules and regulations, even in the absence of a specifically stated penalty, may result in disciplinary action. Such actions will be determined at organizer's sole discretion, and its decisions on these matters shall be final and conclusive.



**Main Organiser****Venue****13. PRIZE AND GIVEAWAY**

**13.1.** Prize money will be awarded to the following categories, as detailed below:

| Open Category        | Prize Money |
|----------------------|-------------|
| <b>Champion</b>      | \$ 800      |
| <b>Runner Up</b>     | \$ 400      |
| <b>Semi Finalist</b> | \$ 200 each |
| <b>High Break</b>    | \$100       |

**13.2.** In accordance with item 5.3, if the number of entries falls below the required threshold, Cuesports Singapore reserves the right to cancel and refund the registration fees. Additionally, Cuesports Singapore reserves the right to adjust the prize money proportionately based on the number of entries received for the affected category.

**13.3.** High break price to be awarded to the player who makes the highest break. Should there be 2 or more players who make the same highest break, the prize money shall be shared between the players.

**13.4.** High Break sponsored by Jason Colebrook

**14. OTHERS****14.1. Marketing Consent**

The information provided in this marketing material is for general informational purposes only. While we strive to provide accurate and up-to-date information, we make no representations or warranties of any kind, express or implied, about the completeness, accuracy, reliability, or suitability of the information contained herein. Any offers or promotions mentioned are subject to change without notice and may have specific terms and conditions. Please check with our representatives or official channels for the most current information. CS will be not liable for any loss or damage arising from the use of this marketing material or reliance on its content.

**Main Organiser****Venue****14.2. Disclaimer**

By registering for and participating in this event, Participants consent to interviews, photography, audio recordings, video recordings, and their release, publication, exhibition, or reproduction for news, webcasts, promotional purposes, telecasts, advertising, website inclusion, or any other uses deemed appropriate by the Cuesports Singapore (CS), its vendors, partners, affiliates, and representatives. They agree to release the Organizers, including its officers and employees, from any liability related to the creation, recording, digitizing, or publication of these materials.

**14.3. Indemnity**

The Participants assume full responsibility for any mishap or injury that may occur during or as a result of their participation. The Participant agrees not to hold CS, its staff, volunteers, or agents responsible for any damage to, or loss of property or life that may occur during the event or arise in connection with the event.



Cuesports Singapore would like to extend our gratitude towards Aspire Star Arena for the collaboration for this tournament.