

VAL BENNETT-BULL MEMORIAL TEAM KO

RULES OF PLAY.

- **THE FIRST ROUND SHALL CONSIST OF LEAGUES OF 4 TEAMS* WITH EACH TEAM PLAYER PLAYING ALL OTHER TEAM PLAYERS IN THEIR LEAGUE. (**number of teams in a league may vary depending on entries*)**
- **EACH MATCH SHALL CONSIST OF 9 LEGS OF 501, WITH ALL LEGS BEING PLAYED. EACH PLAYER WILL GAIN 2 POINTS FOR EACH MATCH WON. ALL LEGS ARE TO BE PLAYED IN THE MINI LEAGUE ROUNDS AS THEY MAY COUNT IF POINTS ARE TIED.**
- **TEAMS SHALL TOSS A COIN FOR EACH MATCH OF 9 LEGS, ONCE ONLY, BEFORE THE START OF THE MATCH. THE TEAM WINNING THE TOSS WILL HAVE THE CHOICE OF ARROWS. ONCE THE COIN HAS BEEN TOSSED TEAMS SHALL CHOOSE THE ORDER OF PLAY AND ENTER THEM ON THE SHEET.**
- **ORDER OF PLAY FOR EACH TEAM IS GOVERNED BY THE ORDER YOU HAVE CHOSEN AT THE BOTTOM OF THE MATCH SHEET FOR YOUR TEAM. THE ORDER OF PLAY SHALL REMAIN THE SAME FOR THAT PARTICULAR MATCH. ORDER OF PLAY CAN ONLY BE CHANGED PRIOR TO THE COMMENCEMENT OF A NEW MATCH.**
- **THE WINNER OF EACH LEAGUE SHALL BE THE TEAM WITH THE MOST POINTS WITH THE RUNNER UP BEING THE TEAM WITH THE SECOND HIGHEST POINT SCORE.**
- **IN THE EVENT OF A TIE BETWEEN WINNERS OR RUNNERS UP THEN THE LEG DIFFERENCE SHALL BE THE DECIDER. IF THEY ARE STILL TIED THEN THE GAMES WON/LOST BETWEEN THOSE TWO TEAMS SHALL DECIDE THE WINNER AND RUNNER UP RESPECTIVELY. IF STILL TIED THE ONE TEAM PLAYER WILL BE SELECTED BY EACH TEAM FOR A ONE LEG PLAY OFF.**
- **THE 'WINNER' AND RUNNER UP FROM EACH LEAGUE WILL PROCEED TO THE SECOND ROUND.**
- **SECOND ROUND STAGES WILL BE THE BEST OF 9 LEGS OF 501 IN A STRAIGHT KNOCKOUT COMPETITION IN THE LAST 16 & QTR's THEN SEMI'S & FINALS' THE BEST OF 9 LEGS 701. AGAIN TOSS FOR CHOICE OF ARROWS ONCE ONLY. AGAIN ORDER OF PLAY RULE APPLIES.**