

Short Mat Singles Competition Rules

The following rules will apply to the Short Mat Singles competition.

The Draw

The draw will be made in advance and Emailed to all competitors. It will also be pinned to the clubhouse wall.

Mats

The allocation of mats on which the matches will be played will be stated in the draw.

No practising on the mats prior to the start of the competition.

Start Time

The approximate start time of the matches is stated in the draw. If you are more than 15 minutes late for your match and the organisers have not been notified in advance you forfeit the match and the other player proceeds to the next round.

If you cannot make the match owing to exceptional circumstances, you must inform the organisers, you can reschedule at a time that is convenient to both players and a marker. The rescheduled match must be played before the next round.

Markers

Each match will be assigned a marker on the night.

The markers decision is final. If a decision cannot be made, the marker may consult the club captain, or another marker if the club captain is unavailable.

General Rules

Standard ESMBA rules will apply (see the ONWBC website) with the exception that if the Jack goes off the mat, 2 points will be awarded to the opponent.

There are no trial ends, except in the final.

Format: 4 wood, knockout match.

The first player to reach the required number of points wins the match. The points required in each round are as follows:

- Round 1: 12 points
- Round 2: 14 points
- Quarter Final: 16 points
- Semi Final: 18 points
- Final: 21 points

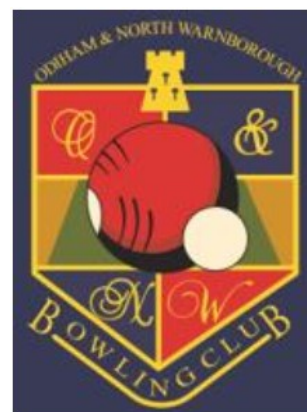
If there are 16 or less players round 2, shown above will be the first round.

Starting the Match

A coin toss will decide who starts first. The challenger calls (the challenger is the first name on the list in the draw), the mat can be given away if you win the coin-toss.

Visiting the Head

Players can only visit the head on their last wood.



The Final

A coin-toss will decide which mat is to be used.

The mat will be repositioned in the centre of the room and slightly diagonal (i.e. out of the normal positions).

The same rules apply, with the following exceptions;

- Trial ends will be allowed
- The players can visit the head any time