

參賽者須知

【個人賽及隊際賽】

1. 參賽者及參賽隊伍可於賽事開始前或全日賽事完結後繼續使用場地作練習。
2. 參賽者及參賽隊伍須於開賽前 15 分鐘到達報到處報到。
3. 參賽者及參賽隊伍必須穿著整齊之學校運動服（運動衫、運動褲及運動鞋），否則不准出賽。如學校運動服為背心、短褲，或學校沒有規定之運動服或非上述之學校運動服，請穿著圓領或有領 T-恤、長褲、皮鞋或運動鞋作賽。賽會有權拒絕服裝不適當之參賽者作賽。
4. 參賽者於開賽時間後遲到報到 10 分鐘內負一局，遲於 15 分鐘作棄權論，報名費概不發還。
5. 參賽者於比賽範圍及／或比賽期間，嚴禁飲用酒精類飲品，否則會被取消參賽資格。
6. 參賽者於比賽期間，禁止使用手提電話、免提裝置或其他電子器材，否則會被取消參賽資格。
7. 所有參賽者於完成所有比賽後均獲出席證書乙張，學校代表或參賽者須出席 6 月 7 日之頒獎典禮並領取證書。
8. 所有賽事採用世界美式桌球總會（WPA）賽事所採用之規例及本會特設之附例進行。
附例 (1)：豁免『開球時要有 3 隻球越過頭線』之規例。
9. 所有賽事均採用輪流開球。
10. 頒獎典禮將於決賽日完結所有賽事後進行，如參賽者缺席賽事或得獎者缺席頒獎典禮，將不獲任何獎品，事前得到本會賽事小組委員會或執行委員會同意除外。

【個人賽 (中學組)】

1. 賽事全部以單淘汰形式進行，初賽以搶 3 進行，32 強至 16 強以搶 5 進行；8 強至決賽以搶 7 進行。
2. 初賽至 16 強每節賽事均會安排 1 或 2 名監場裁判，如果參賽者在比賽期間出現問題球，可即時舉手要求裁判到場協助及作出判斷。8 強至決賽則安排每場 1 名裁判落場執法。
3. 初賽至 16 強賽事，比賽球手可要求計時。但當值裁判會根據比賽時對賽球員的出桿時間、在場工作人員等相關因素而決定執行與否。參賽者不得異議。
8 強至決賽賽事均會採用計時。
如採取計時：每桿出桿時限為 45 秒，每位球員在每局有一次申請延時 (Extension) 機會，延時為 30 秒。在最後 10 秒時，裁判會讀出 10 秒 (Ten seconds) 提示出桿者。

【個人賽 (小學組)】

1. 賽事初賽以分組形式進行，參賽者分 A-D (4 組)，採用單循環 3 局計分制；每組排名首 2 位球員進入 8 強賽事。計分形式如下：
 - (1) 先計勝出場數
 - (2) 勝出場數相同則計算得失局差
 - (3) 如得失局相同則計算雙方對賽成績
 - (4) 以上相同則計得局多者為勝
 - (5) 如依然未能決定名次，有關球員須進行『射 9 號球』之附加賽
『射 9 號球』- 9 號球放在腳點，白球放在開波區線後任何位置，每人射 5 球，射入一球計一分，分數高者為勝。如有同分，則每人再射一球，直至分出勝負。
2. 8 強至決賽階段以單淘汰形式進行，以搶 7 進行。
3. 初賽每節賽事均會安排 1 或 2 名監場裁判，如果參賽者在比賽期間出現問題球，可即時舉手要求裁判到場協助及作出判斷。8 強至決賽則安排每場 1 名裁判落場執法。
4. 初賽賽事，比賽球手可要求計時。但當值裁判會根據比賽時對賽球員的出桿時間、在場工作人員等相關因素而決定執行與否。參賽者不得異議
8 強至決賽賽事均會採用計時。
如採取計時：每桿出桿時限為 45 秒，每位球員在每局有一次申請延時 (Extension) 機會，延時為 30 秒。在最後 10 秒時，裁判會讀出 10 秒 (Ten seconds) 提示出桿者。

【隊際賽】

1. 賽事全部以全部以單淘汰形式進行，初賽以搶 3 進行，16 強以搶 5 進行；8 強至決賽以搶 7 進行。
2. 雙打球員出場方式：分為 A 隊 (A1 及 A2 球員) 及 B 隊 (B1 及 B2 球員)
 - (1) 同隊的選手必須輪流出桿，即 A1 出桿擊球一次後必須換其隊友 A2 出桿。
 - (2) 若 A1 球員開球後有球進袋，便由 A2 球員出桿擊球，之後須遵循規定 (1)，直至轉換擊球權。而 B 隊自行決定由 B1 或 B2 球員先擊球，若有球進袋，之後亦須遵循規定 (1)。
 - (3) 若 A1 球員開球後有球進袋，便由 A2 球員出桿擊球，若 A2 球員打出安全球 (Push Out)，B 隊自行決定由 B1 或 B2 球員先擊球，若 B1 或 B2 球員決定把擊球權交回 A 隊，A 隊應由打出安全球的 A2 球員出桿擊球，之後亦須遵循規定 (2)。
 - (4) 若 A1 球員開球後沒有球進袋，B 隊自行決定由 B1 或 B2 球員先擊球，若 B1 球員打出安全球 (Push Out)，則由 A2 球員出桿。若 A2 球員在觀察後決定把擊球權交回 B 隊，B 隊應由打出安全球的 B1 球員出桿擊球，之後亦須遵循規定 (2)。
3. 初賽至 16 強每節賽事均會安排 1 或 2 名監場裁判，如果參賽者在比賽期間出現問題球，可即時舉手要求裁判到場協助及作出判斷。8 強至決賽則安排每場 1 名裁判落場執法。
4. 初賽至 16 強賽事，比賽球手可要求計時。但當值裁判會根據比賽時對賽球的出桿時間、在場工作人員等相關因素而決定執行與否。參賽者不得異議。8 強至決賽賽事均會採用計時。
如採取計時：每桿出桿時限為 45 秒，每位球員在每局有一次申請延時 (Extension) 機會，延時為 30 秒。在最後 10 秒時，裁判會讀出 10 秒 (Ten seconds) 提示出桿者。

Notice to Participants

【Individual & Team】

1. Players may use the venue for practice before the start of the match or after all matches on that day.
2. Players must arrive at the registration area **15 minutes** before the start of the competition for registration.
3. Players must be dressed in **school sport uniform (Sweatshirt/T-shirt, sports pants and sport shoes)**, otherwise the players will be disqualified. If the school sport uniform is a tank top, shorts, or if the school does not have a formal uniform, or if the school sport uniform is not one of the above, players should wear a **T-shirt with a crew neck or collar, trousers, and leather shoes/sport shoes.** HKBSCC reserves the rights to disqualify any player who dresses improperly.
4. Any player who is late for reporting to the venue for less than 10 minutes will lose ONE rack, and if late for 15 minutes will lose the Match and entry fee will be forfeited.
5. Players must not consume any alcohol during the match and/or in the venue, otherwise the player may be disqualified.
6. Players must not use their mobile phone, hands-free or other electronic devices during the match, otherwise the player may be disqualified.
7. Every player will be given a Certificate of Appreciation upon completion of all competitions. School representatives or participants must attend the award presentation ceremony on 7th June to collect their certificates.
8. The championship applies the Rules and Regulations of World Pool-Billiard Association (WPA) and the Rules / Bylaws of HKBSCC.
Rules / Bylaws (1) : 『 Three Point Break Rule 』 dose **not apply** to the break shot.
9. All matches will be on alternate break.
10. The award presentation ceremony will be held after the completion of the final match. If any player is absent from the match or any awardee is absent from award presentation ceremony, he/she will not receive an award, unless with the approval of the Tournament Sub-Committee or the Executive Committee of HKBSCC.

【Individual (Secondary)】

1. Single Elimination Format: Preliminary - Race to 3, Last 32 to Last 16 - Race to 5, Quarter-Finals to Final - Race to 7.
2. 1 or 2 area referee(s) will be allocated for each session from the first round to Last 16, and if a dispute arises between two players during the match, players may ask the area referee to make a decision. A referee will be appointed for each match from Quarter-Finals to Final.
3. From the first round to Last 16, players can request for shot clock in play. The referee will decide whether or not to enforce the rule based on the playing time of the opposing players, the number of officials on duty and other relevant factors. Players cannot dispute the decision.

A shot clock will be operated for each match from the Quarter-Finals to the Final. Each player will have 45 seconds per shot. Each player will be allowed one 30-seconds extension during each rack. At the last 10 seconds, the referee will read out "Ten seconds."

【Individual (Primary)】

1. Players are divided into 4 groups and, compete in Round-Robin System: Best of 3 frames; top 2 players of each group will qualify to the Quarter-Finals. The scoring details are as follows:
 - (1) Number of matches won will be the primary criterion.
 - (2) If the number of match won is tied, the frame difference will apply.
 - (3) If the frame difference is tied, the head-to-head record will apply.
 - (4) If all the above are tied, the player who has won the most frames will win.
 - (5) If the ranking remains undecided, the players concerned shall compete in a "9-Ball Shoot-out" play-off. The 9 Ball is placed on the foot spot, cue ball anywhere behind the head string. 5 shots per player; 1 point per successful pot. The player with the highest score wins. If it is a tie after 5 shots, the players will continue shoot-out on "sudden death" basis until a winner is decided.
2. Single Elimination Format: Quarter-Finals to Final - Race to 7.
3. 1 or 2 area referee(s) will be allocated for each session from the first round. If a dispute arises, players may ask the area referee to make a decision. A referee will be appointed for each match from Quarter-Finals to Final.

4. From the first round to Last 16, players can request for shot clock in play. The referee will decide whether or not to enforce the rule based on the playing time of the opposing players, the number of officials on duty and other relevant factors. Players cannot dispute the decision.

A shot clock will be operated for each match from the Quarter-Finals to the Final. Each player will have 45 seconds per shot. Each player will be allowed one 30-seconds extension during each rack. At the last 10 seconds, the referee will read out "Ten seconds."

【Team】

1. Single Elimination Format: Preliminary - Race to 3, Last 16 - Race to 5, Quarter-Finals to Final - Race to 7.
2. Team players sequence: Team A (player A1 and A2) and Team B (player B1 and B2) are formed.
 - (1) Players on the same team must take turns to strike the ball (Scotch Doubles). Once player A1 has taken a shot, player A2 must take the next shot.
 - (2) If player A1 breaks and a ball is pocketed, player A2 must take the next shot, and rule (1) must be followed until the turn ends. Team B may decide whether player B1 or B2 takes the first shot, and if a ball is pocketed, rule (1) must also be followed.
 - (3) If player A2 takes the shot following player A1's break and pot, and decides to play a "Push Out," Team B may choose either B1 or B2 to take the next shot. If Team B decides to pass the turn back to Team A, player A2 (who played the push out) must take the shot and continue according to rule (2).
 - (4) If player A1 breaks but **fails** to pocket the ball, Team B may decide whether B1 or B2 takes the next shot. If player B1 then plays a "Push Out," player A2 must take the turn. If player A2 decides to pass the shot back to Team B, player B1 (who played the push out) must take the shot and continue according to rule (2).
3. 1 or 2 area referee(s) will be allocated for each session from the first round to Last 16. If a dispute arises, players may ask the area referee to make a decision. A referee will be appointed for each match from Quarter-Finals to Final.

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4. From the first round to Last 16, players can request for shot clock in play. The referee will decide whether or not to enforce the rule based on the playing time of the opposing players, the number of officials on duty and other relevant factors. Players cannot dispute the decision.

A shot clock will be operated for each match from the Quarter-Finals to the Final. Each player will have 45 seconds per shot. Each player will be allowed one 30-seconds extension during each rack. At the last 10 seconds, the referee will read out "Ten seconds."