

參賽者須知

1. 參賽者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. 參賽者須於開賽前 **15 分鐘** 到達司令台報到。
3. 參賽者及參賽隊伍必須穿著 **整齊學校校服 (恤衫、長褲、皮鞋)** 作賽，否則不准出賽（如校服為短褲，請穿著 **長褲**。如學校沒有規定之校服或非上述之學校校服或如是女性參賽者，請穿著 **恤衫、長褲、皮鞋** 作賽。）。賽會有權拒絕服裝不適當之參賽者作賽。參賽者遲於開賽時間到達比賽場館報到則負一局；再遲於指定時間 **15 分鐘** 到達比賽場館報到作棄權論，報名費概不發還。
4. 參加者必須遵守政府對體育處所的相關規例及限制。因應政府政策及其它特殊狀況，比賽有機會延期或取消。
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參賽證書乙張，所有證書將於賽後郵寄至各參賽學校。
8. 頒獎典禮將於決賽日完結所有賽事後進行，如得獎者缺席頒獎典禮，將不獲任何獎金或獎品，事前得到本會賽事小組委員會或執行委員會同意除外。
9. 賽事採用國際桌球聯盟（IBSF）所採用之規例進行，而 **Foul & Miss** 上限次數為 **5** 次並須得到執法裁判認可。
10. 當枱面沒有紅波時，凡領先分數已過安全線，並超過 **2** 個犯規以上，領先者立即勝出該局，決勝局及 **8** 強或以上賽事除外。
11. 隊際賽事中所打出之一棒最高度數，將按參賽者所屬之組別（小學組/中學組），計算在該組別內。

【個人賽 - 小學組】

1. 賽事初賽以分組形式進行，參賽隊伍分 **A-F (6 組)**，採用單循環對賽 **3 局 2 勝制**；每組排名首 **2 名** 進入 **12 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『爭黑球』定勝負之附加賽
『爭黑球』- 黑色球放置在黑球點位置，參賽者以擲毫決定擊球先後次序，決定後擊球者從 **D** 區內發球，任何一方犯規或打進黑球，即分勝負。
2. **12 強** 至決賽階段以單淘汰形式，**12 強** 至 **4 強** 及季軍賽採用 **3 局 2 勝制** 進行；決賽採用 **5 局 3 勝制** 進行。

3. 初賽至 12 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。

【個人賽- 中學組】

1. 賽事全部以單淘汰形式進行，初賽至 4 強及季軍賽採用 3 局 2 勝制進行；決賽採用 5 局 3 勝制進行。
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。

【隊際賽】

1. 賽事全部以單淘汰形式進行，初賽至決賽採用 3 局 2 勝制進行。
2. 球員出場採用單雙單打法，領隊或隊長須於每場賽事開始前填妥「隊員出賽名單」並交予司令台。「隊員出賽名單」樣本如下：

學校名稱: _____
 球員 A: _____
 球員 B: _____
 球員 C: _____
 球員 D: _____

局	形式	球員姓名
1.	單人 A	
2.	雙人 (球員 A + 球員 B) 或 (球員 A + 球員 C) 或 (球員 A + 球員 D) 或 (球員 B + 球員 C) 或 (球員 B + 球員 D) 或 (球員 C + 球員 D)	及
3.	單人 B (球員不能是第一局出場者)	

3. 雙打局球員出場方式：A 隊球員 1 出桿擊球後直至一桿完結為止，輪到 B 隊球員 1 擊球及完結一桿後，再由 A 隊球員 2 進行擊球，其後由 B 隊球員 2 擊球，如此類推輪流作賽。
4. 初賽至 16 強每節賽事均會安排 1 或 2 名監場裁判，如果參賽隊伍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。

Notice to Participants

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 dress **school uniform** properly (**Trousers, shirt/T-shirt and leather shoes**), otherwise the players will be disqualified. If the school uniform is shorts, players should wear **trousers**, or if the school does not have a required uniform, players or female players should wear Trousers, shirt/T-shirt and leather shoes. HKBSCC reserves the rights to disqualify any player who dresses improperly. Any player who is late for reporting to the venue will lose ONE rack, and if late for 15 minutes will lose the Match and entry fee will be forfeited.
4. Players must comply with the rules and restrictions imposed on billiard establishments by the Government. The Championship may be postponed or cancelled depending on restrictions imposed by the Government or other special circumstances.
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. All certificates will be mailed to participating schools after the championship.
8. 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.
9. The Championship applies the Rules and Regulations of IBSF, with a maximum limit of 5 Foul and Miss calls, which must be approved by the referee.
10. When only colour balls remain on the table, the player leads by a margin which exceeds the points remaining on the table plus **2** potential fouls will win the frame. This restriction does not apply to deciding frames and from the quarter-finals to the final.
11. The highest break achieved in the Team Event will be admitted to the respective category (Primary/Secondary) to which the participant belongs.

【Individual (Primary)】

1. Players are divided into 6 groups and, compete in Round-Robin System: Best of 3 frames; top 2 players of each group will qualify to the Last 12. 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 "Respotted Black" play-off. The Black is put on its spot, the players toss a coin for choice of play; the player plays from within the D zone; and the first pot or foul ends the frame.
2. Knock-Out System from Last 12 to 2nd Runner-up Match - Best of 3 frames; Finals - Best of 5 frames.
3. 1 or 2 area referee(s) will be allocated for each session from the first round to Last 12. 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.

【Individual (Secondary)】

1. Knock-Out System: Preliminary to 2nd Runner-up Match - Best of 3 frames; Finals - Best of 5 frames.
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.

【Team】

1. Knock-Out System: Preliminary to Finals Match - Best of 3 frames.
2. The match format follows a Single-Double-Single order. Team leaders or captains must complete and submit the "Player Order Form" to the Registration area prior to the start of each match. The sample form is as follows:

School Name: _____		
Player A: _____		
Player B: _____		
Player C: _____		
Player D: _____		
Frame	Format	Player Name
1.	Single A	
2.	Double (Player A + Player B) Or (Player A + Player C) Or (Player A + Player D) Or (Player B + Player C) Or (Player B + Player D) Or (Player C + Player D)	and
3.	Single B (Frame 1 players cannot play in Frame 3)	

3. Team players sequence: Player 1 of Team A plays until their turn ends, followed by Player 1 of Team B for their turn. Player 2 of Team A then takes the next turn, followed by Player 2 of Team B, and so on, continuing in this rotation throughout the frame.
4. 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.