



INSTITUTE OF  
SINGAPORE  
CHARTERED  
ACCOUNTANTS

# ISCA Games 2024

## Pools (Ladies & Men)



- **LAW OF THE GAME**

Unless otherwise stated below, the World Pool-Billiard Association (“WPA”) 8-ball rules of play shall apply to the competition. The rules can be found in:

<https://wpapool.com/rules-of-play/>

- **REPRESENTATION**

**Men’s Pool**

- Each team shall register a minimum of 5 to a maximum of 6 players (1 reserve).
- Each firm shall register a maximum of 2 male teams.

**Women’s Pool**

- Each team shall register a minimum of 3 to a maximum of 4 players (1 reserve).
- Each firm shall register a maximum of 2 female teams.

- **COMPETITION FORMAT**

- Each match shall comprise 5 sets (Men’s) and 3 sets (Women’s) of singles race-to-2 racks.
- The lag is the first shot of the match and determines order of play. The player who wins the lag chooses who will shoot first.
- The referee will place a ball on each side of the table behind the head string and near the head string.
- The players will shoot at about the same time to make each ball contact the foot cushion with the goal of returning the ball closer to the head cushion than the opponent.

**Group stage**

- Participating teams will be drawn into groups. The number of groups will be decided based on the number of participating teams.
- The draw shall be conducted by ISCA.
- In the event where 2 teams from the same firm are drawn into the same group, a redraw shall be conducted.
- The winners and the runner-ups from each group for Men’s Pool (winners for Women’s Pool) will proceed to the playoffs stage.

- In the event of a tie within a group, the following tie-breaker rules shall apply in sequence:
  - Head-to-head result in group between the 2 tied teams (e.g. in the event where teams 1 and 2 are tied in a group, if team 1 won team 2, team 1 will proceed to playoffs)
  - Total sets won in group
  - Total racks won in group
  - Additional set of race-to-2 racks

### **Playoffs**

#### **Men's Pool**

- The winners and runner-ups from each group shall proceed to play in the following format:

#### **Quarter-finals**

Match 1: Group A winner vs Group B runner-up

Match 2: Group B winner vs Group A runner-up

Match 3: Group C winner vs Group D runner-up

Match 4: Group D winner vs Group C runner-up

#### **Semi-finals**

Match 5: Match 1 winner vs Match 3 winner

Match 6: Match 2 winner vs Match 4 winner

#### **Finals**

Match 5 winner vs Match 6 winner

#### **Women's Pool**

- The winners from each group shall proceed to play in the following format:

#### **Semi-finals**

Match 1: Group A winner vs Group B runner-up

Match 2: Group B winner vs Group A runner-up

#### **Finals**

1<sup>st</sup> and 2<sup>nd</sup> Placing: Match 1 winning team vs Match 2 winning team

3<sup>rd</sup> and 4<sup>th</sup> Placing: Match 1 losing team vs Match 2 losing team

### **Team Line-Up**

- Each team shall elect a team captain.
- Team Captains are required to report to the Convenor 15 minutes before match time and submit team line-ups 10 minutes before match time to the Convenor. No changes are allowed thereafter.

### • **Forfeit/Walkover**

A match will result in forfeit if any of the following occurs:

- Team fails to report to the Convenor 15 minutes before match time.
- Team fails to submit line-up 10 minutes before match time.

**A set will result in a walkover if any of the following occurs:**

- **Player fails to report to the assigned table 5 minutes after match time.**

### • **Rules & Regulations to Note**

- Players shall not leave their pool cues on the table unattended during a match.
- Players shall not use 2 pool cues (as a guide) during a match. Only a Rest & Pool cue are allowed the table during a match.
- **Players shall not use any pool ball to measure if the object ball or cue ball passes a space on a table.**
- Any of the above infractions will result in a foul and a “Ball-in-hand” shall be awarded to the opposing player.
- **When a player is taking his or her shot, all participating members and supporters should not cause any disturbances to the player. This includes unnecessary jeering or cheering, as well as movement in the player’s line of sight.**
- Players shall not take an unnecessarily long time to shoot. In the event where an opposing player thinks that this opponent is taking too much time to shoot, a complaint shall be lodged to the Convenor. The Convenor reserves all rights to stop play immediately and award the match to the opposing player.
- **No one shall provide coaching or guidance to a player during his or her match.**
- Any dispute shall be reported to the Convenor. The Convenor will assess the situation and take the appropriate action. All Convenor’s decisions are **final**.

### • **REFRESHMENT**

All teams are to provide their own refreshments.