



Melbourne Metropolitan Pool League

Formerly The Hawthorn District Pool League

Email: thesecretary@mmpl.org.au

Facsimile: 03 9419 3679 (MMPL Secretary)

Website: www.mmpl.org.au

Postal: PO Box 6054, Collingwood North, VIC, 3066

WINTER LEAGUE 2010

PREMIER DIVISION

SCORESHEET FOR _____ DATE _____ ROUND _____

Both teams fax score sheet to 03 9419 3679
by Thursday 6pm, (no need to phone in scores).
Or ...E-mail to kehm@ozemail.com.au

		HOME TEAM:			AWAY TEAM:		
		1	2	Pts			
ROUND 1	S1						
	S2						
	S3						
	S4						
ROUND 2	S1						
	S2						
	S3						
	S4						
ROUND 3	S1						
	S2						
	S3						
	S4						
TB	T1						
	T2						
	T3						
Away Captain's Signature _____		TOTAL			Home Captain's Signature _____		
					TOTAL		

BREAK ORDER & TIEBREAK

A coin toss decides who breaks in the first frame of the first rubber. Break to alternate.

If total frames are level at the end of round 3, a **BEST OF 3** frame TB round is played.

A TB draw of 3 different players is submitted by each team.

Players submitted must have played in at least 1 rubber to qualify for the tiebreak.

Unlike in R1, R2 and R3, 'opponent redraw's' are allowed to take place in the TB.

Coin toss decides the break - break to alternate. Final rubber T3 is played only if necessary.

I (6) When the referee has racked the balls the referee will call "Time Running".

THE DRAW

A draw of 4 players is submitted by each team at the commencement of each round.

A player can only be submitted once in a round - a maximum of 3 times in a night (if TB is played)

In the event of an 'opponent redraw', the **away side** draw is altered as follows:

Locate first 'redraw' and switch with next player. I.e. If S2 is clash, switch S2 & S3.

The only exception is if S4 clashes; then switch S4 & S1.

Repeat process until all 'redraws' are eliminated.

NAME (first and last name)	ADDRESS (not "care of the venue")	PHONE	SIGNATURE



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WINTER LEAGUE 2010

1ST DIVISION

SCORESHEET FOR _____

DATE _____

ROUND _____

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		HOME TEAM:	1	2	Pts	AWAY TEAM:	1	2	Pts	
ROUND 1	S1									
	S2									
	S3									
	S4									
	S5									
ROUND 2	S1									
	S2									
	S3									
	S4									
	S5									
TB	T1									
	T2									
	T3									
		Away Captain's Signature _____	TOTAL				Home Captain's Signature _____		TOTAL	

BREAK ORDER & TIEBREAK

A coin toss decides who breaks in the first frame of the first rubber. Break to alternate.

If total frames are level at the end of round 2, a **BEST OF 3** frame TB round is played.

A TB draw of 3 different players is submitted by each team.

Players submitted must have played in at least 1 rubber to qualify for the tiebreak.

Unlike in R1 and R2, 'opponent redraw's' are allowed to take place in the TB.

Coin toss decides the break - break to alternate. Final rubber T3 is played only if necessary.

I (6) When the referee has racked the balls the referee will call "Time Running".

THE DRAW

A draw of 5 players is submitted by each team at the commencement of each round.

A player can only be submitted once in a round - a maximum of 3 times in a night (if TB is played)

In the event of an 'opponent redraw', the **away side** draw is altered as follows:

Locate first 'redraw' and switch with next player. I.e. If S2 is clash, switch S2 & S3. If S3, switch S3 & S4.

The only exception is if S5 clashes; then switch S5 & S1.

Repeat process until all 'redraws' are eliminated.

NAME (first and last name)	ADDRESS (not "care of the venue")	PHONE	SIGNATURE

