WORLD CUP 2019

PROVISIONAL FORMAT 24 – 30 JUNE 2019

(+7 hours GMT)

Date	Round No	Session Time	Group	Match No			
Monday 24 June	Group	12.00 noon	С	Scotland v Cyprus	Belgium v UAE	Malaysia v Israel	
			D	Wales v India	China B v Australia	Switzerland v Malta	
	Group	7.30pm	Α	China A v Germany	Thailand v Norway	Poland v Austria	
			В	N Ireland v Saudi Arabia	England v Hong Kong	Iran v Rep Ireland	
Tuesday 25 June	Group	1.00pm	D	Wales v Australia	China B v Malta	Switzerland v India	
			В	N Ireland v Hong Kong	England v Rep Ireland	Iran v Saudi Arabia	
	Group	7.30pm	С	Scotland v UAE	Belgium v Israel	Malaysia v Cyprus	
			Α	China A v Norway	Thailand v Austria	Poland v Germany	
Wednesday 26 June	Group	1.00pm	В	N Ireland v Rep Ireland	England v Iran	Hong Kong v Saudi Arabia	
			Α	China A v Austria	Thailand v Poland	Norway v Germany	
	Group	7.30pm	D	Wales v Malta	China B v Switzerland	Australia v India	
			С	Scotland v Israel	Belgium v Malaysia	UAE v Cyprus	
Thursday 27 June	Group	1.00pm	В	N Ireland v Iran	England v Saudi Arabia	Rep Ireland v Hong Kong	
			D	Wales v Switzerland	China B v India	Malta v Australia	
	Group	7.30pm	С	Scotland v Malaysia	Belgium v Cyprus	Israel v UAE	
			Α	China A v Poland	Thailand v Germany	Austria v Norway	
Friday 28 June	Group	1.00pm	С	Scotland v Belgium	Malaysia v UAE	Israel v Cyprus	
			Α	China A v Thailand	Poland v Norway	Austria v Germany	
	Group	7.30pm	D	Wales v China B	Switzerland v Australia	Malta v India	
			В	N Ireland v England	Iran v Hong Kong	Rep Ireland v Saudi Arabia	
Saturday 29 June	QF	1.00pm		QF	QF		
	QF	7.30pm		QF	QF		
Sunday 30 June	SF			SF			
	SF	1.00pm		SF			
	F	7.30pm		F			

Pos	GROUP A	Pos	GROUP B	Pos	GROUP C	Pos	GROUP D
1	China A	1	Northern Ireland	1	Scotland	1	Wales
2	Thailand	2	England		Belgium	2	China B
3	Poland	3	Iran	3	Malaysia	3	Switzerland
4	Austria	4	Republic of Ireland	4	Israel	4	Malta
5	Norway	5	Hong Kong	5	United Arab Emirates	5	Australia
6	Germany	6	Saudi Arabia	6	Cyprus	6	India

Round Robin Group Stages

Each match will consist of five frames and ALL frames must be played.

Each player to play one frame against each player in the other team plus one doubles frame.

Matches will be played in following order:

Frame 1: singles (Player 1 vs. Player 1)

Frame 2: singles (Player 2 vs. Player 2)

Frame 3: doubles (alternate turns)

Frame 4: reverse singles (Player 1 vs. Player 2)

Frame 5: reverse singles (Player 2 vs. Player 1)

Four-handed Snooker (Doubles)

- (a) In a four-handed game each side shall open alternate frames and the order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame.
- (b) Players may change the order of play at the start of each new frame.
- (c) If a foul is committed and a request to play again is made, the player who committed the foul plays the next stroke and the order of play is unchanged. If the foul was called for playing out of turn, the offender s partner will lose a turn, whether or not the offender is asked to play again.
- (d) When a frame ends in a tie Section 3 Rule 4 applies. If a re-spotted Black is necessary the pair who play the first stroke have the choice of which player will make that stroke. The order of play must then continue as in the frame.
- (e) Partners may confer during a frame but not whilst one is the striker and has approached the table until the break has ended with a non-scoring stroke or foul.

One point will be awarded in the group for every frame won

Following group stages if two teams are tied on the same number of points then the winner of the match between those two teams will be ranked higher in the group.

If two or more teams are tied – a blue ball shoot out will be held for those teams tied but only to determine positions 1 and 2 in group.

If two or more teams are tied for positions 3-5 then the prize money is shared equally between teams. Players are not permitted to play consecutive frames in singles matches.

Knock Out Stages

Matches will be played over the best of 7 frames with a singles frame to determine winner if match is tied at 3 frames each (captains nominate player for deciding frame) as follows;

Frame 1: singles

Frame 2: singles

Frame 3: doubles (alternate turns)

Frame 4: reverse singles

Frame 5: reverse singles

Frame 6: doubles (alternate turns)

Frame 7: sudden death singles players nominated by captain.

Four-handed Snooker (Doubles)

- (a) In a four-handed game each side shall open alternate frames and the order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame.
- (b) Players may change the order of play at the start of each new frame.
- (c) If a foul is committed and a request to play again is made, the player who committed the foul plays the next stroke and the order of play is unchanged. If the foul was called for playing out of turn, the offender s partner will lose a turn, whether or not the offender is asked to play again.
- (d) When a frame ends in a tie Section 3 Rule 4 applies. If a re-spotted Black is necessary the pair who play the first stroke have the choice of which player will make that stroke. The order of play must then continue as in the frame.
- (e) Partners may confer during a frame but not whilst one is the striker and has approached the table until the break has ended with a non-scoring stroke or foul.

Players are not permitted to play consecutive frames in singles matches.

QF-1 -- Winner Group A vs Runner-up Group B

QF-2 -- Winner Group B vs Runner-up Group A

QF-3 -- Winner Group C vs Runner-up Group D

QF-4 -- Winner Group D vs Runner-up Group C

SF1 - Winner QF1 vs Winner QF4

SF2 - Winner QF2 vs Winner QF3

The schedule and table numbers for quarter-finals and semi finals will be determined the day before and published by the tournament director.

Matches from 24-28 June 2019 are played on a roll on/roll off basis but will not start before times printed. Play will start at the allocated time each day with a short interval between matches. The evening session each day will not start before the time indicated on the format. Players appear circumstances permitting.