

RULES OF DOLPHIN 6/SIX

(LEAGUE STAGES 2011/12)

- Normal Snooker rules will apply.
- Each Match will consist of six frames, starting with six reds.
- 6 points per frame will be awarded.
- Players shall start on **40% handicaps**, rounded to the nearest whole number.
- A team shall be awarded a **6 points bonus** for each break of 26 and a further 6 for a break over 52.
- A team shall be awarded a further **6 point bonus** for each frame in which their players reach a 60 point frame score.
- Balls left on the table if a frame is conceded **will** count towards the opponents total score.
- Concession of a frame is only permitted when the player wishing to concede is deemed to be **'at the table'**
- Players can play max of **two** of the six frames (allowing for just three players per team if need be).
- **Order Of Play** shall be submitted on the normal scorecard without the opposing Captains prior knowledge.
- Changes in the **Order Of Play** are permitted only by Captains mutual consent.
- Handicaps **must** be marked on the board before the frame starts, owe players needing to remove their deficit before 'scoring'.
- Scores on the official Result Card shall be **inclusive** of Handicap
- A tie on points is permitted in the league stages, but in the knockout stages each Captain shall pick a player already named on the card to play a 1 frame decider.
- In the event that two teams tie on points at the end of the league stage, the result of the match played between the two teams shall decide the issue. In the event it is still a tie a sudden death eliminator will be arranged.

Dolphin Handicaps		
Handicap	40%	Rounded
-42	-16.8	-17
-30	-12	-12
-25	-10	-10
-20	-8	-8
-15	-6	-6
-10	-4	-4
-5	-2	-2
0	0	0
7	2.8	3
14	5.6	6
18	7.2	7
22	8.8	9
26	10.4	10
30	12	12
35	14	14