

ONEFORSEVEN - How It Works!



ONEFORSEVEN Matches will involve eight players in a four-table open plan arena;

A player will play one frame against all seven opponents.

Players accumulate points across all seven frames.

The highest scorer wins.

A ONEFORSEVEN frame will last a maximum of 21-minutes*

7 frames @ 21-minutes each equals a maximum playing time of 147-minutes.

The time limit enables ONEFORSEVEN to start and finish in a realistic and scheduled time period, without compromising the essence of the game.

*The average frame time in Sheffield this year was 18 minutes and 29 seconds, so no need to rush.

You will play one frame against each of your seven opponents

Time-Frame

1. Each frame will last for a **MAXIMUM** of 21-minutes.
2. If a frame is unfinished at the end of 21-minutes play **MUST** stop.
3. No points will count after the clock has finished.
4. The highest score at the end of the seventh round will win.
5. In the event of a tie, a count back system will be used to determine the winner.

Note: The average frame time at the 2009 World Championship was 18 minutes and 29 seconds, so don't rush you have plenty of time

Rule Changes

Standard rules of snooker will apply except for those stated below, which have been introduced in order to ensure a continual flow of play, focussing on an attacking style of play.

The Miss Rule

There will be no miss rule.

Ball-in-Hand

Following ANY foul made by your opponent, you may place the cue ball ANYWHERE on the table and continue play as normal.

ONEFORSEVEN Facts...

ONEFORSEVEN encourages an attractive and attacking style of play; avoiding the often criticised negative element that the more traditional format seems to encourage.

ONEFORSEVEN introduces a number of innovations aimed at increasing the spectacle for spectators and viewers.

ONEFORSEVEN Tournaments are made up of multiple ONEFORSEVEN Matches, with players progressing until a final group of eight is reached. ONEFORSEVEN essentially uses the standard rules of snooker, although various minor changes have been made in order to meet the demands of this new format and ensure a continual flow of play

The maximum break in snooker is **ONE** hundred and **FORtySEVEN**.

There are **SEVEN** opponents **FOR ONE** player.

Each of the **SEVEN** opponents will play **FOR** a maximum of twenty-**ONE** minutes

Making **ONEFORSEVEN** last **ONE** hundred and **FORty SEVEN** minutes