



Women's World Cup 2023 - Competition Format

Round Robin Stage

1. Each match will consist of five frames and ALL frames must be played.
2. 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)
3. The number of frames won will determine the group positions. The top two teams from each group will progress to the quarter-finals.
4. Following the group stage if two teams have won the same number of frames, the winner of the match between those two teams shall be ranked higher
5. If two or more teams are tied, a blue-ball shoot out will be held but only to determine positions 1 and 2 in the group. The blue ball will be placed on its spot and the cue-ball must be struck from within the D. The teams will toss a coin to determine who will go first. Each player in each team will take turns to pot the blue from its spot.
6. Teams must take part in all round robin matches for their results in that round to count.

Knock Out Stage

7. Each team will play one best of 7 frames match against the opposing team.
8. 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)
 - Frame 6: doubles (alternate turns)
 - Frame 7: Sudden death singles players (teams to choose player)
9. Players are not permitted to play in consecutive single frames.

General Rules

10. Reserve players are permitted at any stage in the Tournament, at the discretion of the tournament director.

11. If at any stage in the Tournament a player fails to play in any match in the Tournament she shall be deemed to have officially withdrawn from the Tournament. All matches in which they have played and results scored by them and their opponent in the round in which they have withdrawn shall be considered null and void.

Four-handed Snooker ([s3, 18 WPBSA Rules](#))

- (a) In a four-handed game (four players constituting two sides of two players) each side shall start 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 side 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 or communicate during a frame but not while one is the striker and has approached the table until their turn has ended.
- (f) If the striker's partner commits an infringement, the striker will be considered as the offender.