

League Cup/Plate Scorecard

Date:



	Home Team		Away Team	
T e a m				
T h r e e s				
P a i r s				
S i n g l e s				
Additonal team game result				
Match score				
180's		High Checks		
Winning Captain		Losing Captain		

League Cup Playing Rules

- 1) The Playing format will consist of the following:

1 team game, one leg of 1001
2 x 3's, one leg of 701
3 x pairs, one leg of 601
6 x singles, best of 3 legs of 501

First to 7 wins, if the score goes 6 - 6, one additional team game will be played to determine the winner.

- 2) The three's, pairs and singles will be a blind draw, as per normal league games.
You can select the players who play together.
- 3) Home team to set for the bull in the Team game, nearest to the bull to start.
Then alternate in the threes and pairs, so each team start three times
In singles the home team sets for the bull each game, then start alternate legs.
- 4) As with a normal league night, you can play more than six players. These players must have played for the team previously in the league and be signed on before they can play in the league Cup/Plate. This applies to all rounds, including the final.
- 5) Please return this completed sheet, signed by both captains, to the League Secretary as per a normal league match.
- 6) 180's and high checks will count, so please note them on the sheet.