



COMPETITOR OBLIGATIONS

Competitors shall, at all times behave in a proper and correct manner consistent with their status as a SnooPool competitor.

All competitors are obliged to be punctual. In the event that a competitor is late for the start of a game, the competitor is deemed to be absent and, therefore, forfeits the game, which will then be awarded to the opponent. Paid fees will not be refunded but retained by SnooPool Ltd.

Competitors or their guests shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other person on the grounds of disability, their religion, race, colour or national or ethnic origin, gender or sexual orientation.

A competitor shall not make or cause to be made any statement or commit or cause to be committed any act which in the reasonable view of SnooPool Limited is likely to bring into disrepute the game of SnooPool.

Each competitor shall participate in SnooPool tournaments in a fair and sporting manner and shall co-operate with SnooPool Limited to promote and develop the game of SnooPool. Competitors must comply with the entry terms and conditions of each tournament they may enter.

Competitors will comply with and act in accordance to all reasonable instruction of the Tournament Director or any other tournament official.

All competitors shall perform and compete to the best of their ability in each tournament in which they compete.

Competitors are responsible for their guests at events. Competitors may be held accountable for their guests' behaviour regardless of whether the competitor is with the guest at the time of any inappropriate behaviour by the guest.

A competitor shall continue to comply with and be bound by the rules and regulations of the game unless and until the competitor retires or withdraws from participation in a SnooPool match/game.

In the event that a competitor is approached or solicited in any way (whether directly or indirectly) to influence the outcome or conduct of any game of SnooPool whether or not in return for payment or any other form of remuneration or benefit, that competitor shall report such an approach to SnooPool Limited as soon as reasonably practicable and in any event not later than 24 hours after any such approach being made. Further, the reporting competitor shall provide SnooPool Limited (via a Tournament Official) with all information and knowledge relating to the approach and shall co-operate in any subsequent investigation and/or other action(s) arising out of such a report.

Any competitor becoming aware of an approach being made to another individual shall report such approach to SnooPool Limited, as soon as reasonably practicable and in any event within 24 hours of becoming aware of such approach.

Any competitor who is aware of any other breach of the rules shall notify SnooPool Limited of such breach or breaches, as soon as reasonably practicable of becoming aware of that breach or breaches.

A competitor may not use, wear or carry any technical innovation unless approved in advance by SnooPool Limited.

If the Referee considers that a competitor is in breach of any of the rules and terms and conditions, the Referee may refuse to permit the competitor to start the match with such innovation until it is removed.

If the Referee is not aware of or does not notice an unapproved innovation, the Tournament Director has the right to disqualify the competitor using such an innovation at any time during or after the match in which that innovation was used.

Any alleged breach of these rules by any competitor will result in the competitor's disqualification.

Dress code

The required dress code is smart dark colour trousers, long or short sleeved single colour shirt/blouse (shirt/blouse to be tucked in at all times), smart or comfortable shoes. Strictly no T-shirts, football shirts, jeans or trainers. The two finalists must wear the following: Black Waistcoat, Single Colour Long Sleeved Shirt/blouse (shirt/blouse to be tucked in at all times), Any Single Colour Tie/Bow Tie, Black Trousers, Smart Shoes. Each competitor shall comply with the relevant dress code for each tournament in which the competitor competes. Each competitor, when competing in a tournament shall ensure that as well as complying with the dress code, their dress and appearance is smart and appropriate for a tournament competitor.

Trophies

Snoopool Limited have commissioned 3 trophies for which competitors will compete at various stages: The Champions Trophy, the Club Trophy and the smaller Winners Trophy. The Club Trophy will be presented to the winners of the regional club competitions, which will qualify each of those winners to compete in a national competition for the Champions Trophy. Each trophy will be engraved at the appropriate time with the relevant winner's name and date of the win but will remain the property of Snoopool Limited. Each regional winner will be presented with a smaller Winner's Trophy which will become the property of that winner. Equally the winner of the national Champions Trophy will be presented with a smaller Winners Trophy which will become the property of that winner.

Trophies shall not be used by any winner or any other person or entity for promotional purposes other than for the authorised promotion of Snoopool Limited.

The image of the trophy shall not be used, reproduced or published by the winner or any other person or entity for any purpose in any media without the express written permission of Snoopool Limited.

The winner will not engrave, deface or change the trophy or the trophy case in any manner whatsoever.

Snoopool Limited may from time-to-time supplement, amend or vary these rules. Such changes shall be deemed to be effective and binding on each competitor from the date of publication of the changes.

