

G A L A R U L E S

TOSS FOR MAT POSSESSION.

NO TRIAL ENDS.

EACH GAME TO CONSIST OF **8** ENDS (no more) or **60** MINUTES OF PLAY.

A WHISTLE WILL START EACH GAME. FIRST JACK TO BE SENT UP BEFORE THE WHISTLE AT THE START OF EACH SESSION.

THE WHISTLE WILL BE BLOWN **5** MINUTES BEFORE THE END OF EACH SESSION.

NO JACKS TO BE SENT UP AFTER THE **55** MINUTE WHISTLE.

AN END IS ONLY DEEMED IN PROGRESS IF THE JACK HAS BEEN DELIVERED.

NO VISITS TO THE HEAD.

IN THE EVENT OF A JACK BEING STRUCK OUT OF PLAY, ONE SHOT WILL BE AWARDED AGAINST THE STRIKER'S TEAM.

ONE POINT FOR EACH END WON. FOUR POINTS FOR OVERALL WIN. TWO POINTS TO EACH TEAM IF GAME IS DRAWN.

IN THE EVENT OF A TIE ON POINTS, ENDS WON WILL DECIDE THE WINNERS.

Ultimate tie-breaker - shot difference.

THE UMPIRE'S DECISION WILL BE FINAL.

The SPIDER will be held at 1.15pm