

THE EARLESTOWN & DISTRICT SNOOKER LEAGUE - RULES AND REGULATIONS

Last Updated September 2022

1. DEFINITIONS

- a. The League shall be known as - THE EARLESTOWN & DISTRICT SNOOKER LEAGUE
- b. THE MANAGEMENT COMMITTEE - The Officers elected at the AGM shall consist of a CHAIRMAN and a SECRETARY AND TREASURER.
- c. Each team to elect a DELEGATE, who at their discretion may attend each meeting. They will also pay league fees, provide information on knockout matches and relay important information to their team members.
- d. All clubs to display an up-to-date copy of the Snooker Rules and the League Rules.

2. ELECTIONS AND VOTING

- a. At an AGM the Management Committee will be elected. The Officers and one delegate from each attending team are entitled to vote - see Rule 6 (g).
- b. At any other meetings the Officers, except the Chairman, and one delegate from each team is entitled to vote. The Chairman will have the casting vote where necessary.
- c. Four delegates required to form a quorum at any meeting.

3. REGISTRATION AND REPRESENTATION

- a. All Clubs and Teams must be nominated and approved by the Management Committee. Any change to home venue must be proposed and approved at a monthly delegate meeting and may be subject to a vote.
- b. All players must have amateur status, be registered for a Team, and will not participate in any matches until registration is approved. Team registration forms will be dispatched annually and must be returned to the Management Committee at the Reformation Meeting.
- c. The registration fee for teams to enter the League will be reviewed annually and must be paid before the start of the season.
- d. The monthly subscription fees will be reviewed annually and must be paid each month or in one annual instalment at the beginning of the season. Any team not represented at the AGM will be fined £10. Unpaid fines will be deducted from the end of season pay-out.
- e. A list of all registered teams and players will be sent to clubs at the beginning of each season. The website will be regularly updated to reflect any changes. Additional players may be registered until the January delegate meeting. However, they may not play until their registration is accepted at a delegate meeting. After this time no additional players may be registered except in extreme circumstances which require approval at a delegate meeting. Players are not allowed to transfer registration to another team during the season once they have played for one team.
- f. League meetings will take place each month during the season and the date of the next will be set at the previous meeting (usually the first Wednesday of each month). League meetings start at 7:30pm prompt.

4. LEAGUE STRUCTURE AND FORMAT OF MATCHES

- a. The League will consist of one division with a maximum of 16 teams. Each team will consist of six players and each match consists of six frames each for a total of six points (one point per frame). In the event of a drawn frame, black ball to be re-spotted and players to toss a coin for break.
 - i) League positions determined by most points, then most wins, then most draws, then frame difference, then if still tied - head-to-head result.
- b. All matches to commence by 7:30pm (matches may commence earlier if both Delegates in agreement). League Handicaps apply. Home team to supply a marker/referee. Home team to break in each frame. Players for each frame to be nominated one frame at a time. The Home Captain to nominate first in each frame. At two table venues with players nominated two frames at a time, the home team captain must indicate to the away team captain which table has been selected for each match.
- c. An official match card must be completed with the frame scores for each match played and signed by both captains. The home team captain/delegate must ensure that a scanned image of the card be forwarded by phone/email to the League Secretary immediately after the match - failure to adhere to this simple request will result in a £3 fine.
- d. League matches will be played in accordance with the WPBSA rules with the exception of the 'MISS RULE' which will not be applied.
- e. Applications for postponement of matches must be sent to the opposing team Delegate and League Secretary at least three days prior to the match concerned. Failure to comply will result in a £20 fine and Delegates will decide at League meeting if match to be replayed or forfeited 6-0.
- f. Failure to fulfil league fixtures may result in one or more players from the offending team receiving a ban from playing in the league for a minimum of 12 months (subject to a vote at the AGM). Any outstanding fees/fines must be paid in full before re-entry to the league will be considered.

5. HANDICAPS

- a. Player handicaps will be fixed by the Management Committee prior to the start of the season, based on results from the previous season. The method used is as follows: $\text{PREVIOUS HANDICAP} - \text{FRAMES WON} + \text{FRAMES LOST} = \text{NEW HANDICAP}$
- b. Minimum handicap is -70, maximum handicap is +25. Maximum start conceded in an individual frame is capped +40 (home or away).

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- c. New players will be assigned a twelve (+12) handicap (unless the Committee has evidence to suggest otherwise). New player's handicaps will be reviewed monthly over the first 15 games they play, and adjusted as follows at League meetings: +2 points per loss, -2 points per win.
- d. The Management Committee reserve the right to review any player's handicap throughout the season and alter it subject to a majority vote at a delegate meeting.

6. GENERAL

- a. All teams must abide by the rules of the club they are visiting.
- b. Any player barred from any club shall not play in that club without receiving express permission to do so. If a player is drawn to play a KO match at a venue they are banned from, they must inform the committee and their opponents immediately who will have the right to select an alternative venue.
- c. The Management of the League will be conducted in accordance with the rules; Implementation of the rules is vested in the Management Committee which consists of the Chairman, Secretary and at least two other delegates.
- d. The Management Committee has the power to suspend or expel a club or a player registered with the league for any breach of the rules, or any other action considered detrimental to the Leagues interest. If the club, team, or player is expelled from the League, no registration will be accepted from any of the individuals concerned for a minimum of two years.
- e. Any club, team or player has the right of appeal to the Management Committee in the event of a grievance.
- f. Any situation arising that is not covered by the rules is left to the discretion of the Management Committee.
- g. The rules can only be altered or rescinded at an AGM, or an Extraordinary Meeting and any proposals or amendments must be notified in writing to the Management Committee prior to the meeting. No proposed alteration will be carried unless supported by a two-thirds majority of those voting (one vote per team present).

7. KNOCKOUT COMPETITIONS (INDIVIDUALS, PAIRS, THREE A SIDES, TEAM)

- a. Competition entry is open to all registered players who have played a minimum of 5 league games in the previous season. Players entering the Pairs and Three a Sides must be registered for the same club team. Entry fees for each competition will be reviewed annually and must be paid prior to each draw being made – NO PAY NO PLAY.
- b. Home player/team has until two weeks before the next deadline to arrange each match which must be played on or before that deadline. Failure to arrange the match by this time means the away player(s) can claim home advantage (this needs to be authorised by Chairman or Secretary first). Any problems must be reported to delegate who in turn must inform the League Secretary. Failure to arrange the match by the deadline date that it is due to be played may result in one or both player(s) being disqualified, subject to a vote at delegates meeting.
- c. Individuals played off full and current handicap. Pairs handicap is calculated by halving the difference (half points rounded UP) then add this figure to the lowest handicap. Individuals and Pairs are best of three frames (Individuals Final - best of five). Home player breaks first in KO competitions then alternate breaks thereafter (except Team KO), a coin is tossed to determine the home player(s) at neutral venues. The semi-finals and finals of the Individuals, Pairs and Three a Sides will be played at neutral venues.
 - i) Players who reach the finals of KO competitions will have their handicaps adjusted as follows the following season (in addition to win/loss adjustment): Individuals Winner (-8), R-Up (-4); Pairs Winners (-4 each), R-Up (-2 each); Three a Side Winners (-2 each), R-Up (-1 each).
- d. Three a Sides - played off full and current handicap over three frames of aggregate scoring. Each frame is played to the black with the team scoring the most points over three frames declared the winner. If the aggregate scores are level at the end of the match the black ball will be re-spotted and played by the last two players with a coin tossed to determine break. Home team breaks always except at neutral venues where a coin is tossed to determine first break then alternate breaks thereafter.
- e. Pairs/Three a Sides KO - only two/three players to be named per team (no subs), if one player can't play, a PERMANENT replacement who has not entered in another team can be made at a delegate meeting.
- f. Team Knockout matches will be best of five frames (first to three- two individual frames, followed by one pairs frame then two more individual frames. Players are selected using the 'blind picks' system and can only play once during the match, the home team is to break and referee each frame.
- g. Failure to arrive within 30 minutes of the agreed start time for a KO match without informing the committee or the opposing player(s) will result in the offending player(s) being scratched from the competition. Such activity may also result in a ban from entering future KO's, subject to a vote at a delegate meeting.