



SNOOKER & BILLIARDS

CENTRAL COAST Inc.

SUMMER SNOOKER TEAMS FORMAT HANDICAPPED

1. TEAMS

- a. A competition round will be played each Wednesday night (excluding Public Holidays and other special events)
- b. All Teams are required to field six (6) players per round (match)
- c. All players must be registered and financial members of SBCC at least one (1) round prior to playing
 - i. To be a registered member of SBCC you must be a financial member of the teams Snooker & Billiards Club
- d. Eligibility is open to all SBCC members
- e. Each team may consist of up to nine (9) registered players
 - i. Application for additional registered player/s must be in writing to SBCC at least one (1) round prior to intended registration
 - ii. SBCC cannot guarantee teams with over nine (9) registered players will receive additional trophies should they be successful

2. PLAYING FORMAT

- a. All teams will compete in a round robin home & away format (preliminary rounds)
- b. Six (6) players are required to play each round
 - i. Each player will play two (2) frames of singles snooker
 - ii. Each player will play one (1) frame of doubles snooker
 - iii. Singles frames are to be played prior to doubles
- c. Team Captains may select their players in any desired order, however the order of players as written in the scorebook will also determine the pairing for doubles; i.e. 1 & 2 play together, 3 & 4 play together and 5 & 6 play together.
- d. Four (4) players minimum must play to constitute a match
- e. Each player is required to play ALL three (3) frames of snooker (2 singles, 1 doubles)
- f. Frame scores must be recorded including any high breaks
- g. One (1) point will be awarded for each frame won
- h. All games will be played of handicap
- i. All players can be seeded in any order regardless of handicap
- j. Team captains are required to list their players in the official SBCC score book prior to scheduled commencement of play including their handicaps
- k. Three (3) players must have commenced play by 7:00pm
- l. Competition will be played in accordance with the Rules of Snooker
- m. "Foul and a Miss" rule will be imposed with a mandatory 1st foul deemed a miss, any subsequent foul cannot be called a miss for that stroke

3. FORFEITS

(Fines & Penalties Apply)

- a. If a player forfeits the opposing player/s will be awarded the frame points as winning 3-nil
- b. Three (3) players are required to commence play in each of their games by 7pm
- c. Forfeits will apply from 7:15pm by way of the first frame, then the second frame (which will also constitute the **GAME**) 15 minutes later at 7:30pm
- d. A team recording a win by forfeit will be awarded points as follows:
 - i. The maximum points earned by any other team for that round, or the average weekly points scored by that team, whichever is greater

4. FINALS QUALIFICATION & FORMAT

- a. The number of qualifying teams will depend on the total teams entered
 - i. Up to five (5) teams entered = three (3) team semis
 - ii. Six (6) teams entered = four (4) team semis
 - iii. Seven (7) or more teams entered = five (5) team semis
- b. At the completion of preliminary rounds the qualifying teams will compete in a Finals competition
 - i. Teams tied at the completion of preliminary rounds will be selected based on a count back of all recorded results
- c. Six (6) players are required to play in each finals round
 - i. Players must have played a minimum of 1/3rd (rounded up) of preliminary rounds to be eligible to compete in finals
- d. Format will be the same as preliminary rounds (not match play)
- e. The team winning eight (8) frames will be deemed the winner
- f. Minor Premiers will be offered the choice of venue for their first finals match only (excluding Grand Final)
- g. SBCC will determine the venue for all finals matches
- h. SBCC has the right to reschedule and/or allow substitutions in the event extenuating circumstances impact unfavourably on a teams ability to compete

5. HANDICAPPING

- a. All players nominating to play will be set a handicap for the commencement of this competition
- b. Fluctuating handicaps will be enforced weekly based on the players win/loss results of singles games only
 - i. When a player wins their game they will lose 2 points to a maximum of -60
 - ii. When a player loses their game they will gain 2 points to a maximum of +40
 - iii. No change to handicap when players draw singles frames
- c. Singles Snooker – players handicaps are to be applied in full
- d. Doubles Snooker – players handicaps are to be added together then halved
- e. SBCC makes every effort to ensure all players are handicapped correctly, however in the interest of fair play SBCC may at anytime adjust a player's handicap.

6. DRESS CODE

- a. Preliminary rounds
 - i. Dress standard will be deemed by licensed premises
 - ii. Team shirt is encouraged one (1) bonus point is offered if all six (6) players have the identical team shirt identifying the club they represent
- b. Finals
 - i. Dress Trousers (No Jeans, No Cargo, No Chinos)
 - ii. Team shirt (all six (6) players must wear the identical team shirt identifying the club they represent)

- iii. Covered single coloured dress shoes (No Runners, No Work Boots, No Sandals)
- c. Any exemption to these rules must be applied for in writing to SBCC no later than one (1) round prior to scheduled play

7. SUBSTITUTES

- a. Clubs are able to make changes to their teams to ensure a competitive balance and compliance is maintained however there are strict guidelines that must be followed:
 - i. Registering more than the allowable players per team must be requested in writing
 - ii. New player registration may be done anytime prior to the half way point of the competition
 - iii. Teams may not register a player if he/she has already qualified in another team
 - iv. All requests must be made in writing to SBCC Secretary and a response will be provided within seven (7) days (No request on day of competition will be considered)
- b. Substitution – in the event a team is faced with forfeiting a game or match additional players are permitted providing they comply as follows:
 - i. Registered in the same team
 - ii. Not already registered in a team within the same competition
 - iii. Must be a registered SBCC player
 - iv. May not play finals (unless registered and played minimum qualification rounds)
 - v. Only one (1) player maybe substituted per round

8. MARKERS

- a. Preliminary rounds – Home team to provide markers, doubles partner or another home team players must officiate all singles games
- b. Finals – where possible referees will be scheduled to all finals games

9. PLAYER BEHAVIOUR

- a. All registered players and captains are required to adhere to the ABSC Code of Ethics (excluding the non consumption of alcohol clause)
 - b. All registered players and captains are required to adhere to the SBCC Etiquette guidelines
- Both of these are available to read on www.snookercc.com

10. TEAM FEES

- a. Team registration fee: \$100
- b. Player registration fee is payable if not already registered for this financial year, fees are outlined on player registration application form
- c. Team fee of \$30.00 is payable per round
- d. All fees are charged to each club on a monthly basis and penalties apply for late or non-payment

11. OFFICIAL RULES

- a. Rules will apply to all games as per the **OFFICIAL RULE BOOK** of the **AUSTRALIAN BILLIARDS & SNOOKER COUNCIL (2014 Handbook)** and are to be observed at all times.

12. DISCLAIMER

- a. SBCC prepares competitions for all members, by participation you automatically agree to all the terms in this document.
- b. The SBCC Board reserves the right to alter any rules pertaining to this format at any time deemed necessary and appropriate in the best interest of it's members and SBCC