



# **SNOOKER & BILLIARDS**

## **CENTRAL COAST Inc.**

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### **OPEN SNOOKER TEAMS FORMAT**

#### **1. TEAMS**

- a. A competition round will be played each Monday night (excluding Public Holidays and other special events)
- b. All Teams are required to field three (3) 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 five (5) registered players
  - i. Each team is limited to registering two (2) A Grade players (Handicapped -25 to -50)
  - ii. Application for additional registered player/s must be in writing to SBCC a least one (1) round prior to intended registration
  - iii. SBCC cannot guarantee teams with over five (5) 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. Three (3) players are required to play each round
- c. Two (2) players minimum must play to constitute a match
- d. Each player is required to play ALL five (5) frames of snooker
- e. Frame scores must be recorded, including any high breaks over forty (40)
- f. One (1) point will be awarded for each frame won
- g. All games will be played off scratch regardless of handicap
- h. Only one (1) A grade player permitted to play each round
- i. A Grade player must only play at Seed 1
  - i. In the event no A grade player is available the player with the lowest handicap must play in seed 1
  - ii. If there are multiple players with equal lowest handicaps the captain may chose which of those players are to play at Seed 1.
- j. All non A grade players can be seeded in any order regardless of handicap
- k. Team captains are required to list their players in the official SBCC score book prior to scheduled commencement of play
- l. All three (3) players must be present by the 7pm commencement of play deadline
  - i. If a substitute is required refer rules for substituting a player
- m. Competition will be played in accordance with the Rules of Snooker (including “Foul and a Miss”)
- n. The “Mercy Rule” will be used in all games including finals except for a deciding frame

### **3. FORFEITS**

**(Fines & Penalties Apply)**

- a. If a player forfeits the opposing player will be awarded the frame points as winning (5-nil)
- b. Two (2) players are required to commence play in each of their games by 7pm if these two (2) players are not ready to commence play at 7pm a team forfeit will be registered. (Fines apply)
- c. 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. Three (3) 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. Each player will be required to compete in a best of seven (7) format (Match Play)
- e. The team winning two (2) games 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. 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 (1 bonus point is offered if all 3 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 3 players have 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 an additional player is permitted providing they comply as follows:
  - i. Registered in the same team (refer v.)
  - ii. Not already registered in a team within the same competition
  - iii. Must be a registered SBCC player
  - iv. May not play finals
  - v. If an A grade player is the substitute and playing in seed 2 or 3 the handicap difference plus twenty (20) points must be conceded per frame, any other grade player must play off scratch
  - vi. Only one (1) player maybe substituted per round

## **8. MARKERS**

- a. Preliminary rounds – Markers are not required
- 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](http://www.snookercc.com)

## **10. TEAM FEES**

- a. Team registration fee: \$50.00
- 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 \$15.00 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