



SNOOKER & BILLIARDS

CENTRAL COAST Inc.

BILLIARDS TEAMS FORMAT

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 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. Application for additional registered player/s must be in writing to SBCC a least one (1) round prior to intended registration
 - ii. 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 to 300 points, plus handicap difference
- e. Game scores must be recorded including any high breaks
- f. Points will be awarded as follows:
 - i. Win 3 points
 - ii. Lose but score 85% or more of target score, receive 1 point
 - iii. Lose but score less than 85% of target score, receive 0 points
- g. All games will be played using a fluctuating handicap model (see 5. Handicapping)
- h. All players can be seeded in any order regardless of handicap
- i. Team captains are required to list their players in the official SBCC score book prior to scheduled commencement of play with current handicap (penalties apply for wrong handicap)
- j. If a substitute is required refer rules for substituting a player (see 7. Substitutes)
- k. Competition will be played in accordance with the Rules of English Billiards

3. FORFEITS

(Fines & Penalties Apply)

- a. If a player forfeits, the opposing player will be awarded the win and 3 points with no change to his handicap
- 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.
- d. If a player is not present at 7pm starting time he will be penalised 50 points immediately, if not present at 7:15pm he will forfeit the match.

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 450 up, plus handicap difference game (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. A fluctuating handicap model is used as follows:
 - i. Win your game – lose 10 points from your handicap
 - ii. Lose your game – gain 10 points to your handicap
- b. 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 three (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 must wear the identical team shirt identifying the club they represent) no bonus point available in finals
 - 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 played 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 – 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

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