



SNOOKER & BILLIARDS

CENTRAL COAST Inc.

2019 DIVISION 1 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 (except for 7. Substitutes b. iv.)
- h. Only one (1) A grade player permitted to play each round (except for 7. Substitutes b. iv.)
- 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 choose which of those players are to play at Seed 1
 - iii. Captains choice as to position of next two (2) players
- j. A team handicap restriction of minus eighty (-80) will apply to all teams
- k. Team captains are required to list their players in the official SBCC score book prior to scheduled commencement of play. Once the opposition captain has been informed there will be no changes except for extenuating circumstances
- l. If a substitute is required refer rules for substituting a player (see 7. Substitutes)
- 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 when frame scores are equal

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. If the third player is absent at 7pm he/she will lose the first frame, if still absent at 7:15pm the game will be awarded to the opponent
- 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

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 five (5) 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) 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 an additional player is 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 and have received a handicap from SBCC before the day of the match
 - iv. 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 (player not included in handicap restriction)

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