



# **SNOOKER & BILLIARDS**

## **CENTRAL COAST Inc.**

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### **2019 DIVISION 2 TEAMS FORMAT HANDICAPPED**

#### **1. TEAMS**

- a. A competition round will be played each Tuesday 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 other than A Grade players
- e. Each team may consist of up to six (6) 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 six (6) 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
  - i. Each player will play three (3) frames of snooker off allotted handicap
  - ii. One (1) point will be awarded for each frame won
- c. Team Captains must select their players in order of players handicap (lowest to highest)
- d. Two (2) players minimum must play to constitute a match
- e. Each player is required to play ALL three (3) frames of snooker
- f. Frame scores must be recorded including any high breaks
- g. One (1) point will be awarded for each frame won
- h. One (1) bonus point will be awarded for all team members wearing the same Club shirt
- i. Handicaps will change weekly depending on win or loss
- j. Team captains are required to list their players in the official SBCC score book prior to scheduled commencement of play including their handicaps. There will be no changes once the opposition Captain has been informed of your team (except for extenuating circumstances)
- k. Two (2) players must have commenced play by 7:00pm. (6:30pm at Davistown RSL & Shelly Beach Golf Club)
- l. Competition will be played in accordance with the Rules of Snooker (except for m.)
- m. "Foul and a Miss" rule will be imposed with a mandatory 1<sup>st</sup> foul deemed a miss. It is then up to the opponent to decide whether to play him/herself or to have the balls replaced. Any subsequent foul cannot be called a miss for that stroke

### **3. FORFEITS**

**(Fines & Penalties Apply)**

- a. If a player forfeits the opposing player will be awarded the frame points as winning 3-nil
- b. Two (2) players are required to commence play in each of their games by 7pm
- 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. Finals format will be best of five (5) frames
- e. The team that wins two games will be deemed the winner (match play)
- 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
  - i. When a player wins their game they will lose 2 points to a maximum of -20
  - ii. When a player loses their game they will gain 2 points to a maximum of +50
  - iii. No change to handicap when a player receives a forfeit
- c. Adjustments of players handicaps will cease at the end of preliminary rounds; i.e. all player's handicaps will be "frozen" during finals
- d. 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 three (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 a substitute 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
  - iv. May play out of handicap order

## **8. MARKERS**

- a. Preliminary rounds – Referees/markers will not be enforced
- 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
- 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