



SNOOKER & BILLIARDS

CENTRAL COAST Inc.

DIVISION 1 SNOOKER TEAMS FORMAT - 2021

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 team's 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 one (1) A Grade player (Handicapped -40 or more)
 - (ii) Application for additional registered player/s must be in writing to SBCC a least one 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 best of five (5) frames of snooker.
- e. Frame scores must be recorded, including any high breaks over forty (40). Home team captain will be required to record all match scores and send results to recorder within 24 hours of match finishing. Results to be emailed to results@snookercc.com
- f. One (1) point will be awarded for each game won.
- g. One (1) point bonus will be awarded when all team members play in a club shirt identifying the Club they represent.
- h. All games will be played off scratch regardless of handicap (except for 7. *Substitutes b.vi*)
- i. A team handicap restriction of minus eighty (-80) will apply to all teams.
- j. Only one (1) A grade player (-40) is permitted to play each round (except for 7. *Substitutes b.vi*)

- k A Grade player (-40) must only play at seed 1
 - (i) In the event no A grade player (-40) 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) The next two (2) players must play in seeded order
- l. A written list of each team's players with their handicap and order of play must be provided to the other team's captain (preferably in an envelope) prior to commencement of play (preferably 10 minutes before play is to commence). There will be no changes once the teams have been recorded in score books (except for extenuating circumstances). *Penalties apply for wrong handicap.*
- m. If a substitute is required refer rules for substituting a player – *see 7. Substitutes.*
- n. When there is a no referee marking a match, it will be the player's call as to whether they deem the stroke to be a "Foul and a Miss".
- o. 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 one (1) point as winning regardless of the number of frames played. The forfeiting team is responsible for payment of their player and the opposition player's fees (\$10)
- b. Two (2) players are required to commence play in each of their games on time i.e., 7pm (unless the draw specifies a different commencement time such as 6.30pm at Mingara). If these two (2) players are not ready to commence play on time a team forfeit will be registered. The forfeiting Club will be fined \$100 (See "Fines & Penalties" doc.)
- c. If the third player hasn't started play on time he/she will lose the first frame, if still not present 15 minutes after play was scheduled to commence, the game will be awarded to the opponent as a forfeit
- 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. First count back will be based on overall matches won, second count back will be based on results of the overall results when the two teams have played.
- 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. No bonus point for team shirts in semis (dress code rules apply).
- g. Minor Premiers will be offered the choice of venue for their first finals match only (excluding Grand Final).
- h. SBCC will determine the venue for all finals matches.
- i. SBCC has the right to reschedule and/or allow substitutions in the event extenuating circumstances impact unfavourably on a team's 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 any time, adjust a player's handicap.

6. DRESS CODE

- a. Preliminary rounds
 - (i) Dress standard will be as deemed acceptable by licensed premises.
 - (ii) All players must wear a team shirt identifying the club they represent to be awarded a bonus point.
- b. Finals
 - (i) Dress trousers (no jeans, cargo pants or chinos)
 - (ii) All players must wear a team shirt identifying the club they represent
 - (iii) Dress shoes (no runners, work boots or sandals)
 - (iv) No bonus awarded for team shirts in semis
 - (iv) Any change to the above will be decided by district representative on the night.
- 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 any time 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 the day of competition will be considered)
- b. Substitution – in the event a team is faced with forfeiting a game or match an additional (substitute) player is permitted providing they comply as follows:
 - (i) Only one (1) player maybe substituted per round.
 - (ii) Must be a registered SBCC player with an allocated handicap.
 - (iii) May not play finals (unless registered and played minimum qualification rounds).
 - (iv) Registered in the same team
 - (v) Not already registered in a team within the same competition, unless as a last resort to avoid a forfeit, a Club with two teams in the competition, may nominate from amongst available players from the Clubs' other team, the player with the highest handicap to be a substitute.

- (vi) If an A grade (-40) 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 give allotted handicap difference. Substitute player does not get start if handicap is lower than opponent (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
- c. All players must comply with any requirements and/or directions of the management and staff at the venue (i.e. the licenced club where games are played).
- d. All players should consider their own and others' health and safety prior to play, particularly to help stop the spread of Covid-19 by following the advice provided by governments and their own health professionals in regard to participation, physical distancing, safe hygiene, and staying at home if sick or considered to need isolation.
- e. All players must comply with any specific actions that are required from time to time by the venue in relation to Covid-19 such as hand washing, the wearing of gloves & masks, room capacity and the cleaning of equipment, tables and the snooker & billiards area. These actions may include following directions and information provided by a Covid-19 Marshall.

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 (Nov 2019 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 its members and SBCC.

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