



# **SNOOKER & BILLIARDS**

**CENTRAL COAST Inc.**

## **2024 WEDNESDAY NIGHT “HANDICAP” TEAMS SNOOKER COMP**

### **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 five (5) players per round (match)
- c. All players must be registered and be financial members of SBCC and assigned a handicap
- d. To be a registered member of SBCC you must be a financial member of the team's Snooker & Billiards Club
- e. Eligibility is open to all SBCC members
- f. Each team may have unlimited registered players
- g. New registrations will only be accepted up to the start of the last complete round

### **2. PLAYING FORMAT (MATCH PLAY)**

- a. All teams will compete in a Round Robin home & away format (preliminary rounds)
- b. Five (5) players are required to play each round
- c. Three (3) players minimum must play to constitute a match
- d. Each player is required to play a “game” of best of 3 frames
- e. Each game win will be awarded 1 point for the team
- f. Home team captain may choose the order of play from players available for commencement of play
- g. Frame scores must be recorded
- h. High breaks should be recorded
- i. The Home team captain must ensure:
  - i. Results will be texted to the recorder (0404 553 043) on the evening of the match
  - ii. Email a Copy/Scan/Photograph of the official team sheet to the recorder within 24 hours of match at: [results@snookercc.com](mailto:results@snookercc.com)
- j. One (1) bonus point will be awarded when all team members play in an identical club shirt identifying the Club they represent.
- k. All games will be played off handicap

- l. All players must play in order of handicap, i.e. lowest handicap at seed 1, if multiple players have the same handicap then its captain's choice
- m. A written list of each team's players with their handicap and order of seed must be provided to the other team's captain prior to allow commencement of play at 6:30pm.
- n. 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
- o. Variations to the official rules:
  - i. The "Foul and a Miss" rule will be imposed on all games in this competition if it is deemed that the player has not made a "fair" attempt to hit a ball on.  
The non-striker may elect to have the cue ball replaced, however, only **once** per sequence.
  - ii. The "Mercy Rule" will be applied on all frames except the last frame in a game. Points difference required for the frame to be 'awarded' is **3 snookers plus 1 point** with each of the colours left on the table, this rule can only be applied after there are no reds on the table

### **3. FORFEITS**

- a. If a player forfeits the opposing player will be awarded one (1) game point as winning regardless of the number of frames played
- b. Commencement of play:
  - (i) Three (3) games are required to commence play by 6:30pm
  - (ii) If not present to commence games 4 or 5 when called to play the first frame will be awarded to the opposing player
  - (iii) Games 4 or 5 not started 30min after being called to play will be awarded to the opposing player and recorded as winning 2 frames to 0
- 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

### **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
    - Week 1 (Semi-Final)
      - o Teams #2 & #3: Winner to Grand-Final. Loser out
    - Week 2 (Grand Final)
      - o Team #1 v Winner Semi-Final
  - (ii) Six (6) or more teams entered = four (4) team semis
    - Week 1 (Preliminary Finals)
      - o Teams #1 & #2, winner to Grand-Final, loser to Semi-Final
      - o Teams #3 & #4: Winner to Grand-Final. Loser out
    - Week 2 (Semi-Final)
      - o Winner to Grand Final, loser out
    - Week 3 (Grand Final)
      - o Winner Preliminary Final #1 v Winner Semi-Final

- 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:
    - (a) Matches won
    - (b) Games won/lost differential
    - (b) Frames won/lost differential
    - (c) Best won/lost results against equal team
- c. Five (5) qualified 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 three (3) frames
- e. The team winning three (3) games will be deemed the winner
- f. No bonus point for team shirts in semis (dress rules apply)
- g. SBCC may 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 may adjust a player's handicap to ensure continued fair play
- b. A fluctuating handicap model is used
  - (i) Win and your handicap will be adjusted -2 points for the following round
  - (ii) Lose and your handicap will be adjusted +2 points for the following round
- c. There will be NO limit to handicap movement over the duration of the competition
- d. Handicaps will not fluctuate during the finals, they will be fixed from the completion of the preliminary rounds
- e. Playing off the wrong handicap will result in the following penalties imposed:
  - (i) Play at a handicap (disadvantaging yourself) and win will result in no penalty regardless of the result
  - (ii) Play at a handicap (disadvantaging your opponent) will result in an additional 2 handicap point penalty. If you win the result will be reversed and your opponent will be awarded the 1 game point

## **6. DRESS CODE**

- a. **Preliminary rounds**
  - (i) Dress standard will be as deemed acceptable by licensed premises
  - (ii) All players must wear identical team shirts identifying the club they represent
  - (iii) The team shirt must not be covered.
- b. **Finals:**
  - (i) The dress code for the Semi-Finals and Final will be as set out in the SNOOKER & BILLIARDS TEAMS CHAMPIONSHIP FINALS CRITERIA & RULES, Section 5, DRESS CODE.

## **7. PLAYER REGISTRATIONS**

- a. Clubs must register each player prior to commencement of the competition  
Player registration must meet the following guidelines to be considered:
  - (ii) Must be a member of the Snooker & Billiards Club representing
  - (iii) Must be a financial member of SBCC or apply at time of registration
  - (iv) Must not have played in the same competition for another team
  - (v) New registrations will only be accepted up to the start of the last complete round
- b. Any request must be made in writing complete with registration and membership forms to the SBCC secretary allowing at least four (4) days to be considered.

## **8. SUBSTITUTES**

- a. Clubs may substitute players at anytime throughout the preliminary rounds to avoid forfeiting games or matches providing these guidelines are followed:
  - (i) Only one (1) player maybe substituted per round
  - (ii) Must be a registered player with an allocated handicap
  - (iii) Must be a registered player of the same club being represented
  - (iv) A substituted player must abide by the "Commencement of Play" guidelines
  - (v) A substituted player must play in order of seed/handicap
  - (vi) A player cannot play finals for a team as a substitute

## **9. MARKERS**

- a. Preliminary rounds – Markers are not required
- b. Finals – where possible referees will be scheduled to GRAND FINAL only.

## **10. 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. Any player clearly impacted by Drugs or Alcohol should be substituted by the team captain and reported to SBCC
- c. All registered players and captains are required to adhere to the SBCC Etiquette guidelines. This is available to read on [www.snookercc.com](http://www.snookercc.com)
- d. 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)

## **11. TEAM FEES**

- a. Team registration fee: \$100.00
- b. Player registration fee of \$25 per registered player
- c. No weekly game fees
- d. All fees are charged to each club following team and player registration

## **12. OFFICIAL RULES**

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.

### **13. DISCLAIMER**

SBCC prepares competitions for all members, by participation you automatically agree to all the terms in this document.

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.

### **14. FOUL AND A MISS**

The ***Foul and a Miss*** rule is not clearly defined and very subjective in the Rules of the Game of Snooker, being dependent upon a player “**endeavouring to hit the ball on to the best of his/her ability**”.

Snooker & Billiards Central Coast encourages all players to play within the rules of the game and as such the ***Foul and a Miss*** rule applies in all Snooker & Billiards Central Coast events. **Players do not have the option of waiving this rule.**

In all instances the question should be **“has the player played a shot to the best of their ability”?**

It’s irrelevant that they didn’t hit the ball on or left their opponent a shot.

In the absence of a referee SBCC recommends the following instances to be examples of a Miss:

1. Failing to hit the ball on when it can be hit with a **DIRECT** shot
2. Failing to hit the ball hard enough to **REACH** the ball on
3. Failing to hit the ball on when using unnecessary **SIDE** including but not limited to a masse shot
4. Failing to hit the ball on when using 2 or more cushions when a **SINGLE** cushion escape was available

We encourage all players to compete in the right spirit when applying this rule

The striker following the above criteria should call a ***Foul and a Miss*** on themselves if they breached any of the 4 points. The opponent can call ***a Miss*** if unsatisfied the criteria was followed.

In the event two players cannot agree the home team captain can be called to provide feedback but cannot rule on the actual shot unless appointed Marker or Referee at commencement of play.

Be aware of other matches being played at all times. Please keep all discussions quiet.

### **15. SOCIAL MEDIA POLICY**

Players are to familiarise themselves with the SOCIAL MEDIA POLICY as set out in Australian Billiards and Snooker Council website: [absc.com.au](http://absc.com.au) It can be found under ABSC, GOVERNANCE, ABSC GOVERNANCE DOCUMENTS, ABSC Social Media Policy

## 15. MERCY RULE

The following rule forcing **END OF GAME** will be enforced in all frames throughout the preliminary and final rounds

The Mercy Rule, forcing **END OF GAME**, will also apply to all frames except deciding frame(s) in Wednesday night Competition play.

The points difference required for the frame to be ended in favour of the points leader **after the last RED ball has left the table** must represent the value of the Colors on the table (27) PLUS 3 “snookers” + 1 point. (being at minimum 13 points) - as per the below table.

The frame cannot be awarded to the points leader until the player has completed a break, or stroke, and if, at completion of the break or stroke, all points or fouls have been awarded:

*i.e. The frame is awarded at the **end** of the break – e.g. if potting the yellow puts a player 40 in front, but then fouls on the green, the frame is **NOT** awarded as the points difference would only be 36.*

Ball	Difference	Colour
	40	Yellow
	38	Green
	35	Brown
	34	Blue
	32	Pink