



SNOOKER & BILLIARDS

CENTRAL COAST Inc.

“WINTER BILLIARDS COMP” FORMAT 2026

1. TEAMS

- a) Any Member Club may enter a team after ensuring that all players are current financial members of both the nominating club and nominating Billiards & Snooker Club and remain so for the duration of the competition.
- b) All players must be financial members of SBCC prior to playing.
- c) New registrations will be accepted up to 24 hours prior to the start of the last competition date prior to finals at the discretion of the Board.
- d) Player registration/s must be received a minimum of 24 hours prior to scheduled play.
- e) Players are ineligible to be transferred between teams once they have played a game for another team.

2. PLAYING FORMAT

- a) A competition round will be played each Tuesday night (excluding Public Holidays and other special events)
- b) All teams will compete in a round robin home & away format for the preliminary rounds
- c) Each round will consist of 6 x 1hr timed games
- d) A minimum of two (2) players are required to compete each round (match), however a team can field up to 6 players on the night. All playing 1 x 1hour game
 - i. Four (4) games are required to constitute a match
 - ii. If only three players are scheduled to play, then they shall each play two (2) x 1 hour sessions, with a 10 minute break after the first hour.
 - a. Home teams captain must retain same playing order when completing the scorebook for the second series of matches, visiting captain must change the player order when completing the scorebook to ensure no two players play the same opponent a second time on the night.
 - iii. If a player forfeits the opposing team will be awarded the game win (1 points)
 - iv. If a team forfeits, the opposing team will be awarded points equal to the maximum points earned by any other team for that round (up to 7 Points)
- e) Three games may start no later than 6.30 pm, but may start at any time after 6.00pm if the players are present, or if the scorebook is completed, and players are ready to start. **Note: Once the scorebook is completed it may NOT be altered.**
- f) Players scheduled, but not ready to play by 6.30 pm will incur a handicap penalty adjustment.
- g) Players scheduled, but not ready to play by 7.40 pm will incur a handicap penalty adjustment.
- h) Handicap Penalty Adjustment: The penalty is calculated as the handicap difference between the two players, divided by 30, multiplied by the number of minutes lost due to the late start rounded up to the nearest whole number. (See example in section 10). If the game is not started after 30 minutes the game will be forfeited.
- i) The competition will be Match Play
 - i. The team winning the most 1 hour games will be deemed the winner on the night and awarded 2 points total. A draw is possible and in that instance both teams will receive 1 point.

- ii. Teams meeting the SBCC Dress Code Requirements will be awarded one "For & Against" point.
- iii. Frame and Shirt points will be counted as a secondary result going towards a teams "For & Against"
- i) All games will be played off handicap
 - i. Players may play in any order regardless of handicap
 - ii. A handicap model applies:
 - a. Any game that a player wins, their handicap will reduce by 5
 - b. Any game that a player loses, their handicap will increase by 5.
 - c. All handicaps will be adjusted for the following round.
 - d. Should any match result in the same scores being recorded, this will be classed as a draw, except in any finals matches, and neither team will receive a "For & Against" point.
 - e. 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.
- j) Game scores and significant breaks must be recorded

3. PLAYING RULES

- a) Rules will apply to all games as per the WPBSA "Rules of the Game" as shown on SBCC website.
- b) Dress code applies to this competition. (Refer SBCC Website).
- c) **Venue Closures:** In the event a game cannot be finished due to the forceful completion and/or exiting a venue due to play exceeding the venue trading hours, any games not completed will be classed as a draw.

4. FINALS & PRIZE MONEY

- a) A finals competition will follow the preliminary rounds
- b) All Finals will be played as "Match Play"
- c) SBCC Team Finals Criteria applies.

5. SUBSTITUTES

- a) A player may play as a substitute for another team from the same club a maximum of two (2) times during the preliminary rounds.
- b) Handicaps will be adjusted down in the event of a substitute winning, however will not be adjusted up in the event of a substitute losing.
- c) Playing as a substitute does **NOT** count towards finals qualification for your primary team.

6. REFEREES

- a) Where available referees will be requested to officiate in Grand Finals only.

7. PLAYER BEHAVIOUR

- a. Players and captains are required to adhere to:
 - i. ABSC Code of Ethics (excluding the non-consumption of alcohol clause) & Social Media Policy. (Refer ABSC website)
 - ii. SBCC Etiquette Guidelines. (Refer SBCC Website)
- b. 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)

8. TEAM FEES

- a. Team registration fee \$125.00
- b. Player registration fee of \$35.00

c. All fees will be invoiced to the member club who will be responsible for payment of registration fees

9. DISCLAIMER

- a. SBCC prepares competitions for all members. By participation you automatically agree to all the terms in this document and to comply with the ABSC Social Media Policy.
- 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

10. Handicap Penalty Adjustment

Worked Example

Player 1 Hcp 0

Player 2 Hcp +100

Handicap Difference is 100.

Divide this by 30 = 3.3333

Assuming player 1 is 10 minutes late the handicap adjustment would be $3.333 \times 10 = 33.33$. Rounded up to the next whole number would result in a 34 point handicap INCREASE.

If player 2 were late those 10 minutes, this would result in a 34 point handicap REDUCTION for this match.