

# TEAMS CHAMPIONSHIP LEAGUE RULES

Issued June 2017 – BSASA Tournament Sub-Committee  
Version 1.7



## **Prerequisites**

All players in all teams must be financial members of the BSASA. For information on joining fees, rights and obligations visit the SnookerSA website on:

<http://snookersa.com.au/>

Teams must comply to the rules set for team formation in terms of player points, minimum team points and maximum team points. These points are available from the League Administrator. For those players not on this database, the League Administrator, in consultation with the Tournament Sub-Committee will advise the points applicable.

All teams thus formed will be subject to review by the Tournament Sub-Committee for compliance and to ensure the fairness and integrity of the League competition. The Tournament Sub-Committee's decisions shall be final.

## **Amendment to Teams points cap.**

Due to the limited amount of low points players available for Thursday competition, and due to a general improvement of player standards a review of the teams cap will apply.

All teams may have up to a maximum of 210 ranking points at the start of the season. If a team has in excess of the 200 point cap, the number 1 player will have to concede half the excess points differential in his matches whenever the normal team members are playing. (Half points are rounded up)

This is in keeping with the spirit of rule 12 whilst allowing more flexibility in team formation which will hopefully increase teams participating.

## **Mode of play**

Teams will be formed from the players who elect to play so as to create the most even, fair competitive League competition possible.

Fixtures lists will be prepared and will be available on the website as well as the Venue notice board. Home teams are the first team in each pairing on the fixture list.

All teams will play their opposing team on the allocated night, in the Venue, on the tables assigned by the marker.

Each player is only eligible to play in their allocated position within their team unless otherwise covered in these rules.

All matches will comprise three frames. See Rule 8 for details. All matches will have a 120 minute maximum duration

### **1. Table availability for Practise**

12 tables will be available for team practise from 6.00pm to 12.00pm on match nights (dependant on volunteer availability to keep the Venue open).

Any unused venue tables (e.g. match rescheduling) are reserved for casual patron usage (both BSASA members and general public) but may be used for practice unless required for this purpose. The tables closest to the counter will be the tables reserved for other patrons.

If other patrons require these tables, Teams Championship League players shall relinquish them promptly when asked.

When matches are finished on the tables assigned for Teams Championship League competition on the night, the tables then become available for Teams Championship League practice or other matches if required to speed up progress.

The order of priority is that the team to which the table has been assigned has first call – if not being utilised, it can be used by other Teams Championship League players – first come, first served basis.

### **2. Fees.**

Team fees of \$80 per team, per night, are payable prior to the commencement of play – **the only exceptions relate to members who have availed themselves of a prepaid package membership and life members.**

In the event of a match being rescheduled to another date (per Rule 11) – if the rescheduled match has already taken place, only the outstanding balance must be paid on the scheduled night as the remaining fee must have been paid on the rescheduled night.

In all other cases, the full fee of \$80 is payable on the night prior to play (discounted as necessary by membership eligibility) , and it is the responsibility of each team captain to ensure that their team payment, on the night, is reimbursed to them by their players including those rescheduling to a later night – or such other arrangement that the team

agrees to. The players rescheduling to a later date will thus not incur table fees when they play, and it is not the Venue's responsibility to chase team fees.

Score sheets will be available on the night from the front counter, and will be issued on full payment of team fees.

### **3. Score Sheets**

Scores must be recorded on the official score sheet and signed by both captains. There is provision for constructive comments or suggestions on the sheet – feel free to use these for the purpose intended, not for complaints or gripes.

Score sheets will be available at the venue. The on duty marker will prepare team listings and score sheets and assign them randomly to the applicable tables for Teams Championship League play tables being assigned in adjoining pairs.

The winning team captain or, in the event of a draw, the home team captain (the home team is the first team in each pairing on the fixtures list) is responsible for entering the results on the website:

<http://snookersa.com.au/league>

Failure to enter results by midnight Sunday of the week your match is scheduled will result in a 12 – 0 forfeit win to your opposition in the event of a team non compliance, or a 3 – 0 forfeit win in the event of individual non compliance.

### **4. Playing Position and Order**

Players will play 1 to 4 in order of ability, fixed, for the full season. This order is determined by the Tournament Sub-Committee in consultation with the League Administrator after registration of the team.

Players having the same ranking points or within 10 ranking points may be interchanged at captain discretion. (this does not have any handicap implications, as it is intended to allow match variety - a player playing outside his normal position will not get or give starts if he has just been swapped with another team member present on the night)

Players must be placed within their team according to this rule (see rule 12 and rule 13 for exceptions). Any player that is placed in a position he or she is ineligible to play, will automatically be forfeited from the result and a 3 – 0 win awarded to their opponent. Compliance is the SOLE responsibility of each team captain.

### **5. Starting Time**

Unless a match or matches have been rescheduled (see below) three players from each team must be in attendance by 7.30pm. Matches are to commence promptly at 7.30pm.

If three players are not in attendance by this time, a 12 – 0 forfeit win will be awarded against the offending team. The captains have discretion to allow leniency, but in the

event of a dispute this rule will apply. If the forfeit applies, the teams concerned, or at least those attending, still have priority for use of the assigned tables.

Team fees still apply and must be paid in full prior to the next match to be played by the team forfeiting, in the event of a no show, or on the night in the event of a late showing – **no exceptions.**

Second-up matches should commence as soon as first-up matches are completed.

The fourth player must be in attendance by the latter of 8.45 pm or the start of the fourth player's match. If this player is not in attendance Rule 13 applies unless the non offending team captain elects to allow a delay.

### **5a Matches Rescheduled**

Matches may be rescheduled before or after the designated date and time of play by the players concerned, as long as such rescheduling takes place before the designated night. The results count toward the team result as long as they are entered into the League database before midnight of the Sunday following the designated night (see Rule 11 for details) In this case, unless the players make appropriate arrangements, the matches will be self refereed.

Additionally in the aforementioned case, the players are responsible to notify their captains of this situation so as to allow the captains to make arrangements between each other to play the balance of matches on the night.

If 3 matches remain to be played, at least one must start at 7.30 pm with the remaining matches to be played commencing by 8.45pm or as the table becomes available. It is up to the captains to arrange for the appropriate players to be available at these times.

In the case of 2 or less matches to be played, the match or matches must commence by 8.45 pm. In this case the matches will most probably be self refereed.

Both tables are still available for both teams to practice on from 6.00pm as usual.

In the unlikely event that all matches have been rescheduled to other than the designated night, it is the captains' responsibility to notify the Venue prior to the designated night to allow the Venue to re-assign tables for the usage by casual patrons.

## **6. Refereeing**

Due to the possibility of less than the full team being available to play on the night, refereeing of matches is at the discretion of each team captain. Refereeing is recommended but not mandatory. On call refereeing is desirable and indicated when the possibility of a foul and a miss call is likely.

Non players can watch matches in progress or socialise in the stand down area or

downstairs in the WAFC club, but should be available in the event of their presence being required at short notice.

The referee, if present, is the SOLE JUDGE AND ARBITER; players must accept and abide by the referee's decision.

Players playing in the number 3 or 4 position can ask for an explanation of the rules after a referee's call but the decision will stand. Number 1 and 2 players are expected to know the rules so don't have this option. Number 3 and 4 players are also expected to know the rules, but some latitude has been allowed at this time. Copies of the rules are kept behind the counter at the Venue.

### **7. Miss Rule**

The full Miss rule applies to all player positions. There are laminated copies of the miss rule placed at the tables along with team names and details prior to commencement of play for the night. It is the player's responsibility to fully acquaint themselves with the Miss rule.

### **8. Match Playing Order & Scoring**

The home team captain will nominate which two player positions (of 1, 2, 3 and 4) will start the match and the captain must draw from the available players on hand.

The home team captain will assign the tables for matches to be played on from those assigned to the teams for their match.

Each match comprises three frames, each frame is worth one point to the team's total frame points, with one extra point awarded to the teams total frame points for winning the match.

3 – 0 win = 4 frame points to the winning team.

2 – 1 win = 3 frame points to the winning team, one frame point to the losing team.

Total frame points available on the night: 16. (4 Frame points for each match up)

A team win (better than 8 – 8 frame point result) counts for 2 points on the Division ladder.

A team draw (8 – 8 frame point result) accrues 1 point per team on the Division ladder.

A loss (worse than 8 – 8 frame point result) counts for 0 points.

The Division Ladder will be arranged by Team Win points, then Frame Win points to determine order.

Breaks are to be recorded when they equal or exceed the following thresholds:

Position 1 player – 40 break  
Position 2 player – 30 break  
Position 3 player – 25 break  
Position 4 player – 20 break

### **9. End stage after only blue, pink or black remain**

At any stage in a frame, after the brown ball has been potted and only blue, pink and black remain then, if a player is **29** points or more ahead, that frame will end. This is to prevent unnecessary time wasting and unduly long matches.

The same principle applies to pink and black only remaining. In such a case if a player is more than 19 points ahead the frame will end.

### **9a Slow Play**

The rules of Snooker indicate that the referee has the discretion to warn a player for excessively slow play but gives no indication as to what constitutes excessive.

As Snooker is both an attacking and defensive game it is recognised that tactical (and for that matter negative) play engenders longer frame times, but this is not necessarily contrary to the spirit of the game, however tedious it may be at times for both opponents and spectators.

Accordingly, all frames played in the Teams Championship League will be played with a timer set for 40 minutes at the start of the first frame.

Should the frame not be completed prior to the 40 minute time elapsing, the timer will be reset for another 40 minutes, and a shot clock rule *may* be applied for the duration of the frame and all subsequent frames in the match *at the instigation of either captain or his delegate*.

This option is also available at any time if either player believes undue time is being taken by his opponent. (As a guide, routinely taking in excess of 30 seconds for a shot could be considered excessive)

In the event of a shot clock being enforced, it is up to the individual teams to administer the shot clock.

The refereeing player if in attendance may also in such a case become the time keeper. This function can be delegated by either team captain or his delegate to the another spare player if present.

In any event, when the 40 minutes have elapsed, the timer will be reset for another 40 minutes and both subsequent frames will be played with 10 reds at the commencement of the frame.

At the end of 80 minutes, the timer will be reset for another 40 minutes.

Should frame 3 have not commenced at the 80 minute mark, the subsequent frame or frames shall be played with six reds at the commencement.

At the 120 minute mark the match ends, the player leading in the frame in play being deemed the winner of such a frame and the match scored appropriately.

### **9b Shot Clock**

The preferred shot clock is a mobile phone stopwatch. (Due to easier timekeeping and lack of disturbance to other players)

During a shot clock phase of the frame, 30 seconds is allowed to play the stroke. The shot clock countdown shall commence as soon as the balls have come to rest or the appropriate balls have been spotted, any equipment removed, the score called and entered if applicable and the striking player rising to either vacate the table of play the next stroke.

Should the time be called prior to the cue ball being struck, a foul shall be called. (There is no obligation for the non striker or time keeper warning of time remaining).

5 penalty points (or the value of the ball on if higher) shall be awarded to the non-striker and the non-striker shall have the option to play the shot from where the balls lie, or ask his opponent to play again. (The timer may be set as soon as the score has been adjusted and the cue ball relinquished or the incoming striker has advised his opponent of the need for him to play again.

### **9c Time Outs**

The Striker has a maximum of 3 time out calls available per frame to assist with difficult positions.

The Striker has a total of 5 time out calls available for the duration of the match from the commencement of the shot clock phase.

## **10. Player not available to play on designated night**

In the event that a player is not going to be available to play on the designated night, the player will make every endeavour to reschedule the match with his opponent to a mutually agreeable time and date, with the proviso that such match will be completed to enable scores to be entered by midnight Sunday of the week in which the original match was scheduled.

It is the responsibility of the player concerned to make contact with his opponent (details are available through the website). Should difficulties be encountered, the player will contact the League Administrator for contact details.

The player is also responsible for advising his team captain and to ensure that the Venue is aware of the fact that an extra table may be available on the designated night for a

period of time.

The captain will thus be aware of the absence of a player in regard to team refereeing [requirements](#).

In the event of a successful rescheduling, the two players concerned are responsible for booking a table with the Venue, given the possibility of shortage of tables due to the more frequent use envisaged during the upcoming season. The table will be available from the booked time, and the match is required to commence within 15 minutes of this time. Non compliance (one player late or no show) will result in a 3 – 0 forfeit and the Venue reassigning the table for other patrons use.

Should it not be possible to reschedule under this rule the player concerned will arrange a Floating Player replacement. (see rule 11)

### **11. Floating Players**

Certain players, due to their individual circumstances are not able to commit to a specific team nor for an entire season.

As only 12 teams maximum will be competing in the Thursday Championship League, it is envisaged that there will be a number of players available to fill in on a regular basis.

Additionally, a number of players have expressed a desire to play on multiple nights of the week.

To enable these players to still compete and to add to the flexibility of the Teams Championship League, without compromising the integrity of the main competition, the Tournament Sub-Committee has created the concept of Floating Players.

Players not assigned to a specific team can nominate to fill in for any team during the season on an ad-hoc basis. These players will be ranked by the Committee for the purpose of appropriate replacement.

When a team is short of a player due to non availability, and in the event of an inability to reschedule the match, the player unable to play on the designated night will consult the list of suitable permanent floating players available on the website, and in consultation with the player concerned, arrange for the player to fill in – the replacement to have the same ranking points as the player he/she is replacing.

This is the first choice for player replacement should it not be possible to reschedule the match during the week.

If no Floating players are available at the same suitable ranking, the next choice is the arrangement of a Floating player nearest to the ranking position to be filled – with a handicap as outlined in Rule 12 applying.



The last option in the event of non availability of a Floating player, is that the position is filled on the basis of one player within the team playing twice, the preferred option being that the player selected is of ranking points nearest the player being replaced. If the team's overall points are thus affected, then a handicap as described in rule 12 will apply.

## **12. No Floating players available to fill vacancy or floating or regular players of different ranking points filling in.**

If the floating or regular player selected is of different ranking points to the player replaced, a handicap shall be applied to redress the imbalance caused.

If the team, as a result is benefiting from a higher total team points tally, the fill in player will concede half the points difference to his opponent. (e.g. a 80 point player replacing a 60 point player – 10 points per frame. 60 point player replacing 50 point player – 5 points per frame etc.

If the team, as a result of the fill in, is penalised by a lower total team points tally, the fill in player will receive half the points difference from his opponent. (e.g. a 40 point player replacing a 50 point player (irrespective of position) 5 points per frame from his/her opponent. A 20 point player replacing 40 point player – 10 points per frame from his/her opponent etc.)

## **13. Finals**

The top 4 teams on the ladder will play off in the finals round.

The playing [times](#) for both the Semi Finals and Finals will be determined by Tournament Sub-Committee in consultation with affected teams, but are expected to be played over the weekend immediately following the minor rounds.

### **13a.**

#### **Floating players in Finals**

Floating players will be allowed for the finals if required.

Floating players will be assigned in the event of a player not being available for the finals.

It is the responsibility of the Team captain concerned to arrange this replacement through the Tournament Committee in sufficient time to allow a fair and equitable replacement to be arranged.

The floating player selected will be on the basis of a like for like replacement based on what points the player being replaced will commence the next season with (see above re reclassification).

The replacement player will be of the same points value – also on the basis of what points he or she will be starting the next season with. (this is designed to prevent any advantage

or disadvantage accruing to the team not able to field a full team during the finals due to unforeseen absence)

A maximum of 1 floating player allowed. If more than one player not available a 3 – 0 forfeit will apply – the match to which this will apply to be decided by lot, the other match to be filled with floating player.

#### **14. Mode of play in Finals**

The first team to reach nine (9) points will be declared the winner of the match. In the event of an 8 point all tie, a tie-break will be required.

#### **15. Tie-break Format Finals**

All four numbers will be placed in a draw and 3 of these numbers will be drawn at random.

These players will play one (1) frame only against their respective opponents. The first team to win two (2) of these frames will be declared the winner.

#### **16. Disputes**

Any disputes or complaints with regard to the conduct of the Teams Championship League (as opposed to disputes regarding the interpretation of the Rules of Snooker) will be arbitrated by the Tournament Sub-Committee on receipt of written notification of the dispute by a team captain.

The dispute must be lodged in writing to the League Administrator for referral to the Tournament Sub-Committee.

Following consideration the decision of the Tournament Sub-Committee is final.

#### **17. Tournament Sub-Committee Discretion**

Notwithstanding any of the Rules above, the Tournament Sub-Committee reserves the right to make any changes to the above rules as, and when it sees fit, if it is deemed by the Sub-Committee to be in the interests of the Game, the Association and its duty to its Constitution, the success of the Venue, the success of Teams Championship League, the fairness and equity of the competitions and the fairness and equity of the players in that order of priority.