

TEAMS HANDICAP LEAGUE RULES



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Prerequisites

All players must be financial members of the BSASA. For information on joining fees, rights and obligations visit the SnookerSA website at: <http://snookersa.com.au/>

Team structure

Teams will comprise 4 players. A team may call on any of the floating players to substitute for one of their team players when needed. There is no limit, upper or lower, in regards to the overall team strength.

Fees

Team fees of \$80 per team, per night, are payable prior to the commencement of play.

Score Sheets

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

The names of players from both teams must be entered on the score sheet by 7.30pm.

Scores must be recorded on the score sheet and signed by both captains. There is provision for constructive comments or suggestions on the sheet.

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.

A PC is available at the Venue counter for score entry.

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.

Handicaps

All players are given an initial handicap as determined by the Tournaments Committee who will determine the handicap as objectively as possible after reviewing statistics from previous tournaments. For a new player without history, a handicap will be decided upon by the Tournaments Committee after consultation with the player. Tournaments committee has the right to adjust any handicap if they deem it to be incorrect.

The handicaps will range from 10 – 100. The better the player the higher the handicap. This will bring the handicaps approximately in line with the RSL League handicaps.

Handicaps will be adjusted throughout the season after each match as follows:

3-0 win: +4

2-1 win: +2

2-1 loss: -2

3-0 loss: -4

Handicaps will be frozen prior to the last 3 minor round matches so that the last 3 matches and finals will be played using those same handicaps. This is to prevent any manipulation of the handicaps by players for the finals series.

Mode of play

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.

If both players each have a handicap of 25 or less then each frame shall begin with 10 instead of 15 reds. This is in order to avoid lengthy matches and late nights.

Frame points

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)

Ladder points

- A team win counts for 2 points.
- A team draw (8 – 8 frame point result) accrues 1 point per team.
- A team loss counts for 0 points.

The Ladder order will be arranged by Ladder points, then Frame points. Should there be a tie then the results between those in the tie will decide which team is placed higher.

Breaks of 20 and over are to be recorded.

Fixtures List

A fixtures list will be available on the website as well as the Venue notice board. For each match the first team in each pair is designated as the home team.

Table availability for Practise

Tables assigned to this event (one table per team) will be available for team practise from 6.00pm to Close on match nights. The team to which the table has been assigned has first call on the table – if not being utilised, it can be used by other players on a first come first served basis.

Any tables not assigned to this event are reserved for other patrons but may be used for practice if not in use. If other patrons require these tables, players shall relinquish them promptly when asked.

Playing Position

Players will be entered onto the scoresheet in positions 1 to 4 in order of Handicap, highest first, but may change position up or down one position. If 2 or more players have the same handicap you may choose which takes the higher position(s). So:

Highest handicap must play in position 1 or 2.

Next highest handicap must play in position 1, 2, or 3.

Next highest handicap must play in position 2, 3 or 4.

Lowest handicapped must play in position 3 or 4.

Players must be placed within their team according to this rule. Any player that is placed in a position he or she is ineligible to play, will automatically be forfeited from the result and a 4-0 win awarded to their opponent.

Starting Time

Three players from each team must be in attendance by 7.30pm. This is because each team is required to referee one table on the night.

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. Team fees still apply and must be paid 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.

Matches are to commence promptly at 7.30pm.

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 a player forfeit applies unless the non-offending team captain elects to allow a delay.

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. In this case, unless the players make appropriate arrangements, the matches will be self-refereed.

Additionally, 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.

In the event that all 4 matches are being re-scheduled, it is the captains' responsibility to notify the Venue of the re-scheduling prior to the designated night to allow the Venue to re-assign tables for the usage by casual patrons.

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.

The miss rule will not apply to players with handicap 50 or below after a miss has been called 2 times on any shot.

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.

Slow Play

While some frames are more difficult and take longer there is a need to keep frame time to a reasonable limit.

As such, all frames will be played with a timer set for 45 minutes at the start of each frame.

Should the frame not be completed prior to the 45 minute time elapsing, a shot clock rule will come into play for the duration of the frame and all subsequent frames in the match.

The refereeing player shall also in such a case become the time keeper. This function can be delegated by the team captain to the other spare player if present.

Shot Clock

During the shot clock phase of the frame, the time keeper shall reset the timer to 40 seconds and store this in memory. The shot clock countdown shall commence as soon as the balls have come to rest or the appropriate balls have been spotted and the score called and entered if applicable.

The striker has 40 seconds to play the shot. Should the alarm sound 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 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 is 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.

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.

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 as follows:

All four numbers will be placed in a draw and 3 of these numbers will be drawn at random. Players that played in these positions during the match will play the extra frames against the same opponents they played that night. Each player will play one (1) frame only against their respective opponent. The first team to win two (2) of these frames will be declared the winner.

If 6 teams or more

The top 4 teams on the ladder will play off in the final rounds as follows:

Semi-Finals

The 1st ranked team plays the 4th ranked team. The 1st ranked team is designated as the home team.

The 2nd ranked team plays the 3rd ranked team. The 2nd ranked team is designated as the home team.

Grand Final

Semi-Finalist winners play in the Grand Final. Neither team is designated as the home team, table allocation will be decided by the Tournament Committee.

If less than 6 teams

A top **three** finals format is conducted at the end of the Minor round.

The highest ranked team at the end of the Minor round goes straight into the Grand Final designated as the home team.

The 2rd ranked team plays the 3th ranked team. The 2rd ranked team is designated as the home team. The winner of this match advances to the Grand Final.

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.

A maximum of 1 floating player allowed. If more than one player not available a 2 – 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.

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.

Tiebreak Format in 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.

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.

Tournament Sub-Committee Discretion

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.