

NORTHERN TASMANIAN BILLIARDS & SNOOKER ASSOCIATION INC.

RULES & BYLAWS

2010

Rules and By-Laws for the conduct of Inter-Club games and other games of Billiards and Snooker within the jurisdiction of the Northern Tasmanian Billiards and Snooker Association Inc .

1. Scope

Play shall be between competing teams from the participating Clubs located in the Northern Region, as approved by the Northern Tasmanian Billiard and Snooker Association Inc ('the Association').

2. Teams to Register

Competing teams from participating Clubs must be registered annually with the Association, no later than the date fixed in each year by the Management Committee.

All competing players in the Teams, must be bona fide current financial members of their respective Clubs, and be resident within the Association's Northern region.

The Committee shall have the right to approve or not approve the registration of any Team, or any Player.

3. Team Composition

A team may consist of players of either gender. Juniors players (under 18 years) may apply to play for a Team, with all such Applications (*including addressing the membership approval of the participating Club*) to be put before the Management Committee of the Association for approval.

4. Roster Competitions

The Management Committee shall determine annually the format of the Snooker and Billiards Roster Competitions, including the number of Teams, the Grade/Division structure, the number of Players per Team, and whether or not Snooker and Billiards will be integrated in that Roster, or played as separate Competitions.

5. New Players

New players may be added to Teams through the Player Registration process up to and including the eighth (8th) night of play in the Roster, but after this night, new Players can only be added with the approval of the Committee.

6. Player Registration Fees

(a) Player registration fees shall be set annually by the Management Committee, and must be paid to and accepted by the Secretary prior to any player taking part in any competition, notwithstanding the Committee may at its discretion invoke additional time for payment as it sees fit.

(b) The Management Committee may approve a pro-rata Registration Fee to apply to casual 'fill-in' players seeking to play up to five (5) Roster matches, after which the balance of the full Registration Fee must be paid if the player seeks to continue to play further matches in the Roster.

7. Player Transfer

A registered player, who has played one or more games for any Team in any Grade/Division, is not permitted to transfer to another Team in the same or another Grade/Division during the Roster, unless the transfer is given prior approval by the Management Committee.

8. **Unauthorised Player Transfer**

A Player changing Team without prior approval of the Management Committee will forfeit any points that player has won for the Team, including any 'win' points won by the Team as a result of the offending player's participation.

9. **Rules - ABSCC**

All games shall be played under rules adopted by the Association, which must not diverge in principle from the Rules of the Australian Billiards and Snooker Control Council (ABSCC).

10. **Management Committee Decisions Final**

All decisions of the Management Committee shall be final and binding, with the acceptance of competing Clubs and the registration and involvement of players, only being accepted on this condition.

11. **Management Committee Power re Misconduct/Behaviour**

The Management Committee shall have the power to deal in any way it thinks fit, with any registered or non-registered player found guilty of misconduct or unsportsmanlike behaviour, which misconduct or behaviour is determined by the Management Committee to bring the Association or the game into disrepute.

12. **Penalties on Teams**

The Management Committee shall have the right to impose penalties upon Teams that fail to comply with these Rules. The penalty shall be by way of forfeiture of match points as deemed appropriate by the Management Committee.

13. **Competition Divisions / Grades**

The Management Committee may determine annually that :-

- (a) its Roster be segregated into Divisions, and
- (b) its Championships be segregated into Grades.

• **Roster Divisions**

The Roster competition may be played in 2 or more Divisions, and be played over one or more nights weekly, as determined by the Management Committee. (e.g. Thursday night = Division 1, and Wednesday night = Division 2, etc.)

Players may elect upon registration to play in any Division Team, and may :-

- subject to Rule 7 transfer to another Team, and
- subject to Rule 35 and Rule 36 play as a 'fill-in' player in the other Division.

The Roster Competition(s) will be comprised by those Teams nominated and accepted by the Management Committee. The Management Committee may determine annually the number of Teams to be accepted in each Snooker and Billiard Competition, and additionally, the Management Committee will determine the number of players to play in each Team.

Players shall be awarded a 'Handicap' by the Management Committee. Refer to Appendix G for requirements applicable to handicaps.

- **Championship Grades**

Billiard and Snooker Championships to be designated 'Open Grade; 'A Reserve' and 'B Grade

Player eligibility to enter a Championship shall be determined by the player's handicap at the close of nominations for the particular Championship, namely:-

Open :

Snooker

Billiards

A Reserve Grade:

Snooker – to consist of registered Players with a handicap of 22 or more and not exceed 46

Billiards – to consist of registered Players with a handicap of 210 or more and not exceed 260

B Grade:

Snooker – to consist of registered Players with a handicap of 48 or more

Billiards – to consist of registered Players with a handicap of 265 or more

The Management Committee may determine to conduct Annual Championships for the Billiards and Snooker Grades, on the basis of (1) an individual competition with all competing players playing with no handicap differential, and, (2) an individual competition with players playing in their Grades and off their allotted handicap as prevailing at the time of nominations closing for those Championships.

14. **Competition Nights**

Division 1 and Division 2 matches shall be played on a week night, and at a time, date and place, determined by the Management Committee in the setting of the respective Competition Rosters.

Unless otherwise given prior approval, all Matches are to be played as scheduled by the Competition Roster, with the first named team on the Roster being designated as the Home team.

15. **Duration of Matches / Tie Breaker Process**

- **Billiards**

Billiards matches to be of Sixty 60 minutes duration, unless other determined by the Management Committee.

Result of game between the players will be determined by the first player to score 400 or more points or score as determined by the management committee

- **Snooker**

Snooker matches shall be three (3) frames or (2) frames format, unless otherwise determined by the Management Committee.

16. **Billiards 'Time Wasting'**

In timed Billiards matches, if the Referee considers a player is 'time wasting', he shall warn the player, and if the player re-offends in 'time wasting', the Referee shall add five (5) minutes to the duration of the match. If a further instance occurs, the Referee shall award the match to the player's opponent.

17. **Billiard & Snooker Handicaps**

Billiards and Snooker handicaps shall be determined or altered at the discretion of the Management Committee. Refer to Appendix G for details referring to handicap adjustment and allocation.

18. **Match Handicap**
When handicaps apply, the difference between the two players handicaps is to be put on the scoreboard before play commences in both Snooker and Billiards.
19. **Incorrect Handicap**
Any player who plays off an incorrect handicap shall be penalised the value of any match points won by that Player
20. **Team Order of Play**
In fixing the Annual Billiard and Snooker Rosters, the Management Committee will determine the team order of play to apply for all Teams.
21. **Player Breach of Order of Play – Penalty**
In instances when a Player who does not play in the stipulated correct order, that player shall be penalised the value of any match points won by that Player
22. **Play Limitation**
No player shall play more than one match per night.
23. **Play Prerequisite for Teams**
Selected teams for both 'Home' and 'Visitors' shall be written down by the Team Captains ten (10) minutes prior to the stipulated start time (7 pm) on the night. Failure to observe this Rule shall result in such penalty as deemed by the Management Committee.
24. **Team Draw - Order of Matches / Tables**
Tables are to be numbered, and the order of matches is to be determined by the drawing of allies before the start of play. The respective Captains may reach agreement on the playing sequence when a player's unavailability is known beforehand.
25. **Player Attendance**
All Team players are to be present by 6.45 pm in readiness to commence play by 7 pm, with the exception, when negotiation has been agreed upon between Captains for a player to have special leave.
- Special leave to play early or late may be negotiated by Captains prior to the start of play, subject to a replacement Referee being available to cover for that player's absence. If a player is granted special leave to play early or late, the applicable Team Captain shall be responsible to organise a replacement Referee in place of that player.
26. **Match Refereeing**
Refereeing of matches is to be shared equally between the competing Teams.
27. **Referee Sole Control**
The Referee of each game shall have sole control, and may appeal to competent onlookers for advice regarding the interpretation of the Rules.
28. **Player's Right of Appeal to Referee's Ruling**
Players dissatisfied with the Referee's ruling shall have the right to protest. Such protest shall be in writing and must reach the Secretary within 24 hours of the match.

29. **Player Breaks**
All breaks, Billiards and Snooker over twenty (20) shall be recorded on the Match Result Sheet.
30. **Nightly Match Fee**
All competing Senior and Junior players shall pay a nightly match fee, as set by the Management Committee, to assist with the administration and operational costs of the Association, and the Tasmanian Billiard and Snooker Association.
31. **Team Captains**
Team Captains shall be responsible for filling out the match result sheets correctly and for the collection of match fees from each player.
32. **Score Sheets / Match Fees Collected**
Score sheets and match fees must be placed in the box provided at Launceston Workers Club as promptly as possible on match night, but no later than 6.00pm on the following day by the Home Team Captain. Failure to comply with this rule could result in the forfeiture of two premiership points.
33. **Equal Roster Premiership Points**
When teams end the roster season on an equal number of premiership points, a count back determines the final order. If this results as even, then a play-off must occur. For the procedure to be followed in the event of a count back being necessary refer to Appendix F.
34. **Player Finals Qualification – 3 Roster Matches Requirement**
Teams for the Finals shall be selected in correct order with all players having played in at least three (3) roster matches for their Team in their Grade/Division.
35. **Division 1 players playing in Division 2**
Division 1 players may play up to three (3) roster matches in Division 2 in one season, but are not eligible to play in any Division 2 final matches.
36. **Division 2 players playing in Division 1**
Division 2 players may play up to three (3) roster matches in Division 1 in one season, but are not eligible to play in any Division 1 final matches.
37. **Finals Structure**
At the conclusion of the Roster games, the Premiership in each Division shall be decided by playing Elimination Finals, Preliminary Finals, Qualifying Finals, Semi-Finals and Grand Finals, as determined by the Management Committee. The winning Teams of each Divisional Grand Final, may play each other in an overall Grand Final Match to be known as the 'Plate Grand Final'.
Venues for finals will be as stipulated in Appendix E.
38. **Draw Outcome in Finals Match – 3 allies to be drawn**
In the event of a draw in any Snooker or Billiards finals match, there will be three allies drawn, the three allies drawn will each play one frame. In billiards play will be for 30 minutes using the relative proportional percentage of the players handicaps.
39. **Championship Nomination Requirement**
Nominations for individual Snooker or Billiard Championships shall not be received from any player who has not played at least three (3) roster games, up to the closing of nominations.

40. **Championship Criteria**
Nominations for individual Championships in the respective Grades shall only be received from players qualified to play in that particular Grade.
Allocation, to which Grade is applicable to a player, shall be determined by the player's handicap at the close of nominations for the respective Championship.
41. **Championship Entry Fees**
Entry fees for each individual Snooker or Billiards Championship competition shall be set by the Management Committee.
42. **Championship Draw / Tables / Conduct / Refereeing**
After nominations are accepted for the Northern Billiards and Snooker Individual Championships, only two players shall be 'seeded' (refer to Appendix B) and the remainder drawn as provided in Appendix A.
- Semi-finals and Finals of all Championships shall be played on tables at the discretion of the Management Committee.
- The conduct of all Championships events shall be as decided by the Management Committee.
- Refereeing duties in all Championship Matches shall be the responsibility of the competing players on the following basis :-
- Losing Quarter Final players to referee Semi Final Matches
 - Losing Semi Final players to referee Final Match
- Players not fulfilling their required 'refereeing duties' will be automatically disqualified from entering the following year's Championship event. Notwithstanding this requirement, a player who has a bona fide reason for not fulfilling their 'refereeing duties', may within seven (7) days submit an explanation in writing to the Management Committee seeking exemption from this Rule.
43. **Player Ranking – Snooker – Appendix B**
For the purpose of ranking for Individual Snooker Championships in each group after the Round Robin series see Appendix B.
44. **Player Ranking Playoff – Snooker – Appendix C**
If players cannot be separated for ranking purposes in Individual Snooker Championships using the format in Appendix C and a sudden death playoff is required refer to Appendix C
45. **Player Ranking – Billiards – Appendix D**
For the purpose of ranking for Individual Billiards Championships in each group after the Round Robin series refer to Appendix D.
46. **Player Gradings – Cancellation/Variance by Management Committee**
The Management Committee retains the right to cancel or vary at any time, any player nomination or grading previously accepted, if in its opinion, the nominee is of a higher or lower grading than that previously designated.
47. **Perpetual Shields / Trophies for Grade Winners**
A Perpetual Shield and player trophies shall be awarded to the winning team in each Grade to hold in their Club for the following twelve months. The Secretary shall ensure that Shield winners are kept updated on the Shields.

48. **Trophies for Grade Runners Up**
Trophies shall be awarded to the 'runner-up' team in each Grade.
49. **Representative Shields / Trophies**
Representative Shields won by the Northern Association may be held by participating Clubs at the discretion of the Management Committee.
50. **A Grade Billiards Championship Shield - 'John Reece Shield'**
The 'A' Grade Billiards Northern Championship Perpetual Shield is to be named the 'John Reece Shield'.
51. **Annual Consistency Awards**
An annual Consistency Award is to be available to players that have played 66% or more of their Division roster matches available through the season, and be awarded to the player in each Division with the highest percentage of frames won out of frames played.
52. **Office Holders - Honorariums**
The Management Committee to determine annually following the Annual General Meeting, the Honorariums to be paid to the President, Secretary and Treasurer for the ensuing 12 month period.
53. **Player Cost Reimbursements**
The Management Committee will determine the level of cost reimbursement for players travelling away in Northern Representative sides, or for when players have other involvement with Billiards and/or Snooker that is deemed by the Management Committee to benefit the objectives of the Association.
54. **Northern Representative Sides**
Representative sides may only be comprised of players currently registered with the Association for interclub Roster matches.

Selection of players for Representative sides, shall be based on the player's Handicap as at 4 weeks before travelling to away competitions or 3 weeks before locally hosted competitions, in playing order for the amount of players required for the team, plus 2 emergencies. There will also be 4 emergency players named in order, chosen at the discretion of the Management Committee. For example, the committee may list and approach eligible players who are promising juniors, or who have a history of travelling for representative matches

The Management Committee may request the Captains of Representative teams to submit a Report on the outcome of their contest, for presentation at a Management Committee meeting.

Appendix A

For the purpose of seeding players for individual Championships the following format is to be followed. with the exception that where players who were unavailable to participate in the previous Championship, and would have been expected to reach the semi-finals had they been able to participate may be seeded at the Committee's discretion.

Part 1.

- Seed No. 1 Winner of previous championship
Seed No. 2 Runner-up of previous championship

All other entered players shall be drawn in sequence based on their Handicap at the time of nomination for the Championship. If two or more players are tied, their respective Handicaps at the start of the season shall be assessed with the lower ranked handicap player to have the advantage. If two or more players remain tied, the Management Committee shall make a decision.

For the purpose of seeding Individual Championship players the format used for the 'best result' from the quarter-finalists will be:

1. The player with the greater number of frames won in the quarter-finals.
2. The player with the greater number of matches won in their round robin.
3. The player with the best differential for the round robin
4. The player with the best differential over all matches (quarter-final and round robin matches)
5. The player with the lowest handicap at the time of nominations closing.

For the purpose of seeding Individual Championship players the format used for the 'best result' from the round robin will be:

1. The number of matches won will be the primary decider.
2. If players are equal the number of frames for and against to be used as a differential to separate players.
3. The player with the lowest handicap at the time of nominations closing.
4. If players are still tied the seeding will be done at the Committees discretion.

Part 2.

The following placement of seeded players is to be followed to format groups for round robins in individual championships.

4 groups	A	B	C	D
12 – 24 players	1	2	3	4
4 x 3 players	8	7	6	5
4 x 4, 4 x 5,	9	10	11	12
4 x 6	16	15	14	13
	<hr/>	<hr/>	<hr/>	<hr/>
	34	34	34	34
2 groups	A	B		
6 – 12 players	1	2		
2 x 3 players	4	3		
2 x 4, 2 x 5,	5	6		
2 x 6	8	7		
	<hr/>	<hr/>		
	18	18		

Appendix B

For the purpose of ranking for Individual Snooker Championships in each group after the Round Robin series the following format is to be used to separate players:

1. The number of matches won will be the primary decider.
2. If players are equal the number of frames for and against will then be used as a differential to separate players. The following format is to be used as a differential to separate players calculated on the following basis:

Count number of frames won, then count number of frames lost, subtract one from the other to get + or – differential.

e.g. Player A	Won 9 frames, Lost 6 frames	Differential = +3
Player B	Won 7 frames, Lost 8 frames	Differential = -1

No. of frames won (+situation) takes precedence (i.e. 9/6[+3] & 7/8[-1]+3 wins)

3. Should players still be equal at this point then the result of their original match shall decide who is ranked higher.
4. Should three players be equal on match wins and frames differential a sudden death play off consisting of one 1 frame will be played. (refer to Appendix D)

Appendix C

For the purpose of a 1 frame sudden death play off the following procedure is to be followed.

- (i) Two (2) of the three players names drawn at random.
- (ii) These two players play 1 frame and the loser is eliminated.
- (iii) Winner plays third player (1 frame) for ranking in group.

e.g. Players A, B and C are tied and cannot be separated.

The three names are put in a hat.

A and C have their names drawn from the hat. (B automatically qualifies.)

A and C play 1 frame. C wins frame,

A is eliminated.

C then plays B 1 frame, B wins frame

B qualifies Winner in group and C qualifies runner-up in group.

Appendix D

For the purpose of ranking for Individual Billiards Championships in each group after the Round Robin series the following format is to be followed:

1. The number of matches won will be the primary decider.
2. If two players are equal at this point then the result of their original match will decide who is ranked higher.
3. If three or more players are equal at this point then aggregate scores will be used as a differential to separate players.

To separate three or more players who are equal on wins by using aggregate scores the following format is applied.

Add players scores from all games played then add opponents' scores from these games. Subtract totals to get a + or – differential.

e.g. Scores: Player 1 285 v Player 2 257
Player 1 305 v Player 3 183
Player 1 297 v Player 4 363
Total: Player 1 887 Opponents 803
(887 - 803 = 84)
Player 1 has differential of +84

Appendix E

Venues for the Final Series – Final 4

The following format is to be followed to determine the venue to hold finals matches.

1. Minor Premier has the option of venue for Second Semi-final
2. 3rd placed side has the option of venue for First Semi-final
3. Loser of Second Semi-final has the option of venue for Preliminary Final
4. Winner of Second Semi-final has the option of venue for Grand Final

Appendix F

Premiership points awarded to teams, shall be as follows:

Snooker (2 Single Frames)

Player game wins will add one premiership point to the ladder.

One premiership point will be awarded for each Snooker game won on forfeit.

Overall team win will be awarded 2 premiership points to the ladder.

Drawn team match will award 1 premiership point to the ladder.

If both teams are short of a player the frames are to be considered 'dead' and no points awarded to either team.

For the purpose of a count back when teams are tied on premiership points at the end of the roster the following procedure shall be followed:

1. The team with the most premiership points will be the order for the premiership ladder
2. If teams are tied on premiership points, the number of outright wins shall be the primary decider for ladder positions
3. If still tied then the team with the greater number of match wins when the two teams met during the roster matches shall be the decider.

If still tied then frames won and lost over the entire roster shall be used as a differential to separate teams.

Note: All frame points won or lost are to be included in the count irrespective of whether they were awarded for winning/losing the frame by play or forfeiture.

If teams are still equal then a playoff shall be the means of separation.

A playoff to separate teams on equal points shall be played in the same manner as matches for that roster. A coin to be tossed for option of venue.

Snooker (Best of 3 Frames)

Overall team win will be awarded 4 premiership points to the ladder.

Drawn team match will be awarded 2 premiership points to the ladder

Player Frames won / lost in Best of 3 game will be added to the teams overall frames for / frames against and converted to a % of frames won / lost on the premiership ladder

1. The team with the most premierships points will be the order for the premierships ladder
2. If teams are tied on premierships points, the % of frames won / lost shall be the primary decider for ladder positions
3. If teams are still tied, the number of outright wins shall be the decider for ladder positions
3. If still tied then the team with the greater number of match wins when the two teams met during the roster matches shall be the decider.

Note: All frame points won or lost are to be included in the count irrespective of whether they were awarded for winning/losing the frame by play or forfeiture.

If teams are still equal then a playoff shall be the means of separation.

A playoff to separate teams on equal points shall be played in the same manner as matches for that roster. A coin to be tossed for option of venue.

Appendix G

Player Handicaps

1. New Players:

For the purpose of new players a handicap will be allocated at the discretion of the Committee. If after the commencement of the roster this handicap does not reflect the players ability the Committee has the right to alter such handicap as it sees fit.

2. Snooker and Billiards Handicaps are to be adjusted each week.
3. When Players are 'filling-in' in another Division handicap changes due to wins/losses will apply.
4. If a player 'fills-in' in another Division, the adjustment will not apply until the following week. (e.g. If a player 'fills-in' on Wednesday night and then plays on Thursday night the adjustment for both games will not apply until the following weeks game).
5. Snooker Handicaps will change + or - 2 points for each Match won or lost.
6. Billiards Handicaps will change + or - 5 points for each Match won or lost.
7. The maximum start handicap is 70 points per frame for all Snooker matches in any Division or Grade. (e.g. Player 1 on -30, Player 2 on 50, start is maximum 70).
8. The maximum starting handicap is 320 per game of Billiards for all matches in any Division or Grade. (e.g. Player 1 on -100, Player 2 on 250, start is maximum 320).
9. Players in either Division or Grade in snooker reaching a zero (0) handicap, shall continue to be further handicapped for games won, (e.g. -2, -4, -6, -8 and so on).
10. Handicaps are to be adjusted up to and including the last Roster match, and thereafter will not alter during the Final series.