

MINEHEAD AND DISTRICT BILLIARDS AND SNOOKER LEAGUE RULES

1. These rules are in addition to the playing rules of the Billiards and Snooker Control Council.
2. **TITLE** – The title of the league shall be the Minehead and District Billiards and Snooker League.
3. **AREA** – The leagues competitions shall be open to all registered clubs within a 20 mile radius of Minehead.
4. **COMMITTEE** – A committee consisting of Chairman, Vice Chairman and Secretary shall be officers of the committee and elected at each annual general meeting (AGM), shall govern the league. The officers and one representative from each registered team shall have one vote on any matter, and votes of proxy will not be accepted. In the case of the voting being equal, the chairman will have the casting vote.
5. **REGISTRATION** – The Records Secretary/Fixture Secretary must register a player being eligible to play in league competitions, at least 24 hours prior to playing. The Records Secretary / Fixture Secretary may waive the period of notice in case of emergency. In the absence of the Records Secretary / Fixture Secretary any officer of the committee shall have the power of delegation to register players. A player must pay registration fees before playing in any league competition. Any player who plays before paying fees automatically loses 182 points.

All registration of teams and fees must, without fail, be submitted no later than the date of the AGM. Failure to do so will result in that team not being permitted to play for that season.

6. **LEAGUE MATCHES** – Each team to play each other in the same division on a home and away basis, unless otherwise directed by the management committee. One point to be awarded for each frame won. In case of where three teams or more are tied for 1st or 2nd place in the league. League positions to be decided first by points (frames won), then matches won, then frames won involving just the teams involved. In the case where the result is still a tie, a playoff will have to be played in order to decide. Playoff match will be played as per cup match involving a single frame and aggregate scoring.
7. **FIXTURES** – At each Annual General Meeting (AGM), teams must state the day on which their home games will be played. This is to give away teams prior notice of matches. Both teams must fulfil the fixture as arranged. Postponement of any fixture must be given 48 hours notice, and by mutual agreement of both captains. A postponement of any fixture must be submitted to the Fixture Secretary by the home team. Any dispute must be reported in writing to the Fixture Secretary within 48 hours of postponement. The management committee will then investigate and their decision is final and binding on both teams.

8. **LEAGUE RESULT CARDS** – Shall be forwarded to the Fixture Secretary on the score card provided by the league, within 3 days of the match having been played. By the home team captain. Scorecards can be sent to the fixture secretary in any of these formats.

- By use of electronic scorecard entry on the league website (preferred method).
- By email to the fixture secretary.
- By text to the fixture secretary.
- By picture message to the fixture secretary.

In the case of singles or individual competitions the winner of the game will responsible for forwarding the score card to the fixture secretary. Failure to do so will result in the responsible team being deducted two points. Or in the case of cup matches, disqualification. Both captains must certify scores are correct by signing the result card.

9. **PLAYERS** – A player registered as a member of a team shall not play for a lower team. In this connection a team in division one shall be deemed higher than division 2, but subject to this a clubs A team is deemed to be highest, the B team the next highest, and so on. A player registered to any lower team may play for a higher team four times in any one season. Should that player play for the higher team more than four times during one season, he will automatically become part of that higher team and ineligible to play for the lower team. Apart from this facility a player may play for only one team at snooker and one team at billiards.

10. **MARKERS** - Home team must provide markers who shall make themselves conversant with the rules of the game. The marker will have sole control of the game and his decision accepted as final. The home player shall be marked as spot on the scoreboard regardless of which player breaks off.

11. **ORDER OF PLAY** – Team captains or their representatives, will exchange a list of players numbered 1-4 before the commencement of the match. The order of play is then set in the following order on the resultscard;

Home	Away
Player 1	Player 1
Player 2	Player 2
Player 3	Player 3
Player 4	Player 4

No alternatives to the order of play or players can be made after exchange of lists, unless by agreement of both captains or their representatives. Any substitute takes original players place on the list.

12. **STARTING TIMES** – All matches will commence at 7:30pm unless arranged otherwise and agreed by both team captains. Any team failing to arrive at the venue by 7:45pm shall forfeit the first frame and subsequent from within a period of 15 minutes as follows;

Non arrival by 7:45pm – Loss of frame 1

Non arrival by 8:00pm – Loss of frame 2

Non arrival by 8:15pm – loss of frame 3

Non arrival by 8:30pm – loss of frame 4

In team competitions for no or late arrival score 182 points – 0.

Teams will be able to field 3 players and continue to play four frames. The fourth frame will be decided by the opposite team drawing one of the three players out of a hat, the player selected will play the fourth frame. Th additional frame will count towards all team points but will not count towards the players merit points, this extra frame will be credited to the “Extra” player for that team when entering the result onto the website.

Teams will only be able to do this once per game, meaning a team cannot turn up with two players and play four frames. The minimum amount of players a team needs to field for a match is 3. Failure to field a minimum of 3 players on the night will result in that team automatically losing the match 4-0.

If a player turns up to a match expecting a game but has no opponent then that player will be awarded ten merit points for the fixture.

SNOOKER – A game will consist of one frame followed by one red and the colours. After the frame has been completed, the colours shall be placed on their spots and the red ball placed in the middle position between the blue and the brown balls. Except in the case of a foul shot when he cue ball is played from the hand in the “D”.

13. **BILLIARDS** – Game to consist of 200 points up to an hour duration – which ever comes first.
14. **NEW TEAMS** – Any new teams to be included in the lowest division. Any existing teams wishing to change their venue may request to do so in writing at the AGM. Any request to change venue must be signed by four members of the existing team and the league must approve the venue. Changes of venue will not be allowed during the season. Any team that changes their venue will retain league position earned in the previous season. Ie. No team will be relegated or promoted based on a change of venue.
15. **TRANSFER REQUEST** – The management committee may consider a transfer request from a player provided the request is made before the commencement of the second half of the season. A player is cup tied if he has played for a team in a cup match.

16. **MERIT POINTS** - Each player will be awarded 1 merit point for every ten points they accumulate in a match. For example, if a player scores 58 points in a frame, they will receive 5 merit points.

In addition to the points given to the winner and loser for the frame, the following points will be awarded.

20-29 break = 5 additional points.
30-39 break = 10 additional points.
40-49 break = 15 additional points.
50-59 break = 20 additional points.
60-69 break = 25 additional points.
70-79 break = 30 additional points.
80-89 break = 35 additional points.
90-99 break = 40 additional points.
100-109 break = 45 additional points, and so on.

17. **TABLE CONDITION** – Home captains are responsible for ensuring that tables are brushed and ironed prior to the start of a match. Tables should be ready by no later than 7:30pm for league matches and as arranged for all other matches.
18. **AMMENDMENTS** – Any proposed ammendments to the league rules shall be sent to the chairman, fixture secretary of general secretary 14 days prior to the annual general meeting (AGM). This rule does not apply to rule 15, ie new teams.
19. **HANDICAPS** – Handicaps will range from between -21 to 49. With a maximum difference of 49 being awarded during any one frame (This figure will be capped at 30 for cup, individuals and pairs competitions). Handicaps will be assessed every 3 or 5 games as detailed below.

Player wins 3 in a row – Handicap will drop by 7
Player wins 3 out of 5 – Handicap will drop by 7
Player wins 2 out of 5 – Handicap will rise by 7
Player wins 1 out of 5 – Handicap will rise by 7
Player loses 3 in a row – Handicap will rise b

Handicaps will by played by the difference, with the lowest handicap player stating on scratch, and the higher handicapped player playing off the difference. For example. If a player playing off 14 plays a player off 35. The 14 handicapped player will pay off scratch, and the higher handicapped player playing off 21.

INDIVIDUAL AND CUP COMPETITIONS

1. **CUP DRAWS** – Cup draws, including the KO cup, Divisional Cup, Individuals, Pairs and Billiards will be drawn the once in a tournament tree layout at the beginning of each season.
2. **VENUES** – The first player or team drawn in each round, or player or teams name that appears highest in the tournament tree will be the home player/team. And therefore responsible for the arrangements of the match by contact with the away player or team and arranging the fixture (contact numbers will be supplied by the league). The management committee will be responsible for arranging finals.
3. **RESULT CARDS** – in all competitions, the winner must forward the result card to the fixture secretary within 3 working days of the match being played.
4. **MARKERS** – The player / team drawn at home must provide markers. All semi finals and finals will be appointed by the management committee. If the away players arrive at the venue and there is no marker present, the home team will be given 15 minutes to provide a suitable marker. Failure to do this will result in the home players forfeiting the match.
5. **ORDER OF PLAY** – As per league matches.
6. **STARTING TIMES** – As per league matches.
7. **INDIVIDUALS AND PAIRS COMPETITIONS** – these competitions will be of frames only, not frame and colours as per league matches, for pairs competitions, both players must be registered with the same club. Handicap difference for individuals and pairs matches will be capped at a maximum of 30 points.

Pairs handicaps will be decided by averaging the two players handicaps. Find the middle number between the two handicap numbers and round up to the nearest one where necessary. For example, a 35 handicap paired with a 14 handicap will play off of 25.

This works the same for handicaps in the -7, -14 and -21 region.

8. **CUP MATCHES** – As per individuals and pairs matches, frames will consist of a straight frame without the re-spotting of the red and colours. In the event of a tie, i.e 2-2 on frames, and aggregate scores are tied, the black of the last game will be respotted. Handicap difference for cup matches will be capped at a maximum of 30 points.
9. **CUP TIED** – A player is cup tied if he/she has already played for any team in a cup match.
10. **DRESS CODE** – There is an expectation that all players/teams will wear smart clothes for semi finals and finals of all competitions. Players/teams should not wear jeans or trainers.
11. **NUMBER OF FRAMES** – Below are the number of frames to be contested for semi finals and finals of snooker individuals and pairs competitions.

Individual Snooker

Rounds up to semi finals – best of 3.

Semi finals – best of 5

Final – best of 7

Pairs Snooker

Rounds up to semi finals – best of 3

Semi finals – best of 5

Final – best of 5

THE ABOVE RULES SHALL FORM THE CONSTITUTION OF THE LEAGUE

COVID 19 – TEMPORARY RULES FOR REVIEW 2023 - 2024

RULE OF THREE – Teams will be able to field 3 players and continue to play four frames. The fourth frame will be decided by the opposite team drawing one of the three players out of a hat, the player selected will play the fourth frame. Th additional frame will count towards all team points but will not count towards the players merit points.