

ST.HELENS THURSDAY SNOOKER LEAGUE

LEAGUE RULES 2017-2018

1. League

That this League be called "St. Helens Thursday Snooker League". The League name may be prefixed by a Sponsor name where applicable. The Management Committee shall have the power to consider application for membership from any Club within acceptable geographic limits.

2. Composition of League.

(a) That the League will operate on an Individual Handicap basis. The League will consist of an appropriate number of divisions, of equal numbers where possible, to accommodate the teams wishing to compete in any season with promotion and relegation from divisions where applicable.

(b) Clubs shall be elected to membership of the league at an AGM. Member clubs will remain as members of the league for an indefinite period until they resign, or, are expelled for rules breach. Vacancies in the league will be decided by ballot with each member team having one vote. Late applications to join the league can be approved at Management Committee discretion.

(c) Each Club shall pay an annual subscription of £50 per team prior to the beginning of the season.

(d) Any variation(s) from the foregoing shall be dealt with by the Management Committee, both as to status and subscriptions.

(e) In the event of a team withdrawing once the fixtures have been prepared or following the first fixtures or at any later stage, the above fee will be forfeited.

(f) That each member Club shall settle their financial obligations to the League, for the coming season, not later than 7 days prior to the start of the season.

3. Players

a) All players must be registered and be full members of the club they are playing for if the club is registered under a "Club Premises License" with the local council. Each player in the league will pay a subscription of £3 which will cover the whole league season

b) All players will be given an individual playing handicap. The maximum handicap is +50, and the lower ceiling is -40. The maximum handicap an amateur player can give is 55 points. Professional players must give full handicap start.

c)(i) New players that have not previously played in leagues will start off a handicap of 21 if NO recommendation is made by team captains. Any new player can be awarded a starting handicap up to a maximum of +35.

c)(ii) For other players who are new to the League but have played in other snooker leagues it is the responsibility of the team delegate to recommend a fair handicap. The League reserves the right to apply a fair handicap based on their handicap & performance in previous leagues.

c)(iii) Such 'Novice' and 'New' players will have their handicaps adjusted if necessary after every 4 games played up to 20 games in their first season. Changes will be made on the basis of win loss records. An **Appendix (A)** document detailing this can be found at the end of this document.

d) If it is found that team delegates have recommended an unfairly high handicap then the team will be subject to a penalty, at the discretion of the committee, of a number of points up to that gained by the individual, including any aggregate score points. The player may also be de-registered from the league and no longer able to take part in the current season.

e) A full review of league handicaps will take place after the halfway point in the league program and will involve ALL remaining league players registered. Players will be subject to review depending on the number of games played and their win/loss record being either 75% or above of wins or losses. The maximum change can be -10 or +10 at this review stage. The League Secretary can make additional changes at their discretion at this review point to any player either nominated by their team captain or by further record review.

4. Management.

The League shall be governed by a Management Committee consisting of: League Chairman, League Secretary, Competition Secretary, League Treasurer and up to 6 League members elected at the Annual General Meeting. The committee shall have complete jurisdiction over all matters pertaining to the league. All shall have voting power and the chairman shall have a casting vote when necessary.

5. Meetings.

The Annual General Meeting shall be no later than the second Thursday in July each year. The business at that meeting shall include:-

- (a) Election of officers and Committee; Secretary's Report; Treasurers Report including a certified statement of accounts; Amendments to Rules; Notices of Motion and General Business.
- (b) Notices of Motions to be in the hands of the Secretary 7 days prior to the meeting, and both Proposer and Seconder to be in attendance at the AGM otherwise the motion will be declared void. Any motion would also be void should the Proposer and/or Seconder's Club(s) fail to fulfill all their financial obligations. Voting at the AGM is one vote per Team providing they have fulfilled their financial obligation as specified above. Apologies are acceptable for non-attendance at an AGM.
- (c) Applications for entry into the League for the following season must also be made at this meeting. Any such applications must be agreed to by **two-thirds (66%)** of the eligible ballot.
- (d) All Clubs to submit the number of teams they are entering for the upcoming season along with a list of their registered players at the registration meeting with date set at the AGM.
- (e) The Secretary shall call an Extraordinary General Meeting on notice from at least 25% of the leagues teams for the reason given in writing.

6. Trophies.

Trophies will be awarded to the winners of all competitions held under the jurisdiction of the League and held for the following 12 months. The Clubs or Individuals be responsible for their safe-keeping and insurance during that period and their return when requested, in the same clean and undamaged condition, and subsequent replacement if lost or damaged. In the event of the league being lapsed, suspended or disbanded, all trophies and monies shall pass into the care of appointed trustees who shall be responsible for arranging their safe custody. The trustees shall consist of the Chairman, Secretary, Competition Secretary and Treasurer, who shall have the power to demand the return of all trophies by the holders, even though the twelve month period has not expired.

7. Prizes.

That in each division SEVEN prizes be presented to the Champions of each division, and SEVEN to the Runners-up and a prize to the divisional player of the year (decided by Win/Loss records), and captains choice player of the year (decided by Man of the Match nominations). There will also be a prize for the highest break in each division. Prizes may take the form of either individual trophies or cash prizes (or both).

8. Conditions of Play.

- (a) That all Clubs shall have tables prepared and ready for play at their respective start time.
- (b) That each player must be a bone-fide member of the Club for which he/she is registered if the club is registered under a "Club Premises License" with the local council.
- (c) No player can sign for or play for more than one team or club in any one season.
- (d) Late registrations will be accepted up to the end of the HALFWAY point in the Fixture program. Players can be registered for a fee of £3.00 per player.
- (e) That the games be contested under rules currently in force at that time and each Club exhibits a copy in their Clubroom.

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8. Conditions of Play (cont.)

(f) That no further late registration of players will be allowed after the HALFWAY point in the Fixture program, exceptional circumstances accepted, subject to Management Committee approval.

(g) Clubs entering teams in the League must fulfill their league fixtures on the recognised nights set by the League and changes to this must be with full Management Committee approval.

(h) Each club shall notify the league of the starting times for matches at their respective clubs. Matches will start between 7.15pm and 8.00pm. Exceptions can be made where club opening times allow.

(i) Away teams will be allowed a 30 minute "lateness" grace from the start time of the Home team should it be required. The away team MUST notify the home team that they will be late to their fixture otherwise the frame forfeit rules will apply.

(j) That any team which keeps a table empty for 15 minutes because of shortage of players shall forfeit one frame, and 30 minutes later if no player is available, shall forfeit another frame, etc. Where a frame is forfeited, the offending team will lose the frame 100-0 for LEAGUE matches or as per the Cup/Bowl rules in Appendix (c).

(k) If a player is awarded a "FREE-BALL" during the passage of play then the player MUST nominate the colour chosen as the free-ball and inform the referee. The referee reserves the right to ask the player for their chosen nomination if they have not made this clear. If the player does NOT nominate a ball and plays the shot then the referee can penalize the player with a FOUL to the value of SEVEN points to their opponent.

(k) The "MISS" rule will not apply in this league, but a genuine attempt must be made to escape from a laid snooker. If it is deemed that the attempt was blatantly false, only then can the balls be replaced and the striker asked to take the shot again. Only if a qualified referee is in charge of a frame, can a "miss" be called.

(l) MOBLIE Devices MUST be turned off, or placed on silent mode, when players are playing or during referee duty. Any use of mobile devices which are distracting from play or referee duty can be considered an act of misconduct and dealt with as such.

(m) That in snooker, teams shall consist of six players, one frame shall be played by each player.

(n)(i) The HOME Captain nominates two players and advises the AWAY captain of the table numbers. The AWAY captain then nominates their opponents. The HOME Captain ensures that the respective player's handicaps are put on to the scoreboard, and so on throughout the match. Once the captains have made their nomination of players they shall not thereafter be changed.

(n)(ii) If BOTH teams agree then frames can be played on a "roll-on, roll-off" basis. If a frame finishes and the opposite frame still has reds remaining in play then the captains can choose their players to start a frame on the empty table. Once the opposite frame finishes then players can be chosen to play as normal. "Roll-on, roll-off" can be used continuously if required. If the tables do catch up to each other then normal playing rules must apply as per the (n)(i) rule above.

(o)(i) That all LEAGUE matches will be played and points awarded as follows. A total of SIX points will be at stake with 1 point awarded for each frame. Re-spotted black to decide any drawn frame after all balls have been potted.

(o)(ii) For CUP matches ONLY, frames can end as a draw once all balls are potted. NO re-spot black will be used for individual frames. In the event of the total aggregate scores being level at the end of the match, then the black in the final frame to finish will be re-spotted and the SAME PLAYERS will complete the match to decide the aggregate point.

(p) That the home team will be responsible for providing referees for all frames.

(q) That any team playing an ineligible player shall have ALL points deducted from that match and the points awarded to the opposing team. Any other matches affected by this infringement shall be similarly dealt with.

(r) At the AGM of 2017, the "JOKER" rule was implemented for teams to use at their discretion during LEAGUE matches only. The full conditions of the "JOKER" rule are listed in **APPENDIX (B)** below.

(s) ALL other playing rules are as per the World Snooker/WPBSA standard rules of Snooker.

9. Promotion and Relegation.

At the end of each season the two teams with the lowest number of points in Division One will be relegated into Division Two and the two teams with the highest number of points in Division Two shall be promoted to Division One. However, to ensure a suitable number of teams are maintained in the two divisions, the Management Committee reserves the right to deviate from this rule if necessary.

In the event of two or more teams ending on the same number of points and where a promotion/relegation/championship is at stake, there will be a play-off between teams to determine who wins the said prize at stake. In the event of more than two teams, a play off series shall be formulated and played on convenient dates for all parties

10. Match Cards

(a) Match Cards are provided and must be completed during the actual playing of the match. The HOME team or Club is responsible for forwarding the completed result card, signed by both captains noting any high breaks, man of the match etc. The match card must be in the hands of the SECRETARY no later than **6pm on the TUESDAY** following the match.

(b) Late match cards will result in ONE official warning. Any subsequent late match cards will result in a THREE Point penalty deduction for the team, and a further THREE point penalty for each further infringement regardless of League or Cup match played.

11. Match Results.

(a)(i) For ALL league matches the onus is on BOTH team Captains to make sure the result is in on time. Teams shall text or e-mail the result to the current Secretary, Dave O'Dowd as soon as the match ends and on the same night. Results MUST be text, or e-mailed no later than **NOON on Saturday** following the match.

(a)(ii) Late results will result in ONE official warning. Any subsequent late results will result in a ONE Point penalty deduction for the team, and a further ONE point penalty for each further infringement regardless of League or Cup match played. Result cards received before the deadline in (a)(i) means this rule will NOT apply.

Contact: Text: **07984 309268** or email: david_odowd@hotmail.com

(b) For ALL Competition matches. Both players to text, or email, the result to the current Competition Secretary, Stephen Whittaker, as soon as the match ends, and on the same night. Late results could result in the scratching of one or both players/teams from the tournament

Contact: Text: **07936 933976** or email: whittaker.stephen1@sky.com

12. Postponement, Forfeits, and Non-fulfillment of Fixtures

(a)(i) No arranged League match may be postponed except at the discretion of the League and with the agreement of the opposing team. Games can only be cancelled if any team gives AT LEAST 24 Hours notice to the opposition team of reason to cancel. Failure to provide the required notice means that the match MUST proceed as scheduled and the teams must play the fixture with players available.

(a)(ii) Failure to provide enough notice to the opposition AND failure to attend the fixture will be classed as a forfeit and a 7-0 result will be awarded to the opposition team.

(a)(iii) Games can be re-arranged but must be played within 21 days of the original date providing BOTH teams agree to a date to play. Failure to reach agreement on any re-arrangement means that the League Committee will then make a decision on the game and where and when the match will be played.

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12. Postponement, Forfeits, and Non-fulfillment of Fixtures (cont.)

(b)(i) There will be a “three strike” scale of warnings, penalties and exclusions for ANY team that forfeits a match (as determined by the classification of a forfeit). The following will be issues when a forfeit occurs:

- a. 1st Forfeit
Official League Warning
- b. 2nd Forfeit
SEVEN (7) Point deduction from teams League points total and expulsion from the Knockout Cup competition.
- c. 3rd Forfeit
FULL EXCLUSION from the League for the remainder of the season. Remaining fixtures are VOID (Open Date) and all points will be removed from the League Table. The timing and removal of points is addressed in (d) below. Team must re-apply to the league at the next AGM if wishing to re-join the league.

(b)(ii) It is clarified what constitutes a “forfeit” and this is as follows:

1. Failure to turn up to an arranged match without notice
2. Failure to give the agreed notice of cancellation, as above, and failure to fulfil the fixture with the players available.
3. Attending an arranged fixture with 3, or less, players. Team cannot win a match in the league with less than 4 players but they can draw.
4. Failure to agree to a re-arranged match without reasonable explanation.

(b)(iii) If teams turn up with 3 or less players then the frames can be played and the points won from those frames but the match will still be classed as a forfeit and the above censures applied.

(c) That in the event of any match being caused to be abandoned such match to be completed within 14 days of the original date and three weeks before the final league fixtures, otherwise a date will be fixed by the League, which must be Strictly adhered to. All completed games in the abandoned match to stand, uncompleted games to be treated as not started.

(d) In the event of a team resigning from the league then results will be deleted depending on the stage of the season the teams resignation comes into force. Resignation before the halfway stage will see ALL results and fixtures deleted. After the halfway stage will see all results and fixtures from the Halfway stage onwards ONLY deleted and the results before the halfway point will remain in situ.

13 Protests and Disputes.

(a) That all protests must be telephoned through on the night of the match and then in writing within 48 hours of the finish of the match, accompanied by a fee of £5.00 and sent to the League secretary. The fee shall be refunded should the committee consider it a valid complaint irrespective of their decision. If considered frivolous it shall be forfeited.

(b) All clubs have the right to appeal against any judgement made by the league committee. A fee of £5.00 must be paid and is refundable if the appeal is upheld. The league will withhold the fee if the appeal is rejected. All appeals must be received within **10 days** of the offense/ruling in question and sent in writing to the League Secretary. The appeal will be assessed by the league committee and a ruling made. No further appeals are permitted and the decision will then be final.

14 Misconduct of Players/Teams

The Management Committee reserve the right to suspend & expel players and teams from the League at ANY point if they are found guilty of misconduct during matches, or, by bringing the League into disrepute by comments made on social media pages or in person to any member of the Management committee. There will be ZERO tolerance for racial, verbal or physical abuse of any nature and, if found guilty, player(s) and teams will be expelled indefinitely from the League.

15. Competition Formats

(i) Three Man Team Championship

Matches of three players, one frame each, handicap starts on the board, (league and divisional start). Aggregate score wins. Toss for nomination and break then alternate. Frames can be tied but not the match. If aggregate score is tied the last 2 players playing re-spot black.

(ii) Handicap Pairs Championship

Matches of two players, best of 3 frames, handicaps calculated based on individual Handicaps in the league added together then divided by 2. Any half figure handicaps will be rounded up to the nearest whole number. Toss for break then alternate except final frame.

(iii) Handicap Open Championship

All matches are best of 3 frames except for the final, which is best of 5 frames. Handicap as per the current league handicap at the time of playing (subject to review). Toss for break then alternate except final frame

(iv) Scratch Senior Championship

All Matches are best of 3 frames except for the semi-final which is the best of 5 frames and the final which is best of 7 frames. Play off scratch. Toss for break then alternate except final frame.

(v) Over 50's Handicap Individual Championships

The tournament will be open to registered players aged 50 or over on 1st September of the year of season in progress. All matches are best of 3 frames. Handicaps as per the current league handicap at the time of playing (subject to review). Toss for break then alternate except final frame.

(vi) Under 25's Handicap Individual Championships

The tournament will be open to registered players aged 25 or under on 1st September of the year of season in progress. All matches are best of 3 frames. The competition is open to registered players from both this league and the St. Helens & District (Weds.) Snooker League. Handicaps as per the current league handicap at the time of playing (subject to review). Players who play in both leagues will be given an average handicap to compete in the competition. Toss for break then alternate except final frame.

ALL players drawn out first are determined to be at Home, and will play at their club venue. This will apply up until the semi-finals, and finals, which will be played on neutral venues. All competition rounds of play MUST be completed by the given closing date WITHOUT exception. Only in agreed circumstance by the league officials can any extension be given with a valid explanation. The excuse of "I didn't know about it" is not valid considering all the areas of communication we have. HOME players must make contact with their opponent within FOURTEEN DAYS of issue of the draw. Contact must be direct with the player. A contact deadline reminder will be sent 7 days before.

16. CHALLENGE Cup & Bowl Competition

Please see **APPENDIX (C)** with regards to the format of this competition and the rules in play. The competition format was changed at the AGM of 2013.

17. Finance

(a) The Chairman, Secretary, Competition Secretary and Treasurer shall all be named on any bank mandate. Any two signatures shall be required for the signing of cheques.

(b) The Treasurer has the right to operate the accounts using "online banking" where applicable providing all transactions are reported as below.

(c) The Treasurer will provide a full statement of the League Accounts at the AGM which will outline the Income, Expenditure and the current balances from league Bank account and any cash in hand. This will be audited by a qualified Accountant before presentation and subsequent remuneration for preparation and audit will be paid.

GENERAL ADDENDUM

THAT THE MANAGEMENT COMMITTEE MAY INTERPRET ANY OF THE RULES ABOVE AT THEIR OWN DISCRETION, AND THE ACTION OF THE MANAGEMENT COMMITTEE IS DEEMED FINAL ON ANY MATTER NOT COVERED BY THESE RULES.

APPENDIX A
New Player Review Details

1. New players will receive a handicap NO GREATER than +35. Captains will still be asked to provide an accurate suggested handicap for new players to start from. The League will also check with other local leagues to see if the player has played elsewhere.
2. New players will have their handicap reviewed after THEY have played 4 games, 8 games, 12 games, 16 games and 20 games in any season.
3. No further changes will be made after a new player has played 20 games or more.
4. Changes will be made on a sliding scale depending on their Win/Loss record, this will be as follows:

4 Wins out of 4 - Reduction by 6 (-6)

3 Wins out of 4 - Reduction by 3 (-3)

2 Wins out of 4 - No Change (0)

1 Wins out of 4 - Increase by 3 (+3)

0 Wins out of 4 - Increase by 6 (+6)

5. The changes above will be based on the FOUR game window between review periods as in Rule 2 above.
For example: A new player may win 3 of their first four games meaning they are reduced by 3, they may then lose their next 4 which means they will go up by 6, they then win their next 4 which means another reduction, this time by 6. This is an extreme example maybe, but a scenario which could happen.
6. Exceptional changes can be made **at any time** if the committee feels it is necessary to do so (i.e. new player off 28 scoring a 50+ break, etc.)
7. An average of their handicaps across the season will be used for the end-of-season reviews. The player's win/loss record will be used for this as per normal rules.
8. Any new player who is evidently found to have been given a false handicap by their captain will be subject to the league rules and actions for false handicapping.
9. This format is designed so that we can see if an individual handicap is in the correct ballpark area for that particular player for future seasons. If a player continues to excel on a reduced handicap then they will be reduced under this system until they find a level they should be at.

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APPENDIX B

"Playing a Joker"

1. If a team has only **FIVE players** available for a league game then they will be allowed to play a 'Joker' in order to fully complete the match.
2. The names of the players who have **PLAYED AND LOST** in the first 4 frames will be put into a hat and the opposing captain will draw out one player to play the final frame. This will mean the drawn-out player will play twice. If no player has lost then all names of players who have played will be added and one drawn out.
3. If losing players leave the venue after playing and none are available to be considered to play then the 'Joker' **CANNOT** be used and the frame must be forfeited 100-0
4. This can only happen if a team genuinely has only 5 players available on the night of the match. If a team has 6 or more available, and either in attendance or been in attendance and left before playing, then this **CANNOT** be used.
5. We ask out of courtesy to the opposition that they are informed at the start of the evening that a 'Joker' may be required. This is so that both teams are aware.
6. The 'Joker' CANNOT be used for **K.W.T. Cup Group Games** due to the format of those matches.
7. This "Joker" can only be used **TWICE in any season** and **NO** further usage will be allowed. Any further use will result in the deduction of the point's accrued and possible penalty. The use of the "Joker" **MUST** be clearly marked on the Scorecard for recording purposes.
8. The Extra frame will count for **ONE** point as normal. The Winner of the frame must be marked on the scorecard with the score.
9. This is for occasions when teams have **5 players ONLY**. Turning up with 4 or less will mean the standard forfeit of remaining frames.
10. The result of the extra frame will count towards player handicap adjustments at the mid-point review and end of season.
11. A full list of teams who have used "Jokers" will be posted periodically on the league website for reference.

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APPENDIX C

KWT Challenge Cup/Bowl Tournament Rules:

1. ALL team group games must be completed as part of the season's fixture program.
2. Current League Handicaps AT THE TIME OF PLAYING to be used for each frame.
3. Matches will be decided by **AGGREGATE SCORE ONLY** (no frames) and must be completed in FULL. The Winning team will receive TWO (2) points on the Group Table and the losing team ZERO (0).
4. In the event of a match finishing as a tie then the last 2 players in play will re-spot the black ball and play until completed. The 7 points will be added to the winning player and winning teams score. Individual frames are allowed to end as a draw and then a re-spot black is NOT required unless it is to decide the match as above.
5. The "Joker" rule CANNOT be used in Cup matches. If a team is short then they will forfeit any un-played frames by a score of 75-0 in each instance.
6. Matches must be played as scheduled. Teams can re-arrange matches with mutual agreement as per the league rules. In the event of a forfeited match then the opposing team will receive the 2 points for a win with +200 points added to their aggregate points difference. The offending team will lose -200 points from their aggregate points difference and will be warned/penalised as per league forfeit rules.
7. The HOME Team must nominate ALL players first for each frame in matches during the group stages and Quarter-Finals. Blind pairings will be used in the Semi-Finals and Final.
8. In the event of a points tie in the league tables, placings will be decided by the **aggregate POINTS DIFFERENCE** on the group table.
 - 8a. Every frame played MUST be completed in full as all points count towards the team points difference. If any player concedes a frame before all balls have been potted then the value of the remaining balls must be added to the opposition players score and recorded as such.
9. If the teams are tied after the implementation of Rule 6, then the results between the two teams will decide the winner.
10. If rules 6 and 7 still do not decide placings, the team with the best result against the 1st placed team in their group will progress.
9. The 1st and 2nd placed teams in each group will progress to the Knockout stages of the KWT Challenge CUP Competition.
10. The 3rd and 4th placed teams in each group will progress to the Knockout stages of the KWT Challenge BOWL Competition.
11. Teams who finish 5th and 6th in their group will be eliminated.

12. QUARTER-FINAL matches will see the 1st placed team drawn at HOME for the CUP tie. 3rd placed teams will be at HOME for their BOWL tie. SEMI-FINAL and FINAL matches will be played on neutral tables .

13. Where clubs have 2 teams in the KO Stages. If BOTH teams are placed at Home in the Knockout stages then preference will go to the team playing in the CUP competitions. If both teams are in the same competition then preference will go to the team listed as number "1". The Bowl team and/or number "2" will need to re-arrange their tie for a mutual date BEFORE the scheduled round dates given; otherwise, the game venue must be reversed or played at a neutral venue chosen by the League.

14. QUARTER FINALS for the KWT Cup and KWT Bowl will be assigned as follows:

KWT CUP

A1 v. D2

B1 v. C2

C1 v. B2

D1 v. A2

KWT BOWL

A3 v. D4

B3 v. C4

C3 v. B4

D3 v. A4

14. Result Cards MUST also be completed in full and sent to the League Secretary. League Rules on Late Penalties WILL be enforced!

15. Individual matches in this competition will affect the player handicap calculations at the halfway point handicap review. Group matches only will be considered at the end of the season and will change by ½ point for each win/loss. Knockout matches will NOT count towards handicap changes.

ALL Rules as stated and amended August 2017.

All above fully prepared by League Secretary:

Dave O'Dowd

On behalf of the St. Helens Thursday Snooker League

August 2017