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"JOKER" Rule Usage by Team - Season 2017/18 - Division ONE

Team	Usage	Opponent	Date	Player Used	Score
Birchley Bees	0				
Eccleston Bowls XXX	0				
Garswood Labour	1	<i>Eccleston Bowls XXX</i>	21-Sep	Gary Woodcock	71-39
Holy Cross	0				
Huyton Constitutional	0				
Lowe House	2	<i>St. Annes Town</i>	18-Jan	James Insch	81-59
		<i>St. Teresas 2</i>	08-Mar	Jimmy Woods	73-33
Parr Cons WMC 1	0				
Sidac Social 1	0				
St. Annes Town	0				
St. Teresas 1	0				
St. Teresas 2	0				
Sutton Cricket	0				

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"JOKER" Rule Usage by Team - Season 2017/18 - Division TWO

Team	Usage	Opponent	Date	Player Used	Score
East Sutton Labour 1	1	<i>Rainford X Social</i>	14-Sep	Jeff Keenan	71-37
East Sutton Labour 2	0				
Eccleston Bowls	0				
Parr Cons WMC 2	0				
Rainford X Social	0				
Ravenhead Social	0				
Rockware	2	<i>Unison</i>	21-Sep	John Whittaker	35-85
		<i>Scala Snooker</i>	14-Dec	Colin Ward	86-92
Scala Snooker	1	<i>East Sutton Labour 2</i>	15-Feb	Andy Harper	35-57
Sidac Social 2	0				
Unison	0				
Windleshaw 1	1	<i>Rainford X Social</i>	21-Dec	Bill Geldert	69-61
Windleshaw 2	0				

New Rule for Snooker from AGM 2017 - "Playing a Joker"

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.

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.

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

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.

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.

The 'Joker' CANNOT be used for **K.W.T. Cup Group Games** due to the format of those matches.

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 points accrued and possible penalty. The use of the "Joker" MUST be clearly marked on the Scorecard for recording purposes.

The Extra frame will count for ONE point as normal. The Winner of the frame must be marked on the scorecard with the score.

This is for occasions when teams have **5 players ONLY**. Turning up with 4 or less will mean the standard forfeit of remaining frames.

The result of the extra frame will count towards player handicap adjustments at the mid-point review and end of season.

A full list of teams who have used "Jokers" will be posted periodically on the league website for reference.