

# **Leamington & District Billiards & Snooker Association**



**RULES 2016/2017**

## LEAMINGTON AND DISTRICT BILLIARDS AND SNOOKER ASSOCIATION RULES

1. That the combination of clubs is called The Leamington and District Billiards and Snooker Association.
2. That the Association be governed by a President, Chairman, Vice-Chairman, Treasurer and General Secretary, assisted by such assistant secretaries as deemed necessary.
3. That the Association be managed by a Management Committee comprising of up to 15 members, 5 of which form a quorum. No club to have more than two members on the Management Committee unless there are less than 15 volunteers and this is the only way to get a reasonable number on the committee. If not enough volunteers come forward at the AGM then the committee shall have the power to approach and co-opt further members as necessary.

The Management Committee shall have the power to:

- a) Deal with all Association business
  - b) Investigate all complaints and report on irregularities
  - c) Give decisions which shall be final and binding
4. That the Annual General Meeting shall be held in August/September each year when the Officials for the ensuing year shall be elected. Each club to send a representative from each team, teams not represented to be fined £5. Each team representative to have the power to vote.
  5. That clubs may submit entries for as many teams as they wish, in either section, at an annual subscription of £10 per team payable by 15th July – such entries being subject to the approval of the Management Committee. Failure to register teams, with payment, by the due date may result in teams being excluded from the League. Non registered and unpaid for places will be offered after 31st July, on a first come first served basis.
  6. That only bona-fide financial members of a registered club and their children are eligible to represent a club in any competition run by the Association, and shall only play for one club at either snooker or billiards during that season, unless the Committee decide otherwise, or a club resigns from the League in the first half of the season. A servant of any registered club may play at the Committee's discretion. It is the team captain's responsibility to ensure that he only picks his team from players he has ascertained are members of his club. Any team found to be in breach of this rule will have 1 point deducted for each frame that the ineligible player has played whether or not that frame was won in the first instance. All players to be registered at a fee of £2 per player – this fee to be forwarded to the Match Secretary, together with registration forms, 7 days before the start of the season. Any player owing monies to be refused registration.

A list of registered players to be retained by the Match Secretary with a signed copy returned to the club upon request – this list to be available on the **LDBSA's** website for the whole of the season. Additional registrations can be made by contacting the Match Secretary giving a minimum of 48 hours notice – the £2 fee will be added to the team's next levy payment – an amended list of registered players will be issued upon request. No new registrations will be accepted in the 7 days immediately before the start of the season. No new registrations will be accepted after the 1st half of the season unless submitted to and approved by the Committee.

Any player not registered who plays in a league match will forfeit the frame – additionally the team will have 1 point deducted from the League irrespective of that player winning or losing.

### **7. TROPHIES AND PRIZES**

In addition to the relevant prizes, the winners of each competition (individual and team) will retain the competition trophy for the year. The winner must sign the trophy register at Presentation Evening as proof they have possession of the trophy, and are therefore responsible for its return, even if the trophy is taken to and left at the players' club. Trophies must be returned to the committee by 31st March each season. Failure to return a trophy by this time could result in a £5 fine per trophy.

Should a trophy be returned damaged or unacceptably dirty, the recipient(s) could be held accountable for the professional cost of repair/cleaning.

Should a trophy be lost or damaged beyond repair, the recipient(s) could be held accountable for the cost of a like for like replacement.

The General Secretary will write to recipients who receive fines under the above rules, with payment of the fine due within 10 days of the date of the letter. In the instance of the General Secretary not having a postal address for the recipient, they will telephone the recipient to inform them of the fine.

Players/teams must collect their prizes/trophies at Presentation Night. Winners may send or appoint a representative on their behalf should they be unable to attend, providing the General Secretary has been notified prior to the evening.

Should any players/teams fail to collect their trophies/prizes on Presentation Night and subsequently fail to contact the General Secretary within seven days, they may lose the right to such prizes at the discretion of the management committee. The competition trophy owned by the league will also be retained.

Failure to comply with the above rule will result in the individual, or in the event of a team - all team members, being suspended from all league matches and competitions until all outstanding monies have been paid.

8. A match levy fee of £7.00 is made against all teams playing weekly in the Association's league matches. This fee to be collected by team captains after each match is played and forwarded to the Match Secretary or Treasurer by the below dates:-

- 1st half fees by 31st January
- 2nd half fees by 31st May

The above dates are also the deadline dates for Billiards match levies.

In the event of a team being short of players for a match, the full match fee of £7.00 will still be due for that week's match. Should a team fail to turn up to play a match, neither team will be charged for the match. Rule 13 of the association rules regarding this situation will still apply.

If match levy payments are not received by the 'due date' then the club in default will be notified by letter by the Match Secretary or Treasurer and will incur a fine of £10 per team in default, which must be paid in addition to the match levy fees. In the case of snooker teams in default there will also be a 2 point deduction for each week (7 day period) or part thereof until payment of the levy and fine is received by the treasurer.

Failure to pay match levy fees, together with any fines and/or registration fees by the 'due date' for the first half will result in the penalties stated above and if still un-paid by the end of the following month will result in immediate expulsion from the league with all results being expunged. All players for such teams will also be excluded from any competitions.

Failure to pay match levy fees, together with any fines and/or registration fees within 7 days of the 'due date' for the second half will result in that team and/or players being excluded for the following season.

Any appeal from teams or players must be made in writing to the General Secretary.

9. Matches may be postponed only in very exceptional circumstances and with the approval of the Management Committee. If a team wishes to postpone a match due to a lack of players, they must contact the Match Secretary at least 48 hours before the match is due to take place. Only one match per season can be postponed without penalty, and subsequent postponements will incur a two point deduction. The Match Secretary making the final decision in extreme circumstances. Failure to contact the Match Secretary will result in a £5 fine. The Match Secretary reserves the right to make judgements other than this on a "per case" basis.

All postponed matches should be rearranged at the earliest opportunity. If a postponement occurs in the first half of the season, and is not re-arranged and played before the end of the first half. The match should be played during the "gap" week, as outlined in the season fixtures. Failure to play this will result in the committee making a "score decision" to allow the Competitions Secretary to calculate the team handicaps for the Stan Ward Cup. The match must still be re-arranged and played at the earliest opportunity. The Match Secretary must be advised of the rearranged date of any postponed match.

Should a postponement occur in the last three matches of either half of the season the Committee reserve the right to decide the rearranged date for the match. In any event the Committee will decide the score in all cases where teams do not abide by the rules.

10. All billiards and snooker matches to conform to the International Snooker and English Billiards Rules as approved by the International Billiards and Snooker Federation – a copy of which must be available at each club. All scoreboards to be illuminated.
11. All protests to reach the General Secretary within 3 days of the match and confirmed by both club secretary and team captain within 7 days. The General Secretary to give notice to the offending club the particulars of the protest.

## **SNOOKER SECTION**

12. Players registered for a club may represent any of that club's teams on any given week. However, no player shall play for more than one of their clubs' teams in the same league week. Once a player has played four matches for one team, that team is then deemed to be their team and they will not be permitted to represent any other team for the rest of the season. Where a team is short of players for a match, they may use players who are registered for the club as long as they meet the above criteria.
13. Snooker matches to be played on Thursday evenings. Clubs with only one table to play Wednesday and Thursday evenings. Clubs with three or four teams in the league will play their 3rd/4th team matches on Wednesday evenings if necessary. Any team failing to turn up and play a match will be fined £10, have 7 points deducted from their league total and the match awarded 7-0 to their opponents. The opposing team should fill the card out with their 7 players, indicating 1-0 for each frame and forward to the Match Secretary.

It is the responsibility of the captain to inform his opposing captain if any of his players are going to be late. Any player who keeps his opponent waiting more than 15 minutes will render himself liable to forfeit his game if claimed by his opponent's captain. This includes a player having to wait more than 15 minutes when a match table is free.

Matches to be seven players per team. A minimum of FIVE players is required to fulfil a fixture. Should a team turn up with less than 5 players available, without prior notification to the Match Secretary and the opposing captain, they will be deemed as to have not shown up for the match and will be subject to the rule governing this (see RULE 13 paragraph 1 above). With prior notice a team may be allowed to complete the match, but any frames that cannot be played under the rules will be treated as "NO PLAYER" with the opposing player awarded the frame 1-0.

Where a team is short of players, two players may play twice in a match in order to fulfil all 7 frames. No player may play twice in a match on more than one occasion during any season. All eligible players for the side that is short should be entered into a random draw to decide the player(s) who will fulfil the "empty games". This to be decided before the match commences, or when necessary should a player expected to show, not turn up to play.

Should any frames not be played due to ineligibility of those players present to play twice, the frames to be recorded as 1-0 on the match scorecard. Players who are awarded frame wins in this manner will receive a win towards their averages. Any occurrences of this in the first half of the season will also count towards the players' eligibility for the league handicap cup competitions. Losses in this manner do not count as losses for players named on the card as these are treated as "NO PLAYER" present. In the case of players who play more than once in a match, BOTH results in that match count towards the averages and eligibility to play in the handicap cup competitions.

When invoking this rule, teams to adhere to the following guidelines.

- Any games that have to be given away (NO PLAYER), or players playing twice, should be written at the bottom of the card, with "NO PLAYER" taking precedence.
- A player playing twice should be written above any NO PLAYER games. For example, if one game is given away as NO PLAYER, and one player plays twice. The NO PLAYER game will be at position 7 on the card, and the player playing twice will be at position 6 on the card.

All matches MUST commence at 7.45pm with continuous play. Any agreement reached between captains will be binding for the whole match.

Teams to be exchanged before play commences - in the case of a 1 table club 'team' means those 3 players chosen for the first night and, on the second night' those 4 players chosen for the second night. Each player's opponent being decided as follows:- Away Captain to write his seven players onto the match card and the card folded in half to conceal the names. The Home Captain to then write his list of players onto the card without looking at the away team's list. The card to then be unfolded to reveal the seven games.

Home team to be marked on spot. Home captains to have sole charge of match i.e. order of play.

One league point is awarded for each frame won during a match. Additional points are awarded for winning a match. One extra point awarded for a home win, two extra points awarded for an away win. The team with the highest points total will win each division.

Teams that are short of players will be deducted one point from their league point total for every player they are short. Any team failing to turn up and play a match will have the match awarded 7-0 to their opponents. Any falsification of a match card will result in both teams being deducted three points in the league.

Home captains to be responsible for scorecard reaching the Match Secretary by the Monday after the match, or submitting the scores on-line by the Monday after the match and getting the scorecard, either physically or in a scanned form, to the Match Secretary by the second Monday after the match. Failure to do so will incur a one point deduction for each late week (Tuesday to Tuesday).

#### **14. VENUE MOVING, PROMOTION AND RELEGATION**

If a team playing in a division higher than the bottom division wish to move to a new venue, they will be allowed to retain their league status providing ALL of the following conditions are met:

- AT LEAST NINE of the previous season's squad sign on for the team at the new venue. Where a team had less than nine players the previous season, then ALL the squad must sign on for the team at the new venue.
- In the case of a squad larger than 9 players being involved no player from the previous season's squad will be permitted to sign for another team in the same division unless at least 9 have signed for the team at the new venue.

A team entry must be submitted by the 15th July deadline. If the "move" is asked for after this date, the team concerned must inform the Match Secretary before the Annual General Meeting.

Should a club close, then a team will be permitted to move venues and retain their league status. This also applies during the season, and for temporary closures. The Match Secretary MUST be informed ASAP should this situation arise.

Should a club close and its teams not enter the league the following season, or if during the season, fulfil the outstanding fixtures, then the teams will lose their league status should the team(s) wish to re-enter the following season.

Promotion and relegation will be on a two up and two down basis. Any teams finishing the season level on points and matches won will enter into a play-off to be played within seven days of the end of the season at a neutral venue. This is subject to the Committee's approval.

Should a team from a higher division pull out of the league, then relegation will be reduced to one team, unless a league re-structure is required. Where a team in one of the automatic promotion positions (currently first and second) in a lower division fails to register for the following season then the team finishing third shall be promoted. If both promotion teams fail to register then the teams finishing third and fourth shall be promoted. The committee reserve the right to make judgements other than those covered above if any situations not mentioned arise.

15. The Association does not recognise the "miss" or the "foul and miss" rule in any league match or Handicap Cup match. However, these rules will be applied in individual competition semi finals and finals where the referee is qualified, and in the case of semi finals, where both semi finals are officiated by a qualified referee.

#### **SNOOKER CUP COMPETITIONS**

16. Only registered players may enter these competitions. The appropriate fee must be paid at the time of applying for all competitions. It is a condition of every competition that dates decided by the Committee are strictly adhered to.

With the exception of League Handicap Cup Competitions, all rounds will have a "play by" date which must be strictly adhered to. There will be no contact date and both home and away players/teams are jointly responsible for arranging the match. Failure to play the match by the "play by" date may result in both players/teams being expelled from the competition.

League Handicap competitions to be played on the dates shown in the fixture book.

With the exception of the Handicap Cup competitions all players partaking in semi finals and finals must comply with the dress code.

**DRESS CODE:** smart dress is essential – jeans, shorts, trainers, t-shirts/vests etc. will not be allowed. Any player not complying with the dress code will not be allowed to play. In the event of a dispute arising as to whether an item of clothing/footwear is considered to be smart or not, or falls within the foregoing definitions, then the matter shall be referred to the Competitions Secretary, whose decision will be final.

### **LEAGUE HANDICAP COMPETITIONS** (Stan Ward Cup and Courier Cup)

A player must have played in a minimum of two league games in the first half of the season to qualify to play. When a player has played enough games to qualify for more than one team, he can only play for the team for which he played the most games for in the first half of the season.

Should a team play an unregistered or non-qualified player then the match will be awarded to the opponents.

Teams to be exchanged before match starts and not be altered without consent of opposing captain. The playing order is alternate choice of play, with home captain to pick first. For matches played at one-table clubs, the home captain to get first pick of player on both nights. The result of all matches shall be decided by number of frames won.

If two teams in a cup game are short by the same number of players, a deciding frame to be drawn "out of the hat" should the scores be tied after all players have played.

Any team failing to attend and play a match will be fined £10 and expelled from the competition and if in the first round of the Stan Ward Cup will also be excluded from the Courier Cup.

The semi-finals shall be played on a home and away two-leg basis. In the event of a tie after 14 frames the match will be decided by one extra frame being played – captains to place that night's team players into the hat and a name drawn out to represent and play the deciding frame.

The final to be a one-off match during Finals Week or a home and away two leg basis; this to be determined by the Competitions Secretary by the half way point in the season.

### **EJ RILEY SINGLES**

Entry is £2.00 per player and must be paid at time of entry.

Matches are best of 5 frames. Semi-Finals and Final best of 7 frames.

### **PAIRS COMPETITION**

Entry is £4.00 per pair and must be paid at time of entry.

Matches are best-of-3 frames, with the semi finals and final best-of-5 frames.

A penalty of 28 points may be awarded at the start of the first frame (if claimed) to the players who have been kept waiting for more than 15 minutes to start the match.

### **ERIC BRIGGS TROPHY**

Entry is £2.00 per player and must be paid at time of entry.

All players must be under the age of 35 on the 1st October in the current year.

Matches are best of 3 frames. Semi-Finals and Final to be the best of 5 frames.

### **PETE HILEY CUP**

Entry is £2.00 per player and must be paid at time of entry.

All players must be over the age of 50 years before 1st October in the current year.

[Additionally, all entrants over the age of 65 years at the 1st October in the current year will be automatically entered into an Over 65s competition irrespective of their success, or otherwise, in the Over 50s part of the competition.](#)

Matches are best of 3 frames.

### **CLIFF WEBB TROPHY**

Entry is £2.00 per player and must be paid at time of entry.

Match format uses 6 reds and is best of 5 frames.

Semi Finals best of 7 frames. Final best of 9 frames.

### **THREE MAN TEAM COMPETITION**

Entry is £6.00 per team and must be paid at time of entry.

Up to four players to be registered for each team – all four players to be named at time of registration. Three of the players will constitute a team. At the start of the match the captains will draw the name of the players to compete against each other in frames 1, 2, and 3. This will immediately be followed by another draw to decide the players to play each other in frames 4, 5, and 6. It is not necessary for the players to compete against the same player in both frames.

If after six frames have been completed the match score is three frames all, the match will be decided by an extra frame played between a player from each team, drawn out of the hat.

If the first named players are not present at the start, then the second named players will commence play, and so on. Any player not present at his second call will forfeit the frame.

## **FRED COWELL CUP**

Players must have played AT LEAST half of their teams' matches during the league season. One player to represent each league team. The player should be each teams' averages winner. If the winner is not able to play, then the second placed player shall take part, and so on through the qualified players. Handicaps are awarded, and are the handicaps given to each players' team for the Stan Ward Cup. Matches are single frame elimination.

## **FINALS WEEK**

Each evening begins at 7:30pm. Where there are day matches, start times will be stated near the time. If a player is not present and ready to start at 7:30pm, or for the beginning of their match (if second match of the night), they will forfeit the first frame. For the Pairs competition, the team that is late will receive a penalty of 28 points, as per the Pairs Cup rule above.

It is not permitted to register as a player simply to enter the competitions. Players taking part must be active players in league matches and must abide by the following:-

- Must have played 1 league match before the end of the first round.
- Must also play at least 1 additional league match before the end of each subsequent round. Failure to do so will result in the player being removed from the competition and their defeated opponent(s) reinstated.
- [Entrants in the Pete Hiley Cup are exempt from this rule.](#)

## **BILLIARDS SECTION**

Matches to be played on Tuesday evenings – clubs with only one table on Monday and Tuesday evenings. Billiards balls must be yellow (spot ball), white and red. The yellow and white balls may also display red spots. Spot ball player to be marked on spot on scoreboard i.e. on top. Home team captain to be responsible for scorecard reaching the Match Secretary, or entering the scores on the LDBSA website, by the Friday after the match.

Match levy fees will be £2 per team per match.

The Billiards Section will have its own sub-committee to make decisions affecting policies appertaining to the Billiards League in respect of organising handicaps and cup competitions and any other matter that may arise.

### **Four Game Format**

Matches to be four players per team – result on number of games won – one point for each game (half point each if drawn), plus one point for the highest aggregate score from all four games (half point each if drawn). Each game will be played by a randomly selected player from each team. Each game is 75 minutes in duration, to be timed exactly.

When a team only has three players available then a player chosen at random, from those players capable of playing twice, will play in place of the absent player i.e. the fourth game. The result of this fourth game to count towards the match result. When a team has only two players available, then both players may play twice. Each player will play off an individual handicap, which will be adjusted after each game.

A player winning will have their handicap reduced by 10, those losing will have their handicap increased by 10. A handicap cannot be less than 0, nor more than 250. New players should have their handicap evaluated by their captain, which will not be more than 220.

### **Eight Game Format**

Matches to be four to eight players per team – result on number of games won – one point for each game (half point each if drawn), plus one point for the highest aggregate score from all eight games (half point each if drawn). Each game will be played by a randomly selected player from each team. The captain will determine the number of times each player will play. Each game is 35 minutes in duration, to be timed exactly

A team can, if unavoidable, have only three or even two players.

Each player will play off an individual handicap, which will be adjusted after each game.

A player winning will have their handicap reduced by 5, those losing will have their handicap increased by 5. A handicap cannot be less than 0, nor more than 125. New players should have their handicap evaluated by their captain, which will not be more than 110.

## **Four and Eight Game Format**

All matches to commence at 7.45pm with continuous play. Any player who keeps his opponent waiting for more than 15 minutes will render himself liable to forfeit his game if claimed by the opposing captain. Teams to be exchanged before play commences – home captains to have sole charge of match i.e. order of play. Should a player fail to complete their game, without agreement with their opponent; the aggregate point will be awarded to the opposing team.

## **Team Positions**

The first and second places in the Billiard League and Morris Trophy, will be determined by the total number of points scored including bonus points. If teams have the same number of points, then the number of matches Won, and if this is also the same, the number of games won, and finally the total number of points scored including handicaps, will determine the positions. The winner of a Maurice Batchelor match will be the team with the most games won over both home and away legs. If this is a draw then the total number of points scored over both legs, including handicaps, will determine the winning team.

## **BILLIARDS COMPETITIONS**

Only registered players may enter the competitions and must have played in at least two league matches in the first half of the season to qualify. The appropriate fee must be paid at the time of applying for all Competitions. All rounds will have a “play-by” date which must be strictly adhered to. There will be no contact date and both home and away players are jointly responsible for arranging the match. Failure to play the match by the “play-by” date may result in both players being expelled from the competition.

### **BIRMINGHAM MAIL CUP**

Entry is £2.00 per player and must be paid at time of entry.  
Preliminary rounds are 200 up, semi-finals are 90 minutes play and the final 2 hours play.

### **KENILWORTH TROPHY**

Entry is £2.00 per player and must be paid at time of entry.  
Open to anyone registered with the LDBSA, including snooker players, not having achieved a 100 break in billiards, preliminary rounds are 150 up, semi-final 1 hour play and the final 90 minutes play.

### **CAMKIN CUP**

Entry is £2.00 per player and must be paid at time of entry.  
Players will use their handicap as at the end of Billiard League, throughout the competition.

## **RULES**

Any proposed changes of these rules to be sent in writing to the committee. Each club representative will then be informed of the proposed change, and that this change will be discussed at the next Management Committee meeting, where it will be decided whether the proposal is viable. A vote will then take place as to whether or not to implement the change. Implementation of any rule changes voted for will come into effect the following league season. A list of changes will be made available to all club representatives at the Association’s Annual General Meeting.

Where interpretation of these rules is necessary, or questions arise not covered by these rules, the decision of the Management Committee in all matters will be final. These rules superseded all previous rules and must be strictly adhered to.

August 2016