

Central Coast Senior Snooker **Rules of Play From 12th March 2018**

Competition

1. Competition to be played on Mondays (Public Holidays excepted).
 - (a) Two (2) x 15-week rounds when sixteen (16) teams compete.
 - (b) Semis and Finals as per rules 10, 16a and 17.

2. (a) All clubs wishing to participate in the current season's competition must nominate team(s) at the Annual General Meeting.
 - (b) The club listed first on the draw sheet is the venue of play and has complete control of play.
 - (c) Play to commence **within 30 minutes of scheduled match start time nominated by draw sheet or will forfeit**, unless there are exceptional circumstances.

3. All players must pay a weekly fee as determined by the delegates at the AGM for each game played.

4. Games to be the best of three (3) frames. Only the difference between handicaps to be entered on the scoreboard and the Central Coast **Senior Snooker** point scoring system to be used so that in each day's play, every frame won will count for one (1) to the team's score. If one player wins the first two (2) frames, the game is finished.

5. Order of play in all matches to be lowest handicap plays lowest through to highest plays highest. Playing out-of-order results in loss of any points earned for the match(s) involved and two points awarded to the other team.

6. Results to be scanned/mailed or photo/SMS to the Recorder within 24 hours.

7. Both Captains must check score sheet and if found correct, sign. Any protests to be noted by the protesting Captain, who submits a formal protest as in Rule 8. No complaint will be accepted if both Captains sign the score sheet as being correct, except in the case of rule 20. Score sheet to be completed and sent ASAP to the Recorder by the home team.

8. Protests to be submitted in writing to the Recorder immediately, along with the score sheet. Sheets to be noted by Team Captain (See Rule 6).

9. The decision of the C.C. **Senior Snooker Club** will be final in all protests as per Item 5, 6 and 7 of the Constitution.

10. At the finish of the main competition, the first eight (8) teams play qualifying/elimination, semi-finals, preliminary finals and grand final as per schedule (see footnote 2 at the end of these rules). In these matches, the team that has three winning players wins that section of the round.

11. In the event of teams tied on points after Week 30, the Recorder will work out a count back system.

12. The C.C **Senior Snooker** will provide all trophies for the Winners and Runners-up.

Players

13. New players must complete an Application for Membership form and be accepted and approved by the delegate committee for eligibility and handicap. Registration fees should be collected by the Captain on approval and paid at the next delegates meeting.
14. New players to be off suggested handicaps which cannot exceed twenty-four (+24). For the first 6 games played, new players handicaps goes down four points (4) for a win, and up four points (4) for a loss, handicaps being subject to review by the Committee at all times. Maximum handicap is +56 for the individual.
15. Rule 18, Rule 19, Rule 20 and Rule 22 should be read with Conditions of Rule 16 with respect to new players.
16. (a) A player can only play in the team for which he is registered, however when a club has two (2) teams in the competition and reserves are not available, players registered with one team may play a maximum of four (4) matches with the other team except in semi-finals and finals.
The Captain of the team that is substituting a player will inform the Captain of the opposing team that a substitute will be used.
(b) A player on loan will have their handicap altered, win or lose. If the substitute player is a new player, their handicaps change by 4 points and that match will count as one of their qualifying matches.
(c) Once a player is registered with a club, he/she must stay with that club for the playing season. If the player wishes to change clubs within the season, he/she must have the approval of the Committee.
17. A player has to play in at least six (6) matches to be eligible to play in any qualifying/elimination, semi-finals, preliminary finals and grand finals, including the Singles and Doubles and Champion of Champions Tournaments.

Handicaps

18. Competition will be played off handicaps and be adjusted 2 points down for a win and 2 points up for a loss. Players below scratch will continue minus while they continue to win. Maximum individual handicap is +56.
19. Handicaps do not alter during the last four (4) weeks of competition, new players excepted.
20. A player playing over his or her handicap will automatically forfeit the points for that frame. If the error is noticed and corrected, scores continue as normal for the following frame(s), providing the player order has been un-affected. Playing under their handicap incurs no penalty.

Forfeits

21. A player playing in a team for which he or she is not eligible - the team will forfeit the points for that game.

22. In the event of a non-arrival of any player, opposition teams are credited with two (2) points for each game involved in the forfeit.
23. When a forfeit occurs for any reason, there will be no loss or gain in handicap for the players involved. The team giving the forfeit must pay the match fees for two players, as if the match has occurred.
24. In the event that a team forfeits, after 30minutes after the scheduled time of play the Recorder will award ten (10) points to the team that has won by a forfeit, and the team that has forfeited will receive a zero (0) score for that week. If further penalty is to be considered, the delegates will discuss such penalty, either of points or cash, when and if it happens.

Playing Rules

25. (a) Push shots are no longer excused. Push shots are defined clearly as a foul in the official Rules of Snooker. The cue ball must play away from any touching ball.
- (b) The Foul and Miss rule exemption remains for all Senior Snooker Competition.
26. An 'end-of-frame' Mercy rule has been introduced. When all the reds, yellow, green and brown are off the table and a player requires three snookers on the blue to win, the frame will be awarded to the opponent. However, a player may still concede earlier at their discretion. A full explanation (see footnote 1) is attached to this document. This rule does not apply if the frame scores are equal on the final frame.

Championships

27. Any eligible player or players may be nominated by their club for the **Singles and Doubles Championship**.
- (a) The end-of-year singles matches are split into two divisions, one for players below scratch and one for players scratch and above.
- (b) In the event of a player qualifying for both a Singles and Doubles Final, the Match Committee will decide the most appropriate playing schedule.
28. Handicaps for the **Singles and Doubles Championship** play offs will be the handicaps when four (4) matches are left to play. The players must have played at least six (6) matches to be eligible.
29. **Champion of Champions:** At the end of the competition year, the Top 8 minus players are invited to compete in a 'best of three frames' knockout tournament. A random draw is conducted by the Match Committee and all players play off 'scratch' for the 'Champion of Champions' Trophy.
30. Markers and a Match Committee member should be provided where practical, for each game in the qualifying/elimination, semi-finals, preliminary finals and grand final and in the Singles, Doubles and Champion of Champions Tournaments.
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Footnote 1

CENTRAL COAST OLD AND BOLD SNOOKER CLUB
End of frame
Commonly known as the “Mercy Rule”.

When all the reds and yellow, green and brown are off the table, if a player requires three snookers to win, the frame will be awarded to the opponent. This is to prevent the frames going on for extended periods of time while a player chases snooker after snooker.

This rule does not apply if the frame scores are equal on the final frame. It also does not apply on a winning frame.

So, if the scores are 1 or all or 1 nil, the last frame may be played out to the end regardless of the difference in scores. A player may still concede earlier at their discretion.

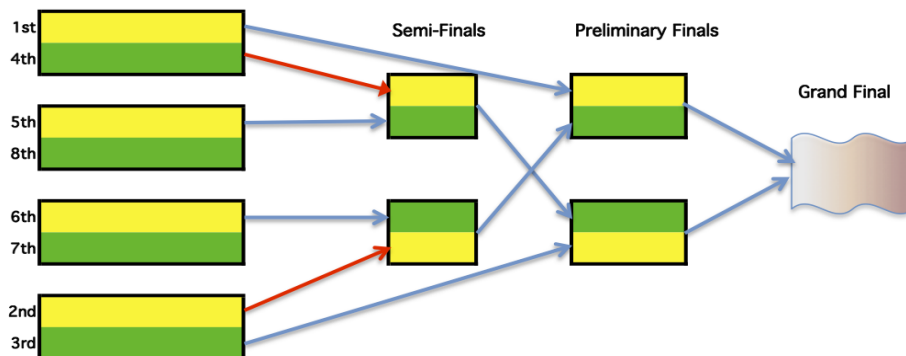
The points difference to win the frame on the blue is:

Blue 33>

Amended 06/01/2023 18:56 by Paul Matheson Secretary

Footnote 2

Qualifing/Elimination Finals



Home	Winner
Away	Loser