

Timed Games To avoid late Finishes in all grades.

Matches

Player positions in teams are numbered in order. Players 3 & 4 play first in both grades and these matches are timed. These matches shall be of 75 minutes duration (Monday evening) and 85 minutes duration (Tuesday evening). Players 1 & 2 will follow and matches for these higher ranked players are not timed. Ladder positions will be determined firstly by frames won and secondly by points for/against percentage.

One countdown timer only to be used (to be set once each evening). 75 minutes for each set of (two) games Monday evening and 85 minutes for each set of (two) games Tuesday evening (only for players in positions 3 & 4 in both competitions).

All first round matches must commence together and should be no later than 7:30 pm*.

Where first round matches finish ahead of time, second round matches may commence on those tables instead of waiting.

The countdown timer should be started when matches commence. If by mutual arrangement there is an early start by two players, the countdown timer should be started when the 2nd match commences. Matches should be completed by 10:05 pm (Monday Comp) and 10:25 pm (Tuesday Comp) at the latest.

The Colours Plus 10-Points rule applies in all matches. When the last red (or red + colour combination) is potted, if either player is ahead or behind by the total value of the colours remaining plus an additional 10 points, the frame is awarded to the player ahead. A break in progress should be completed provided the cue ball is struck prior to the bell ringing, and then scoring stops. (Eg. with only Brown to Black remaining = 22 points, if either player is ahead or behind by 32 points or more, the frame is over). Remaining ball values are not added to the score.

At the completion of a timed frame:

If any frame is in progress, the player that is in front is the winner. If it is a Black-ball frame, the frame will be played to completion.

If the scores are tied, the frame will be decided by a re-spotted Black.

Any frame that has not been started will be decided by a re-spotted Black.

If the cue-ball is struck prior to the bell ringing, then any score, fair or foul will count. (Referees to be very diligent when it is close to time.)

* In those situations where the first round does not begin precisely at 7:30 pm, a common sense approach will still allow enough time for each round. However, captains should endeavour to begin on time unless there are extenuating circumstances.

In Finals

At the completion of all matches, if the frame score is tied either of the number 1 or number 2 players will be nominated to play a deciding 9th frame. There is no time limit to this frame.

Results to be forwarded immediately on finishing and verifying scores.

Team Captain Responsibilities & Reporting of Results:

Both captains (or their nominated representative) **must** retain a copy of the agreed scores.

One copy (at least) to be sent by either email or MMS to the Score Registrar **before leaving the snooker room.**

Local Rules

The Foul and Miss Rule does not apply in the DVSA but in its place a genuine attempt must be made to get out of a snooker.

Other Team (same club) players can play Monday Evening in an emergency once per season. Players switching grades receive a + or - 10 handicap adjustment.

All Monday and Tuesday competition handicaps will be capped at +25 and -40 points.

Handicaps are suspended for the last two rounds of the season.