

Ballarat Billiards and Snooker Association Inc.

(A0013494V)

BY-LAWS (Incorporating Rules of Play)

Amended November 2015

1. Billiards and Snooker seasons

The calendar year will be divided into two seasons, snooker and billiards. The championships and handicap championships in each discipline will be played during or immediately after each season.

Players who have supplied their email addresses will be notified of the starting dates for each season and the closing dates for team entries. Captains must submit team entries at least 14 days prior to the commencement of each season, with a list of likely players (team lists can change as allowed by these by-laws).

2. Format for team matches

Matches will be predominantly on Thursday evenings, with play on Tuesday and Monday evenings possible if there are more than two teams from any one venue.

The home team is responsible for having the tables prepared before the match begins. No player may practice on the table after 6.45 p.m. Prior to the commencement of play visiting players may play a few shots to gauge the pace of the table. The team list, played in handicap order, must be submitted before 7.00 pm. Play will commence at 7.00 pm on two tables. The home side can choose which matches are played on which tables. Players 2 and 3 will play first, followed by players 1 and 4.

Walkovers in the first round may be claimed if either player is not ready to start by 7.15 pm. Walkovers in the second round may be claimed if either player is not ready to play within 15 minutes of the completion of the first round match on that table; or in the case of a first round walkover where the second round player is not ready to play by 7.15 pm. Walkover matches in snooker will score 75 – 0 for each frame and walkover matches in billiards will score 250 – 0 (irrespective of the handicaps of either player). Where walkovers are given, the available players will play, in handicap order, from the number 1 position down, with walkovers being given from the number 4 position up.

Where a team walkover is given, the team receiving the walkover must submit a score sheet with player's names filled in (for handicapping purposes). If there is no score sheet, no points will be awarded. (amended 1/5/2012). Team walkover in snooker will result in 8 points for the team receiving the walkover, no points for the team giving the walkover. (amended 22/1/2013)

Where players cannot play on the scheduled date of the match, players may, by mutual agreement, play their matches at another time during the same Monday to Friday period.

3. Snooker

Matches will be three frames. A toss of the coin will decide who breaks and the break will then alternate from frame to frame. Home team will referee frames 1 and 3, visitors will referee frame 2 (unless mutually agreed otherwise). One point is awarded for each frame won.

The player with the lowest handicap will play off scratch e.g. Fred's handicap is A (zero) and Bill's handicap is B (+10) so Bill gets 10 points start each frame. Fred will start each frame on zero and Bill will start each frame on 10). The maximum start any player will give or receive is 30 points per frame. (amended November 2015)

Matches will start on both tables concurrently, with a 30-minute timer set as the players break in the first frame. Each frame is over when the 30-minute timer sounds. If the scores are tied the players will play a respotted black to decide the frame. The timer is reset to 30 minutes as each of the second and third frames are started. (amended 12/11/2013) Players may ask the referee to stop the clock if they need a comfort break, except in the last 10 minutes, in which case it will be a standard foul if the player is no in the room ready to play his shot. (amended November 2015)

The second round does not commence until both of the first round matches are finished.

4. Billiards

Players will string for break. The player with the lower handicap will play off scratch (e.g. Fred's handicap is -100 and Bill's handicap is +50 so Bill gets 150 start. Fred will play off zero and Bill will play off 150). Matches will be started concurrently on both tables with a timer set to 80 minutes. Players may ask the referee to stop the clock if they need a comfort break, except in the last 10 minutes, in which case it will be a standard foul if the player is no in the room ready to play his shot. (amended November 2015) When the timer expires the matches are over. (amended 12/11/2013) If the players are level at the completion of the match then the match is tied. (amended 5/11/2011) The home side will referee the first 30 minutes, the visiting team the next 30 minutes, and the home team the last 20 minutes. One point is awarded for each match won (0.5 points for a tie), plus one bonus point for winning the night. In the event of two wins for each team points scored will decide the bonus point. In the event of a tie each team will score 2.5 points.

5. Registration and qualification of players.

Players must become members of the association by completing the appropriate membership application or renewal form, and by paying the appropriate membership fee (Life members are exempt). Premiership points scored by players who are not members of the association will be forfeited. Teams may use "fill-in" players once only per season without them having to join the association. Players who have played 4 or more games for a team during the current season will be eligible to play for that team in the finals.

This rule does not over-ride any club's internal policies. A player who may be eligible to play under BBSA rules may be declared ineligible by any club's management for any reason e.g for being unfinancial or for disciplinary reasons.

6. Transfers and Fill-ins

Players who are financial members at a venue playing for one team, may fill in for other teams at the same venue, even if this means playing on both Tuesday and Thursday. Wins recorded when filling in for teams other than your own will not count towards the Henry Evans trophy; wins and losses when playing for another team will not count towards re-handicapping; matches played filling in for other teams will not count towards eligibility for finals or the championship. (Amended 8/7/2014)

Players may transfer (as opposed to filling in) between different teams and between different venues until such time as they play 4 games for any one team, in which case they will have qualified for the finals for that team and cannot transfer for the remainder of that season (but can still fill-in for other teams at the same venue). In exceptional circumstances players having already played 4 or more games for one team may apply to the registrar to transfer to a different team, or may apply to represent a different team in the finals. The registrar will decide if the transfer is in the best interests of the competition, and may approve it at his discretion. In the case of either team being the registrar's team, this decision will rest with the most senior committee person not from the registrar's team or the teams involved.

Players may freely transfer from one team to another for different seasons.

7. Playing fees

Weekly player fees will be set down for time to time by the association (currently \$10 per player per match). Players must pay on the night. Half of the money collected will be paid, on the night, to the venue. The remaining half will be returned to the association by the winning team's captain, together with the score sheet, to either 1 Eaton Close Alfredton, or 331 Humffray street North Brown Hill. Alternatively, you can email the score sheet to grawri@tpg.com.au and deposit the funds into Commonwealth Bank BSB 063-502,0080-0140, Account name Ballarat Billiards and Snooker Association. Teams who give walkovers are required to pay \$10 for each position where they give a walkover (it is the responsibility of the captain to ensure this happens). (amended 18/1/2012)

8. Dress code

During each season, neat casual attire including a shirt with a collar is required. Strictly no singlet or tank tops, work clothes or work boots, thongs or other open toed footwear, tracksuit pants, caps or hats. If shorts are worn, they must have pockets and a fly – board shorts and similar are not permitted. (amended November 2015) NOTE: this is the minimum standard. If some venues have their own higher standard, that higher standard will apply for matches played at that venue. The onus is on players to be aware of the requirements at each venue.

Team captains are responsible for ensuring that their players conform to the dress code. Penalty: players who do not conform to the dress code will forfeit their match.

Finals dress code: dress pants, shoes and shirt with a collar are the minimum standard required.

9. Finals

The top four teams at the conclusion of each season will play off in the finals. If teams are tied on points, a count back on percentage of points scored versus points against will apply. The final four will play off under the Page system. The teams who finish 5th and 6th on the ladder will referee the semi-finals. The loser of the second semi-final will referee the preliminary final. The loser of the preliminary final will referee the grand final.

Players may not reschedule Finals matches. Starting times and walkover conditions for finals matches are the same as for round-robin matches. Matches will be played in the order 2 and 3 in the first round, followed by 1 and 4 in the second round. A toss of the coin shall decide which captain nominates which matches will be played on which tables. (For snooker, in the event of a 6-6 result the number 1 player from each team will play a deciding frame).

Where a team has one or more qualified players unavailable through injury or exceptional circumstances they may apply to the registrar to play an unregistered player. If the registrar's team is involved in the final the decision to grant or deny this request will rest with the most senior committee member not involved in the final.

10. Protests

Any team desiring to protest against any other team for any reason whatsoever, shall forward to the Secretary within 72 hours after the occurrence of the event being protested, a notice setting forth the grounds of the complaint, together with a \$10 protest fee. The secretary will, as soon as possible, forward a copy of the protest to the captain of the opposing team, and, in the event of the protest concerning an individual player, a copy of the protest to that player as well. The Associations rules covering "disputes and mediation" will govern the process for handling the protest. If the protest is found to be frivolous the \$10 fee will be forfeited – otherwise it will be returned.

11. Tournaments

The association will run billiards and snooker championships each year, during or shortly after each season, and handicap tournaments in billiards and snooker, in as many grades as it sees fit from time to time. The dates of these events will be included in the draw for each season, together with the closing date for entries. Players need to play at least four matches during the season to be eligible to play in the championship or handicap tournament.

Tournament draws will include the dates, times and locations for all matches, and conditions of play, which may include a requirement for losing players to referee the next round. Under exceptional circumstances the draw can be altered with the agreement of both players and the approval of the registrar. Dress code for handicap tournaments is neat casual. Dress code for championship matches is dress slacks, shirt with a collar, and shoes. Dress code for championship finals is dress slacks, business shirt, dress shoes, vest and/or bow tie. Players who do not conform to the appropriate dress code will forfeit their match.