



Victorian Billiards & Snooker Association Inc.

www.vbsa.org.au

TEAMS WANTED

Teams for the Pennant Premier & Reserve Snooker Competitions.

Season Starts Monday 17.02.2014

Teams must be entered on or before Monday. 10.02.2014

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The Competition will consist of the following (Maximum 10 teams per grade):

A Grade Premier Snooker	6 Players	Wednesday nights	3 Tables
A Grade Reserve Snooker	4 Players	Monday nights	2 Tables
A Reserve Billiards	4 Players	Monday nights	2 Tables
B Grade Premier Snooker	6 Players	Wednesday nights	3 Tables
B Grade Reserve Snooker	4 Players	Monday nights	2 Tables
C Grade Premier Snooker	4 Players	Wednesday nights	2 Tables
C Grade Reserve Snooker	4 Players	Monday nights	2 Tables
D Grade Premier Snooker	4 Players	Wednesday nights	2 Tables
D Grade Reserve Snooker	4 Players	Monday nights	2 Tables

To enter a team, or for more information, please fill in the details below on or before the closing date, and fax to Alan Croft on 9360 4144 or email to scores@vbsa.org.au.

The home team is to provide a light supper at the end of the match. Teams will be graded at the discretion of the Board of the VB&SA

Teams may be graded at the discretion of the Board of the VB&SA.

To play in these competitions, players must be fully paid members of the VB&SA.

2014 PENNANT PREMIER & RESERVE GRADE TEAM ENTRY

CLUB DETAILS

NAME: (Captain/Contact)			PHONE	
NAME: (Club)			FAX	
ADDRESS				
SUBURB			POSTCODE	
PREFERRED TEAM NAME	CHOICE 1			
	CHOICE 2			

Team Details - Preferred Night to play - Monday / Wednesday

PLAYER NAMES

CONTACT PHONE OR EMAIL ADDRESS

1		
2		
3		
4		
5		
6		
7		
8		

Suggested Grade – Please Circle or highlight

A Premier Snooker Wednesday	B Premier Snooker Wednesday	C Premier Snooker Wednesday	D Premier Snooker Wednesday	A Reserve Billiards Monday
A Reserve Snooker Monday	B Reserve Snooker Monday	C Reserve Snooker Monday	D Reserve Snooker Monday	

Please print details clearly

Please use 1 sheet per team

Affiliation Fee: per club, per annum, of \$50, and \$5.00 per player per match. These will be calculated and invoiced at end of each season.

All members are entitled to enter any Victorian or Australian ranked tournaments.

Juniors – Players under 18 at Jan 1st 2014 play FREE. The VBSA do not charge Juniors the \$5 per week to participate in the Pennant or Willis Season. A junior must be a member of the VBSA. Please notify Alan Croft if you have Junior Player(s) in your team, so we can ensure invoicing is correct at the end of the season. If you do not notify the VBSA that a Junior is playing in your team you will be invoiced the full amount. – 9360 4144 or 0418 535 368.

VICTORIAN BILLIARDS AND SNOOKER ASSOCIATION 2014 MEMBERSHIP FORM

If you have paid your membership in the first half of the year you do not have to pay again

CATEGORY	Fee Year	FEE Encl.
SENIOR	\$40	
PENSIONER	\$20	
JUNIOR	\$20	

JUNIOR: Date of birth

Must be under 18 at Jan 1 2014.

NAME		
ADDRESS		
SUBURB		POST CODE:
PHONE	HOME:	
	MOBILE:	
	WORK:	
EMAIL ADDRESS		
CLUB		
CLUB ADDRESS		

Memberships may be paid online at www.vbsa.org.au or by post with a completed form to: George Hoy,
VBSA Treasurer, Unit 36 Excelsior Apartments, 93 -103 High St Preston, 3072

Format for A , B, C & D Grade Snooker – All players to play 3 frames. Foul Miss Rule will apply. Total frames (1 point per frame won) to decide ladder positions.

B, C & D grade only *10 point rule – The frame is deemed won if any player leads by 10 points, or more, in excess of the value of the balls left on the table at the completion of the visit where the last red is potted, or at any point during the course of potting the colours.

Timed Format will apply to all Snooker Grades except A Premier & A Reserve Grades

Timed Games To Combat Late Finishes in all grades.

From the By Laws

7. Matches

Player positions in teams are numbered in order. It is strongly recommended that team captains place their team in order of ability. All matches in all grades are timed. Snooker matches shall be of 90 minutes duration (100 minutes for Snooker Finals' matches) and Billiards matches shall be of 80 minutes duration. Snooker matches shall comprise 3 frames per match. Billiards game won shall count 2 points — a tie counting as 1 point each. The winning team will receive 4 points; the losing team will receive 0 points; teams will receive 2 points each for a draw. Frames/games for and against will decide percentage.

All first round matches must begin at 7:30 pm, and all second round matches must begin no later than 9:10 pm. The clock/timer must be clearly visible to all players and referees.

For Snooker matches (90 minutes):

- a. One countdown timer to be set for 90 minutes.
- b. All first round matches must commence together and no later than 7:30 pm*.
- c. If any first round matches finish ahead of time, second round matches may commence on those tables instead of waiting until all first round matches are finished.
- d. All second round matches to start no later than 9:10 pm. The countdown timer should be started when the last match has commenced.
- e. Except for A Grade The Colours Plus 10-Points rule applies in all matches. When the last red is potted, if either player is ahead or behind by the total value of the colours left plus an additional 10 points, the frame is awarded to the player ahead. (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.)

At the completion of 90 minutes:

- f. 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.
- g. If the scores are tied, the frame will be decided by a re-spotted Black.
- h. Any frame that has not been started will be decided by a re-spotted Black.
- i. If the cue-ball is struck prior to the bell ringing, then any score, fair or foul will count. (Referees are urged 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 commonsense approach will still allow 90 minutes for each round. However, captains should endeavour to begin on time unless there are extenuating circumstances.

In Finals

- A countdown timer for each table to be set for 90 minutes. A Grade finals will not be timed
- All first round matches to start no later than 7.30pm
- All second round matches to start no later than 9.10pm.
- If first round players have completed their matches prior to the completion of the time limit then the Number 1 players will go on to the first available table and play 4 frames.
- Second round matches should start as soon as a table is available.
- 10 point rule will still apply in B,C & D Grades only
- Finals will be decided when:
 - 4 Player team – the first team to reach 7 frames
 - 6 player team – the first team to reach 10 frames.
- At 10.40 (the completion of the second round) all matches will be decided. If the frame score is tied and the number 1 players have started the 4th frame it will be completed to decide the result.

If the frame score is tied and the number 1 players have not started their 4th frame, this frame should start immediately