



Victorian Billiards & Snooker Association Inc.

www.vbsa.org.au

TEAMS WANTED

Teams for the Pennant Premier & Reserve Snooker Competitions.

Season Starts Monday [07.03.2016](#)

Teams must be entered on or before Monday. [29.02.2016](#)

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The Competition will consist of the following Snooker & Billiards grades:

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

To enter a team, or for more information, please fill in the details on page 2, on or before the closing date, and email to scores@vbsa.org.au The home team is to provide a light supper at the end of the match.

Teams may be graded at the discretion of the Board of the VB&SA. It is a condition of membership that you shall accept and abide by the spirit and terms of the ABSC's Anti-Doping Policy. You are personally responsible for knowing which drugs and substances are prohibited and should stay informed using the ASADA website

2016 PENNANT PREMIER & RESERVE GRADE TEAM ENTRY

CLUB DETAILS

NAME (Captain/Contact)			PHONE
EMAIL			
NAME: (Club)			
PREFERRED TEAM NAME	CHOICE 1		
	CHOICE 2		

Team Details - Preferred Night to play - Monday / Wednesday

	PLAYER NAME	PHONE	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 Snooker Monday	B Reserve Snooker Monday	C Reserve Snooker Monday	D Reserve Snooker Monday
A Reserve Billiards Monday			

Please print details clearly

Please use 1 sheet per team

There is a weekly fee of \$7.00 per player per match, calculated and invoiced at end of each season.

Juniors – Players under 18 at Jan 1st 2016 play FREE. The VBSA do not charge Juniors the \$7 per week to participate in the Pennant or Willis Season. Please notify THE Score Registrar 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. – email scores@vbsa.org.au

PLEASE DO NOT PAY MEMBERSHIP

Membership will now be included in your weekly playing fee.

The playing fee has been increased to \$7 per player per week. (invoiced at the end of the season)

Please adjust your weekly subs accordingly.

Juniors and VBSA life members play FREE. (Junior - Players under 18 at Jan 1st of the current year.)

The "Affiliation fee" of \$50 per club per annum will be dropped. (The VBSA considered this fee to be unfair as it was applied if a Club had 1 team or 10 teams)

Definition of a member – A person is considered a financial member when

1. Have been granted Life Membership OR...
2. Have played 4 matches in either season 1 (S1) or season 2 (S2) in the current year OR ...
3. Have paid the appropriate fee (for tournament play where a player is not playing weekly)
4. For the purposes of Tournament play
 - a. As both Victorian and Interstate tournaments require entrants to be a member of their home state association
 - b. In the early part of the year any player that was a member in the previous year will be considered a member for this purpose only
 - c. As the year progresses a player will need to either be playing on a regular basis or pay the nominated membership fee to enter tournaments

The Constitution will have to be varied to include this definition and several rules regarding membership be modified. This can only be done at an AGM so the Board of the VBSA will have the modified constitution available for ratification at our next AGM. In the interim the above will be included in the By Laws.

Why have the VBSA chosen to do this?

- It dramatically reduces the workload of both the Treasurer and the Score Registrar.
 - It is much simpler for Clubs and Team Captains to operate
 - If the VBSA are serious about having our own venue at some stage (and we are), then raising the playing fee (which hasn't been raised for years) is the most obvious way to begin raising much needed capital.
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In 2016

All grades will be limited to a maximum of 10 teams

Why? It is becoming increasingly difficult to fixture.

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 – After the last red is potted 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, 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 avoid 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. Except for A Grade 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 with 1 point available to the winner. Billiards matches will be timed to 80 minutes with 2 points available to the winner per game (in the event of a tied game, 1 point each player). The winning team on points will receive 4 match points, the losing team 0, with 2 match 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 100 minutes.
- 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
- Snooker 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.
- Or, at the completion of the second round when all matches have been 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
- Billiard Finals – all matches will be 80 minutes, and will be decided on games won (in the event of a tie, total points will decide)