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## 1 ELIGIBILITY

- 1.1 To be eligible to join the Association, a person shall be a financial member of the Club for which that person plays unless the person is a junior player. A team register may include a maximum of one Junior player who shall be at least 16 years of age.
- 1.2 Notwithstanding Rule 1.1, the Association may invite a Club, other than an R.S.L. Club, to compete in competition play. Delegates within respective Zones of the Association shall decide whether their Zone shall extend an invitation under this Rule.
- 1.3 For the purpose of Rule 1.2, a "Club" (other than an R.S.L. Club) is defined as "an association of persons united by some common interest, usually meeting periodically for shared activity".
- 1.4 An invitation under Rule 1.2 shall only be extended following approval by a majority vote of at least two-thirds of the delegates present and voting at a meeting called to discuss the proposed invitation.
- 1.5 A Club invited into the Association under the provisions of Rule 1.2 may have such invitation withdrawn at any time by a majority vote of at least two-thirds of the delegates present and voting at a meeting called to discuss the matter.
- 1.6 A player shall only represent one Club in any one season unless cleared by their original Club and the Association Executive.

## 2 MEMBERS' OBLIGATIONS

- 2.1 All members of the Association shall be obliged to observe the current Rules of the Association. A copy of these Rules shall be displayed in each member Club's billiards room for reference.
- 2.2 Any decision properly made under the provisions of these Rules shall be binding upon all affected members of the Association.
- 2.3 An Executive Committee administers the Association. Club delegates elect occupants of positions on the Executive Committee (i. to vii. below) at each Annual General Meeting.
  - i. President
  - ii. Vice President
  - iii. Secretary
  - iv. Treasurer
  - v. Zone Delegate (North)
  - vi. Zone Delegate (Bayside)
  - vii. StatisticianMembers may be co-opted, as necessary, by the Executive Committee to assist with the Association's activities (e.g. NSW Liaison officer).
- 2.4 The Executive Committee shall meet on the first Wednesday in May, August, and November; such meetings shall be rescheduled, if required, to accommodate conflicting priorities of members. Each Zone Delegate shall conduct a meeting of that Zone's Club delegates shortly prior to a scheduled Executive Committee meeting. One delegate from each member Club shall attend each scheduled Zone delegates' meeting.
- 2.5 One delegate from each Club shall attend the Annual General Meeting, which shall be scheduled during February each year.
- 2.6 All players and visiting supporters shall adhere to the current general dress standards for RSL clubs at all times during representative play, irrespective of the actual venue at which a match takes place. Any player nominated on the match score sheet shall not be permitted to take part in competitive play whilst contravening these dress standards. In any situation where it is considered that a player does not meet these

dress standards, Team captains shall include an appropriate notation outlining the circumstances on the score sheet.

### 3 PLAYING SEASONS

3.1 Generally, the seasons for competition play shall be as follows:

- i. Snooker - February to June
- ii. Billiards - July to November

### 4 TEAM ARRANGEMENT [Bayside Zone]

- 4.1 A Club may enter as many teams as they wish, provided they have at least two tables available for each team when playing at home.
- 4.2 If a team presents less than four players for a match, the available players shall be listed at the highest available positions (for example – positions #1 and #2 and #3 if only three players are presented).
- 4.3 Each team, for snooker or billiards, shall consist of four players graded player #1 to player #4 in order of handicap from lowest (player #1) to highest (player #4) handicap. Positions of players on the same handicap are interchangeable.
- 4.4 Captains shall exchange a list of players in playing order prior to the start of the match. The order of play shall be players #3 and #4 in the first round followed by players #1 and #2 in the second round, unless otherwise agreed by both team captains.
- 4.5 A player listed under Rule 4.3 and playing out of strict order of correct current handicaps shall be deemed to forfeit the relevant frame/s or game to the listed opponent. If both the player and listed opponent play out of strict order of the respective teams' correct current handicaps, that scheduled game/frame shall be deemed invalid with no points awarded.

### 5 TEAM ARRANGEMENT [North Zone]

- 5.1 A Club may enter as many teams as they wish, provided they have at least two tables available for each team when playing at home.
- 5.2 Each match team for snooker or billiards shall consist of four players, each starting the match on his respective current handicap.
- 5.3 If a team presents less than four players for a match, the available players shall be listed at the highest available positions (for example – positions #1 and #2 and #3 if only three players are presented).
- 5.4 For HOME AND AWAY matches, immediately prior to the commencement of a match, each team captain shall record his players' details on his team's scoresheet then exchange score sheets with the opposing team's captain to determine respective opponents listed in their individual playing positions.
- 5.5 For FINALS matches, immediately prior to the commencement of a match, each team captain shall record his players' details on a list then deliver the list to the host club's match organiser who shall conduct a random draw to determine playing positions for individual players. The match organiser shall record details of randomly drawn players on the match scoresheets in the order drawn – i.e. 1<sup>st</sup> drawn = position 1; 2<sup>nd</sup> drawn = position 2, and so on.
- 5.6 The order of play shall be players listed in positions #3 and #4 in the first round, followed by players listed in positions #1 and #2 in the second round, unless otherwise agreed by both team captains to accommodate player needs

## 6 TEAM AND PLAYER REGISTRATION

- 6.1 Each Club shall register its team(s) with the Secretary on the official form at least two weeks prior to the start of each season (snooker or billiards), together with full payment of such fees as are applicable.
- 6.2 Teams shall be limited to six players. In situations of emergency, a Team Captain may play an additional (seventh) player on one occasion during a competition season.
- 6.3 In the event of a seventh player being played on a second occasion or if an eighth player is used, that player shall be deemed ineligible and the appropriate frame/s or game shall be deemed to be defaulted under the provisions of these Rules.

## 7 PAYMENT OF FEES

- 7.1 All fees due for registration of a team shall reach the Secretary no later than the scheduled date for Round 3 of competition play in the respective season for which the team is entered.
- 7.2 Any team which has not paid registration fees in accordance with Rule 7.1 shall not be allowed to participate in further competition play until all fees due have been paid to the Secretary. In this event, the Executive shall consider the circumstances to determine which Rule shall apply for affected matches - that is, either the "default" or "bye" Rule.

## 8 GOVERNING RULES

- 8.1 All matches shall be played under the prevailing Rules approved by the International Billiards and Snooker Federation, a copy of which shall be available in each member Club's billiards room for reference. Note: the 'foul and miss' rule shall not be observed in the Association's competition play.
- 8.2 For home and away matches, participating teams shall share the refereeing duties amongst non-playing players for active games unless otherwise mutually agreed by team Captains.
- 8.3 For Finals matches, the host Club shall appoint referees and scorers neutral to the participating teams.

## 9 ZONES AND DIVISIONS

- 9.1 The competition is divided into two Zones - North and Bayside, with each Zone being subdivided into Divisions, if necessary. All players within the Association's competitions compete at the same level or grade, with each player being allocated an appropriate handicap.
- 9.2 When a Club has more than one team participating in a current competition season, a player shall not represent that Club in a second or subsequent team if he/she has played more than two matches in one team during the current season.
- 9.3 When a Club has more than one team in a Division, such teams shall be considered as being from different Clubs for the application of these Rules, with the exception of Rule 22 (Delegates' Attendance).

## 10 FINALS

- 10.1 To be eligible to play in any Finals match, a player shall have played four or more home and away matches in the current season.
- 10.2 Finals shall be contested by the 4 teams that have accumulated the most match points at the end of the home and away matches. At the discretion of the Executive Committee, (e.g. if 14 or more teams participate in one Zone without a Division), consideration and determination prior to commencement of the season may be given to playing a Final 8 program. In the event of a tie, the ladder positions shall be determined on a percentage basis of points FOR and AGAINST each team.

**10.3** Generally, a Finals program shall be scheduled as follows:

<b>Week 1:</b>	Semi Final 1 (SF1)	:	1 <sup>st</sup> v 2 <sup>nd</sup>
	Semi Final 2 (SF2)	:	3 <sup>rd</sup> v 4 <sup>th</sup>
<b>Week 2:</b>	Preliminary Final (PF)	:	Loser SF1 v Winner SF2
<b>Week 3:</b>	Grand Final	:	Winner SF1 v Winner PF

If a Final 8 program is conducted, the following Finals format shall be scheduled:

<b>Week 1:</b>	Qualifying Final 1 (QF1)	:	1 <sup>st</sup> v 4 <sup>th</sup>
	Qualifying Final 2 (QF2)	:	2 <sup>nd</sup> v 3 <sup>rd</sup>
	Elimination Final 1 (EF1)	:	5 <sup>th</sup> v 8 <sup>th</sup>
	Elimination Final 2 (EF2)	:	6 <sup>th</sup> v 7 <sup>th</sup>
<b>Week 2:</b>	Semi Final 1 (SF1)	:	Loser QF1 v Winner EF1
	Semi Final 2 (SF2)	:	Loser QF2 v Winner EF2
<b>Week 3:</b>	Preliminary Final 1 (PF1)	:	Winner QF1 v Winner SF2
	Preliminary Final 2 (PF2)	:	Winner QF2 v Winner SF1
<b>Week 4:</b>	Grand Final	:	Winner PF1 v Winner PF2.

**10.4** If a snooker Final is tied (frame wins equal and points equal), the two number #1 players shall play another frame.

**10.5** If a Billiards Final is tied (frame wins equal and points equal), the two number #1 players shall play one game with handicaps halved and rounded down, with the time allotted for play also being halved.

**10.6** Finals shall be played on neutral tables unless otherwise agreed by competing teams.

## 11 USE OF TABLES

**11.1** In home and away games, the home team Captain shall decide on which tables the matches shall be played. For Finals matches, the host Club's organising representative shall decide on which tables the match shall be played.

**11.2** If the home team proposes that four tables be used during a home and away match, an independent referee shall be available for each table used in play.

## 12 PLAYING TIMES

**12.1** All matches shall be played on a Thursday night unless there are exceptional circumstances, when an alternative night may be selected by agreement between Team Captains involved.

**12.2** Play shall commence at 7:30pm but 15 minutes' grace may be allowed after which a walkover may be claimed unless the opposing Captains have made other arrangements.

## 13 POWER RESTRICTION

**13.1** When power restrictions are imposed on the public or when unforeseen power failure prevents completion of a match, all affected matches are cancelled or may be postponed to an alternative night by agreement between Team Captains involved.

## 14 DEFAULTING

**14.1** In the event of any playing members of a team defaulting for any reason, the opposing player(s) shall be awarded one match point per frame (Snooker) or game (Billiards) PLUS fifty score points per match. Neither the opposing player(s) nor the defaulting player(s) shall suffer a change to their handicaps.

- 14.2** Notwithstanding Rule 14.1, in the event of a full team defaulting for any reason (i.e. "no show"):
- the team defaulting shall receive a penalty of 25% of available points for the match [Billiards – 2 points; Snooker – 3 points]; and
  - the team receiving the default shall be awarded 75% of available points for the match [Billiards – 6 points; Snooker – 9 points];
- and individual handicaps for the teams involved shall remain unchanged.

### **15 SCORE SHEETS**

- 15.1** The Captains or Acting Captains of each team shall complete and sign their own score sheet and then counter-sign their opponent's score sheet. A non-playing Team Captain may continue captaincy during a period of not playing.
- 15.2** All score sheets shall reach the Scores Statistician by 12 noon on the Sunday following the match. Teams failing to meet this deadline shall be penalised by having one point deducted from the team's actual result for the affected match.
- 15.3** For each Finals matches, the host club is responsible for providing a completed score sheet by the deadline stipulated in this Rule.

### **16 METHOD OF PLAY – SNOOKER [Bayside Zone]**

- 16.1** A match shall consist of each player playing their respective opponent (i.e. players listed at #1, players listed at #2, and so on) over two frames with one point being awarded per winning frame. Any individual player winning two consecutive frames in a match shall be awarded one bonus point.
- 16.2** During home and away matches only, after the last red ball has been potted, a player shall concede the frame if his opponent leads the score by a total of points that equals the value of the balls remaining on the table plus 10 or more points. This applies at any point during the course of potting the coloured balls. In that event, the existing score shall be recorded as the final score.
- 16.3** During Finals matches, each frame finishes when only the black ball is on the table and it is potted or fouled, except when scores are then tied. If scores are tied, the black ball is spotted and players toss for the option of breaking. Frame then finishes when black ball is potted or fouled.
- 16.4** Home team breaks first frame and visiting team second frame. All breaks of 20 plus shall be recorded on the score sheet.

### **17 METHOD OF PLAY – SNOOKER [North Zone]**

- 17.1** A match shall consist of each player playing their respective opponent (i.e. players listed at #1, players listed at #2, and so on) over two frames with one point being awarded per winning frame. Any individual player winning two consecutive frames in a match shall be awarded one bonus point.
- 17.2** Each frame finishes when only the black ball is on the table and it is potted or fouled, except when scores are then tied. If scores are tied, the black ball is spotted and players toss for the option of breaking. Frame then finishes when black ball is potted or fouled.
- 17.3** If only coloured balls remain in play **AND** the striker requires numerous snookers in his endeavour to win the frame, every effort must be made to eliminate time wasting. If the striker willingly concedes the frame in this situation, the existing score shall be recorded as the final score.
- 17.4** If only the coloured balls remain in play **AND** the striker requires numerous snookers in his endeavour to win **AND** the striker continues play with no obvious progression in his position, his team captain shall advise the striker to concede the frame immediately to eliminate time wasting. In that event, the existing score shall be recorded as the final score.

- 17.5** If the striker concedes the frame whilst red balls remain in play, his opponent's existing score shall be **increased** by the maximum points available for the remaining balls – that is, EIGHT points for each red ball remaining in play **plus** TWENTYSEVEN points (value of coloured balls) – and recorded as his final score.
- 17.6** Home team breaks first frame and visiting team second frame. All breaks of 20 or higher shall be recorded on the score sheet.

### 18 METHOD OF PLAY – BILLIARDS

- 18.1** A match shall consist of each player playing their respective opponent (i.e. players listed at #1, players listed at #2, and so on) over one game with two points being awarded per winning game (i.e. 4 players x 1 game = maximum of 8 points per match).
- 18.2** Each game is timed, with play ending at the expiry of 70 minutes. If any ball is in motion when the game end signal sounds, play ends when all balls come to rest.
- 18.3** Each participating Club shall provide an independent timing clock for each table used in competition play. Each timing clock shall sound an audible tone automatically when the allotted time expires.
- 18.4** The clock shall be stopped for any break in play approved by the referee. Any stoppage in play during the last 10 minutes attracts a standard foul against the player requesting the stoppage.
- 18.5** Stringing shall be used to decide the start of a game, the winner having choice of ball and option or breaking or not. All breaks of 20 plus shall be recorded on the score sheet.

### 19 HANDICAPS

- 19.1** Automatic handicapping shall apply to all home and away matches as follows:
- i. Snooker:**  
If a player wins more frames than his opponent, his handicap is adjusted downwards by five points for the next match. If a player loses more frames than his opponent, his handicap is adjusted upwards by five points for next match. In the event of a draw, each player's handicap remains unaltered for next match. A Snooker handicap shall not exceed +60 at any time.
  - ii. Billiards:**  
If a player wins the game, his handicap is adjusted downwards by ten points for the next match. If a player loses the game, his handicap is adjusted upwards by ten points for the next match. A Billiards handicap shall not exceed +160 at any time.
- 19.2** Automatic handicapping does NOT apply to Finals. For Semi, Preliminary or Grand Finals, a player's handicap shall be the handicap determined as a result of the last home and away match for the season.
- 19.3** Re-handicapping of Grand Finalists:
- i. Snooker:**  
The handicaps of all players in the winning team shall be adjusted downward by ten points for the following season. Similarly, the handicaps of all players in the losing team shall be adjusted downward by five points.
  - ii. Billiards:**  
The handicaps of all players in the winning team shall be adjusted downward by twenty points for the following season. Similarly, the handicaps of all players in the losing team shall be adjusted downward by ten points.
- 19.4** The Team Captain shall assess any NEW player in his team and determine an appropriate initial handicap that accurately reflects the player's ability. If a new player's actual performance is considered by the Statistician to not accurately reflect the handicap allocated by the team captain, the Statistician shall contact appropriate delegates or captains to discuss the matter. In situations where the Statistician, following such discussion, deems that a new player has gained an advantage through allocation of an inappropriate handicap, the

provisions of Rule 19.8 shall be applied and a revised handicap shall be determined for the offending player's next match.

**Maximum** starting handicaps for new players are +25 for Snooker and +100 for Billiards.

- 19.5** For Snooker competition, starting handicaps for an established player within this Association shall be the player's handicap as recorded by the Statistician at the end of the previous season. For Billiards competition, starting handicaps for all established players shall be determined following analysis by the Statistician of previous competition results.
- 19.6** If an established player is not listed on the published list of starting handicaps for the current season, the Team Captain shall consult the statistician to determine an appropriate handicap. Team Captains may adjust downward the handicap of a player on his/her team at any time.
- 19.7** If the Executive considers a player to be incorrectly handicapped, they have the power to make such alterations as deemed necessary. Opposing Team Captains shall pursue any queries regarding handicaps by forwarding their concerns in writing to the Statistician.
- 19.8** If a player plays off an incorrect handicap which disadvantages **the player's opponent** at the start of a game/frame:
- i. the offending player's team shall be penalised one point; and
  - ii. if the offending player wins the game/frame, the point(s) won shall be awarded to his/her opponent; and
  - ii. the offending player's handicap shall be subject to the normal automatic handicapping procedure, with the adjustment being applied to the player's correct handicap.
- In the event of this offence being committed by more than one player of a team in the same match, the team penalty (i. above) shall only be applied once.
- 19.9** If a player plays off an incorrect handicap which only disadvantages **himself/herself** at the start of a game/frame:
- i. the offending player's handicap at the start of the game/frame shall be deemed to be the player's new handicap, which shall be subject to the normal automatic handicapping procedure; and
  - ii. no forfeiture of points or other penalty shall be applied.
- 19.10** The Statistician shall not arbitrarily adjust individual handicaps of established players during the last six rounds of home/away season. Note: an "established player" is:
- i. A player whom has carried over a handicap from the immediately preceding season, having played MORE than five match nights during that season; or
  - ii. A new player introduced to the competition during the current season and who has played MORE than five match nights during the current season.

## 20 BYES

- 20.1** In any one season, the match points for a bye shall be half the maximum points available per match.

## 21 REPORTABLE CONDUCT

- 21.1** If the conduct of any member is, in the opinion of the Executive, injurious to the character, welfare or interest of the Association, the Executive shall call upon the member to justify and explain such conduct. This explanation shall be provided either by letter or by personal appearance before a meeting of the Executive specially summoned to consider such conduct.
- 21.2** The Executive shall be responsible for investigating the complaint and imposing any penalty considered appropriate. However, if the penalty proposed includes permanent or temporary suspension of a player's registration, this penalty shall be approved at a meeting of Club Delegates before the penalty takes effect.



- 21.3** Club Delegates, at a suitably convened meeting, may suspend or disqualify such member upon a resolution to that effect passed by a two third majority of the delegates present and voting at the meeting.

### **22 DELEGATES' ATTENDANCE**

- 22.1** Any Club not sending a representative to a scheduled meeting shall be penalised one point for each participating team from that Club on the current competition ladder or, if applicable, the Club's subsequent competition season. A copy of the Attendance Record shall be sent to the Statistician after each relevant meeting to confirm details of attendees.

### **23 LIFE MEMBERSHIP**

Subject to the following provisions, Life Membership may be granted to a member for services rendered to the Association which are considered worthy of such recognition:

- 23.1** Life Membership will only be considered where it is shown that a member has given exemplary service over a period exceeding fifteen years in the promotion of the Association's objectives.
- 23.2** A proposal under this Rule shall be in writing and state the full details of the nominee's services to be considered. The proposal must be signed by the proposer and a seconder, each of whom shall themselves have served the Association for a period of not less than ten years.
- 23.3** The proposal shall be lodged with the Association's Secretary for referral to the Executive Committee who shall assess the stated services of the nominee together with the validity of the proposal.
- 23.4** If the proposal is accepted by a majority of the Executive Committee, the nominee shall be recommended for Life Membership which shall be determined by club delegates present at the next scheduled Annual General Meeting.

### **24 CHANGE TO RULES**

- 24.1** A Notice of Motion adopted at the Annual General Meeting shall change these Rules. Club delegates within each Zone shall discuss proposed changes to existing Rules at scheduled meetings arranged under Rule 2.4 and, if required, vote to decide whether or not any matter shall be further represented for the attention of the Executive Committee.
- 24.2** If a Zone generated proposal to amend these Rules is discussed and adopted at Executive level, the proposal is then presented as a Notice of Motion at the next scheduled AGM for approval without further discussion at the AGM. Relevant details shall be included in Executive Committee minutes and distributed to Zone delegates prior to the next scheduled Zone meeting. Accordingly, Notices of Motion for the AGM shall only be presented after prior agreement at a preceding Executive Committee meeting.
- 24.3** If a proposal discussed at the scheduled November Executive Committee meeting results in a relevant Notice of Motion being proposed for the next scheduled AGM, relevant details shall be presented for discussion and feedback at Zone delegate meetings specially convened for that purpose prior to the next scheduled AGM.

### **25 POWERS OF EXECUTIVE**

- 25.1** Any matter not covered by the above Rules and which requires arbitration shall be dealt with by the Executive Committee and their decision shall be final.