

DIAMOND VALLEY SNOOKER ASSOCIATION

BYLAWS, RULES AND REGULATIONS (2020)

1. TEAMS.

Each team may register a maximum of eight (8) players in any one season. Should circumstances arise whereby a team is unable to field a side and as a result be unable to complete its fixtures, or weaken, or detract from the competition, the committee may at its discretion permit further players to be registered.

Authorization for such additional registrations will only be granted in the most exceptional of circumstances. Proof will have to be given that any additional players registered under this bylaw were members of the club at the commencement of the competition in which they are to participate.

2. PLAYERS.

A minimum of two players must be in attendance before the commencement of any match, and a minimum of four frames must be played to constitute a match. Teams will consist of four players, each playing two frames against the player named in the corresponding position for the opposing team, and one emergency player, if desired. Each player may play one position only in any one match.

The emergency will only play if a player named in the team is unable to start a frame in the match through illness, delay, or any other circumstance. If the emergency is required to play, the opposing captain shall have the right to nominate that he fills any position, which at that time has not commenced play.

Player Positions and Commencement Times.

Player positions in teams are numbered in handicap order (highest to lowest) with players 3 & 4 playing first (**note: these first round matches are timed**). Matches should have commenced by 7.30pm or earlier and be followed on completion of the first four frames by players 1 and 2. The home team will break off in the first frames. Where first round matches finish earlier than expected, second round matches may commence immediately.

Timed Games.

Frames are time limited for players playing first in positions 3 & 4. Countdown timers are to be set to 35 minutes for Monday (A Grade) players and 40 minutes for Tuesday (B Grade) players. Should matches unavoidably be played out of order, frames for players ranked 3 & 4 remain timed. Home Team Captains (or their nominated representative) are responsible for applying an appropriate countdown timer for each table.

Players Filling-In.

Where a team is short a player, a player within the same club may play in a grade that is either higher or lower to the one that he registered in **on one occasion per season**. Where this happens, frame outcomes will not count towards "Most Frames", "Highest Break", or a handicap adjustment in the fill-in player's home division.

Any player filling-in from a Monday evening to a Tuesday evening competition must play in positions 1 or 2, with a handicap adjustment of -10 and position 1 being the preferred position. Similarly, any player filling-in from a Tuesday evening to a Monday evening competition must play in positions 3 or 4, with a handicap adjustment of +10 and position 4 being the preferred position.

Players filling-in can play in their own team the same week.

3. GAMES.

There are four circumstances where a frame will end:

1. Timed frames (for players in positions 3 & 4):

Other than a “black ball game” any frame that is in progress when the timer sounds, the player that is in front is the winner. If the cue ball is struck prior to the timer sounding “time up”, then any score, fair or foul will count. (Referees should give 10-minute and 5-minute warnings and need to be very diligent when it is close to time up). **If it is a black ball game, the frame will be played to completion.** If the scores are tied, the frame will be decided by a re-spotted black. The Marker will toss a coin for choice of first shot.

2. Colours + 10 Points Rule (players in positions 2, 3 & 4):

When the last red ball (or red + colour combination) is potted and after completion of the break, if either player is ahead by the total value of the coloured balls remaining plus an additional 10 points, the frame is won. (e.g. if only blue, pink, and black remain = 18 points, if either player is ahead by 28 points or more, the frame is over). **There is no time limit or “Colours + 10 rule” for players playing in the number 1 position.**

3. Player Concedes:

Other than by mutual agreement (with no extra points conceded), where a player concedes, the value of the remaining balls plus an additional 7 points for each remaining red ball applies.

4. Frame is played out:

When all balls have been potted or a foul shot is made on the last black ball. If scores are level after either the last black has been potted or a foul shot made, the black ball shall be re-spotted. The Marker will toss a coin for choice of first shot.

Foul and Miss.

The “Foul & Miss rule” does not apply in the DVSA but in its place a genuine attempt must be made to get out of a snooker. Penalty 7 points.

Slow Play.

Slow play, whether it be deliberate, due to a medical condition or simply due to unawareness, is unfair in timed format games. Team captains should notify the committee by email should they feel a player is unable to play at the level required to provide fair competition.

4. PREMIERSHIP POINTS.

A point shall be awarded to a team for each frame won. Teams will be placed in order on the ladder, in accordance with the number of points gained highest to lowest.

In the event of an equal number of points, positions will be decided on the percentage points calculated by dividing the points scored by the points conceded. The team with the greater percentage shall fill the higher position on the ladder.

5. FINALS.

The teams finishing the home and away fixtures in the top four positions on the ladder will play off in a final series. At the end of the home and away series the team on top of the ladder has the right to host the 2nd Semi Final. The team finishing in the 3rd position on the ladder has the right to host the 1st Semi Final, the loser of the 2nd Semi Final has the right to host the Preliminary Final against the winner of the 1st Semi Final.

Grand Finals will be held at a neutral venue where preferable, selected by the DVSA committee.

At the completion off all games, if the frame score is tied, either the number 1 or number 2 player will be nominated to play a deciding 9th frame. There is no time limit or “Colours + 10 rule” for this frame.

Eligibility for Finals.

Players must play a minimum of four matches (eight frames), to be eligible to play in any finals matches, in any one season. The qualifying period to be completed by the handicap lock down. (2 weeks before end of home and away season).

Walkovers will not count.

In the Tuesday grade only, if a fifth player is named as an emergency, this will be recognized as that player having played in that match during the home and away series (a combination of emergency position and games played can be used). This will allow the player to qualify for finals. The emergency player must be in attendance for all games nominated.

Officials for Finals.

The host club will appoint an M.C. from its own members to take charge of and assist in the proper running of the event.

The host club will appoint competent and experienced referees, markers, scorers etc., and a central umpire to officiate over the games. These may be co-opted from the audience if necessary.

A player should not be asked to referee a finals game between players from a higher grade than that in which he is a competitor, unless that player has previously played in a section equal to, or higher than the section in which he is asked to referee.

Subject to no objection being raised by either of the competing team captains, if the person in question is a long-standing member of the DVSA and recognized as being a competent referee, this regulation may be set aside.

The host club shall forward the results to the score registrar on completion of the evenings' matches. It is advised that one person only be appointed to write scores on the scoreboard.

6. TEAM CAPTAINS.

Each team will elect a captain who will be responsible for:

- a) Submitting to the opposing captain, team member's names in order of play and their correct handicaps, prior to commencement of the evenings matches.
- b) Organising markers and scorers at home matches.
- c) Recording correct details of all matches played by his team.
- d) Ensuring that his players observe the rules of each club visited for all competition matches, particularly regarding dress, behavior, and sportsmanship.
- e) Advising the secretary and score registrar of the full names, addresses and contact details of players in his team.
- f) Advising members of his team of any correspondence or direction he has received from, or on behalf of the committee or committee members.
- g) Submitting results immediately matches are completed.
- h) Keeping a record with complete details of all matches in which his team is involved. Such records are to be made available to the committee on request for verification of its official records. They may also be required should any dispute arise regarding results, ladders and players registered, etc.
- i) Ensuring that, subject to directions from his R.S.L. club committee, all equipment is in good order, and members of his club accord consideration and reasonable playing conditions to visiting teams.

7. HANDICAPS.

All handicaps will start the new season at the last recorded result of the last home and away game of the previous season. There is no limit for low handicap players and a +25 limit for high handicap players.

Handicaps are "Frozen" for the final two home & away rounds of each season.

Starting Handicaps for new players.

Any new player will start with a handicap allocated by the Score Registrar in consultation with the DVSA committee. Team Captains must provide the Score Registrar in advance with the correctly spelt first and family names for a new player nomination plus a summary of player history, other competitions played in, and outcomes of practice games.

8. RESULTS.

Printed score sheets are available, however a reasonable photo, email or facsimile will suffice providing all details of matches are clearly recorded. Results are to be forwarded electronically to the Score Registrar immediately on completion of all matches.

9. PENALTIES.

Penalties for a late start.

Arriving after 7:30pm but before 7:45pm:

All play is due to commence by 7:30pm and failure to arrive at a venue and commence play by this time will incur an automatic 25 points deduction.

Players in attendance may play out of order (and avoid a penalty) provided they play their direct opponent (e.g. both players in the number 2 position commence play at 7:30pm in place of the number 3 position players, at least one of whom has yet to arrive at the venue).

Arriving after 7:45pm:

Monday (A-grade) Competition:

Player not arrived to commence by 7:45 pm – loss of first frame on walkover and 25 points conceded to opponent. Still not arrived by 8:20pm (i.e. 35 minutes later) – loss of second frame on walkover and a further 25 points conceded to opponent.

Tuesday (B-grade) Competition:

Player not arrived to commence by 7:45 pm – loss of first frame on walkover and 25 points conceded to opponent. Still not arrived by 8:25pm (i.e. 40 minutes later) – loss of second frame on walkover and a further 25 points conceded to opponent.

Both Competitions – Second Round Players:

Second round players not in place to play after completion of first round frames – loss of remaining two frames.

Teams or players habitually arriving late or failing to turn up for matches, may incur further forfeiture of premiership points, suspension, or expulsion at the discretion of the committee.

Please remember that arrangements are made, and privileges accorded to visitors, and as representatives of the DVSA, teams must honor their commitments.

Penalties for late reporting of results.

- a) Failure to submit results to the score registrar within 24 hours of the conclusion of a match will incur 2 frames penalty.
- b) Failure to submit results to the score registrar within 48 hours of the conclusion of a match will incur 4 frames penalty.

Penalties for late payment of registration fees.

Any team having outstanding registration fees by the due registration date plus a 1 week “grace” period will incur 3 frames penalty.

Penalties for non-attendance at called DVSA meetings.

Any club not represented by at least one member at an AGM or any other called meeting will incur 3 points penalty per team for the season.

10. TROPHIES.

A trophy will be awarded to the premiership team in each section, and to the runner up team in each section. Memento trophies will be presented to each player of the premiership and runner-up teams.

A trophy will be awarded each season to the player winning the “Most Frames” and “Highest Break” in each section during the home and away matches. In the event of a tie all players will be awarded trophies.

A trophy can be awarded in each section during the finals series to any player making an exceptional high break, this will be at the discretion of the committee.

11. FINALS ALLOTMENTS.

The DVSA will help defray expenses incurred by clubs hosting finals matches by allocating monetary amounts from its accrued funds. These amounts will be decided by the committee and in conjunction with clubs when finals venues are discussed prior to, and during a final’s series. Hosting clubs must cover any cost above these allocations.

12. SUPPERS.

Although not compulsory, it is recommended that some light refreshment be provided for visiting teams.

13. LIFE MEMBERS.

Life Members currently registered:

<u>Member</u>	<u>Inducted</u>	<u>Notable Achievements:</u>
Tony Bowden	1988	Secretary, President
Chris Lambert	1992	Score registrar, Secretary
Max Smith	2005	Secretary

Life Members who have passed:

Des Ponsford	1984	Score registrar, Treasurer, Handicapper, President
Charlie Hibbert	1982	Secretary, Treasurer, President
John Ward	2009	Vice President, President
Frank George	2010	Long standing player and for assistance to the league
Arthur O’Niell	2010	“
Alex Spencer	2011	“
Tom Lenon	2013	“