

Rules to be followed for All Matches:

Countdown Timer

The countdown timer has been introduced to counter slow play and protect our venues. All clubs have been supplied with a working countdown timer and it is to be applied at all venues for first round matches. The host Captain is responsible for ensuring the timer is working, is set correctly and begins. Team Captains should carry with them a backup countdown timer and spare batteries.

One countdown timer only is used. The timer is set for 35 minutes for the first round games on Monday evenings and 40 minutes for the first round games on Tuesday evenings.

If by mutual arrangement the first round matches do not start together (i.e. due to either early or late arrivals), the timer should be started when the 2nd match commences.

Player Positions and Commencement Times

Player positions in teams are numbered in handicap order (highest to lowest) with players ranked 3 & 4 playing first in both grades

Matches should commence together at 7:30 pm, with team Captains endeavouring to begin on time unless there are extenuating circumstances.

Matches (if commencing on time) can be expected to be completed by 10:05 pm (Monday Comp) and 10:25 pm (Tuesday Comp).

Players 1 & 2 will follow and matches for these higher ranked players are not timed.

Where first round matches finish earlier than expected, second round matches may commence immediately.

Colours + 10 Points Rule

A "Colours Plus 10 Points rule" applies to players in position 2, 3 and 4 (**the rule does not apply to players playing in the number 1 ranked position on the night**). When the last red (or red + colour combination) is potted and after completion of the break, if either player is ahead or behind by the total value of the colours remaining plus an additional 10 points, the frame is awarded to the player ahead and then scoring stops. (e.g. with only Brown to Black remaining = 22 points, if either player is ahead or behind by 32 points or more, the frame is over). Remaining ball values are not added to the score.

At the Completion of a Timed Frame:

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.

If the scores are tied, the frame will be decided by a re-spotted Black. Toss for break as is tradition.

Any frame that has not been started will be decided by a re-spotted Black. Toss for break.

If the cue-ball is struck prior to the bell ringing, then any score, fair or foul will count. (Referees to be very diligent when it is close to time.)

In Finals

At the completion of all matches, if the frame score is tied either of the number 1 or number 2 players will be nominated to play a deciding 9th frame. There is no time limit or "Colours + 10 points" rule for this frame.

Slow Play

Slow play, whether it be deliberate, due to a medical condition or simply due to unawareness is unfair in the timed handicap snooker we play in the DVSA. Team Captains should notify the Committee in writing should they feel a player is unable to play at the level required to provide fair competition.

Reporting of Results:

Both captains (or their nominated representative) **must** retain a copy of the agreed scores.

One copy (at least) is to be sent by email or MMS to the Score Registrar as soon as scores are finalised.

Local Rules

The Foul and 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.

"Other team" players (same club) can cover in an emergency once per season. Players switching grades between the Monday and Tuesday evenings receive a + or - 10 handicap adjustment.

There is a maximum of 8 registered players per team.

All Monday and Tuesday competition handicaps are capped at + 25 and - no limit (previously -40).

Breaking Off: The Home Team will break off in the first frames. This alleviates the tossing of coins.

Handicaps are suspended for the last two rounds of the season.