

Victorian Billiards & Snooker Association Inc.



TEAMS WANTED

Teams for the Premier Billiards, Willis Snooker & Reserve Snooker Competitions.

Season Starts Monday 15.08.2016

Teams must be entered on or before Monday. 8.08.2016

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Providing sufficient teams are entered, the Competition will consist of the following :

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

2016 BILLIARDS, WILLIS & RESERVE GRADE TEAM ENTRY

TEAM CAPTAIN CONTACT DETAILS	
NAME	
PHONE	
EMAIL	
CLUB	

	PLAYER NAMES	PHONE	EMAIL
1			
2			
3			
4			
5			
6			
7			
8			

Suggested Grade - Please circle or highlight				
B Premier Billiards Monday	A Willis Snooker Monday	B Willis Snooker Monday	C Willis Snooker Monday	D Willis Snooker Monday
A Premier Billiards Wednesday	A Reserve Snooker Wednesday	B Reserve Snooker Wednesday	C Reserve Snooker Wednesday	

Please print details clearly

Please use 1 sheet per team

Costs to enter a team are : \$7.00 per player per night. Invoiced at end of season

All members (refer page 3) are entitled to enter any Victorian or Australian ranked tournaments.

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 (scores@vbsa.org.au) 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.

MEMBERSHIP: PLEASE DO NOT PAY MEMBERSHIP

Membership will now be included in your weekly playing fee.

The playing fee is \$7 per player per week Under 18 juniors play free (refer "Juniors" page 2).

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

Format for Billiards A & B Grade – All matches will be played over 80 minutes. 2 points per match won to decide ladder positions.

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 Willis & A Reserve Grades

Timed Games To Avoid Late Finishes in all grades.

Applies to Snooker Matches only

Matches to be of 90 minutes duration.

- One countdown timer to be set for 90 minutes.
- All matches to start and finish at the same time.
- All first round matches to start no later than 7.30pm
- All second round matches to start no later than 9.15pm.
- If first round players have completed their matches prior to the completion of 90 minutes then the second round may be started earlier.
- 10 point rule will apply in B,C & D Grades

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. Please read the Bylaws as penalties may apply for late starts.

At the completion of 90 minutes

- Any frame that is in progress, the player that is in front will be declared the winner.
- If the scores are tied then the frame will be decided by playing a re-spotted black, if the players are on the black the frame will be completed.
- Any frame that has not been started will be decided by playing a re-spotted black.
- As in timed billiard matches – if the cue ball has been 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)

Players should be aware of the location of the timer. It should be clearly audible to all referees. Captains or teammates can inform players of how much time is left on the clock. There will be no breaks during the course of the 90 minutes. Players are expected to play at a reasonable pace, slow play or time wasting will not be tolerated. NO smoke breaks are permitted.

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 second round players should commence their games on their allocated table without delay.
- 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 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