

# VICTORIAN BILLIARDS & SNOOKER ASSOCIATION INC.

## INTER-CLUB BILLIARDS & SNOOKER BYLAWS

### 1. Eligibility

Eligibility to play in inter-club competitions controlled by the Association is governed by the following requirements. An eligible player shall be:

- (a) A financial member of the Association, or
- (b) A non-financial person in a Premier and State Grade. They may play one game only, after which they must become a member of the Association by the end of the day that they play a second game, or
- (c) A professional player who is a bona fide member of an affiliate club for a period of not less than thirty days. Such professional shall play under the conditions and handicap to be established from time to time by the Board.

(Penalty: loss of all game points scored while in contravention of the Bylaw).

### 2. Dress regulations

#### ***Minimum dress - All Grades***

- (a) The host club's rules for dress on their premises shall be observed by all players in all Grades and visiting supporters.
- (b) No headwear is permitted to be worn by players or officials at any time during the course of a match. This rule may be varied upon application for religious or medical reasons, providing it is acceptable under (a).

#### ***Home & Away dress - Premier & State Grades***

For normal Premier and State Grade pennant matches the minimum dress standard is: Slacks, Collared shirt or Polo shirt (preferably a club shirt) and leather shoes, however under no circumstances shall any of the following articles of clothing be acceptable: thongs, jeans, cargo pants, T-shirts, shorts, cords, sandals, sandshoes, tracksuits, or sports shoes.

#### ***Pennant Finals dress - Premier & State Grades***

- (a) Competitors shall conform to the following acceptable dress combinations. For all pennant finals matches in Premier & State Grades, dark coloured dress slacks or trousers, black leather dress shoes, shirt of the type that would be worn with a tie or bow tie. If a waistcoat is worn then wearing a bow tie is optional.
- (b) Players must present themselves in a neat and tidy manner at all times during the match e.g. shirt must be tucked in and bow tie, if worn, be worn correctly

(Penalty: incorrectly dressed players shall not be permitted to play).

### 3. Tables & Equipment - All Grades

Host clubs shall have the tables brushed clean and blocked before scheduled start of play. No host club player is permitted to practise on a match table from 15 minutes before scheduled start of play. A visiting player shall be permitted to play several shots to gauge the pace of the table. Aramith Tournament Champion balls are to be used for all matches. Once matches have begun, participating players that are not currently playing or refereeing, are not permitted to practice while other matches are being played. No play is permitted on vacated tables until all matches are complete.

### 4. Team Lists - All Grades

Captains must exchange team lists showing their players and positions before 7:30 pm. This is usually done in the following manner: the home team captain enters his team in playing order on the left hand side of the score sheet, which is then covered before the visiting team captain is invited to enter his team on the right hand side of the score sheet. The names of

players in both teams must be entered on the official score sheet by 7:30 pm. After team lists have been exchanged, an alteration can only be made with the agreement of both captains.

## 5. Starting Time - All Grades

All first round matches must commence by 7:30 pm. If players are running late, the captains should either move them to the second round, or agree to play 1 or more second round matches in the first round. All second round matches should commence no later than 10 minutes after all first round matches are finished.

All first round players must be ready to start by 7:30 pm; all second round players must be ready to start by 9:00 pm.

Any player (home or away team) who is not ready to play at the correct starting time shall forfeit one frame (snooker) or 50 points (billiards) for each subsequent 15 minutes he or she is late.

## 6. Score Sheets

All match results must be recorded on official score sheets (available for download from the VBSA website). Player names should be written clearly in block letters and all breaks recorded in the column provided. In C and D Grades, all breaks of 20 or more should be recorded; in B Grade, all breaks of 30 or more should be recorded; and in A Grade, all breaks of 40 or more should be recorded. Please do not circle any breaks as this can affect legibility.

The completed score sheet must be sent to the score registrar no later than 5:00 pm on the day after the match by **BOTH** captains by e-mailing a photograph or scanned copy to [scores@vbsa.org.au](mailto:scores@vbsa.org.au)

Penalty: Any score sheets not received, both teams will not receive any points for the match.

## 7. Matches

Player positions in teams are numbered in order. It is strongly recommended that team captains place their team in order of ability.

Snooker matches, including finals, shall be of 90 minutes duration and shall comprise 3 frames. On the score sheet, teams are awarded one point for each frame won.

Billiards matches shall be of 80 minutes duration. On the score sheet 2 points will be awarded for each game won and 1 point for any drawn game.

For the purposes of the premiership ladder the team with the most scoresheet points will be awarded 4 premiership points, with the losing side awarded zero premiership points, and drawn matches awarded 2 premiership points for each side. (Anomaly: A 7-6 match result in A grade snooker will be awarded 4 premiership points to 2 premiership points due to the way our database works).

Scoresheet points are used to determine percentages for the purpose of a countback if teams are tied on premiership points at the end of the home and away rounds.

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.

(a) For Snooker matches (90 minutes): 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. If a player trails by the total points of the remaining colours plus 10, then the frame is awarded to the leading player. This rule can ONLY be invoked when the frame is 'On the Colours' and at any stage during the potting of the colours. 'On the Colours' is defined as being "when the next ball "on" is the yellow. This occurs after a player pots the last red and has then played at a colour of their choice or that a foul occurs in pocketing the last red". If the leading player chooses to continue their visit after the stage of colours plus 10 being reached and consequently fouls, so that they no longer lead by colours plus 10, the frame will continue.

At the completion of 90 minutes:

- (a) If any frame is in progress, the player that is in front is the winner. If only the Black ball remains, the frame will be played to completion.
- (b) If the scores are tied, with two or more balls to be potted, the frame will be decided by a re-spotted Black. Break determined by a coin toss; winner of toss may choose either order.
- (c) Any frame that has not been started will be decided by a Black Ball spot. Break alternated from 1st frame break order.
- (d) 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 common sense approach will still allow 90 minutes for each round. However, captains should endeavour to begin on time unless there are extenuating circumstances.

## **8. Referees - All Grades**

For home and away games, the refereeing duties will be shared by both teams: Snooker – the home team will referee the first and third frame in each match, and the visiting team will referee the second frame in each match. Billiards – the home team will referee the first 30 minutes, the visiting team will referee the next 30 minutes, and the home team will then resume refereeing till the match is completed. The most highly qualified referee in attendance is the highest authority in any dispute about the rules.

## **9. Player Regulations All Grades**

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- (a) Players that have played in positions 1, 2 & 3 in 6-person teams or 1 & 2 in 4-person teams are not permitted to play in lower Grades.
- (b) When a player has played 6 matches with any team in any Grade they are not permitted to play in a lower Grade. Clubs may apply for special consideration for players to move to a lower Grade if the player will not compete again in the Grade they have played 6 or more matches.
- (c) Players are permitted to play in any Grade in both Premier/State or Willis/State. The VBSA reserves the right to determine if a player is playing in a Grade below their ability and may direct that all games won in that lower Grade be forfeited and that the player must play in a higher grade. Alternatively, the VBSA may direct that such a player plays at position 1 in that lower Grade. If such a player continues to play contrary to the directions of the VBSA, they may forfeit all games won.
- (d) Players may not play in any final unless they have played at least four matches with that team in the home and away games within that Grade.
- (e) Where a club has two teams in the same Grade, players cannot be rotated between these teams after having played 4 matches with a team. Once a player is qualified for finals with a team they may not play in another team in the same Grade.

## 10. Walkovers

- (a) Team Walkovers - A team receiving a walkover shall receive two-thirds of the maximum team points available (12 points in 6-person Snooker teams; 8 points in 4-person Snooker teams; 8 points in 6-person Billiards teams; and 6 points in 4-person Billiards teams). A team giving a walkover will be penalized one-third of the team points available (6 points in 6-person Snooker teams; 4 points in 4-person Snooker teams; 4 points in 6-person Billiards teams; and 3 points in 4-person Billiards teams). Each player from team receiving the walkover to receive two frames.
- (b) Player Walkovers - A player giving a walkover in one or more matches shall not be credited with any points for those matches. Walkovers must be given in the lowest position(s) possible. The team receiving the walkover shall receive the match points available for each match not played.

Additionally, any Billiards team receiving a team walkover will be credited with 250 score points for each Billiards game not played.

## 11. Postponed Matches - All Grades

Where a team is prevented by either a power strike, its club's Annual General Meeting, or other approved circumstances, from playing its scheduled match, the captain of the team shall seek the agreement of the opposing team captain to transfer the match to another night as soon as possible. The captain requesting the alteration must advise the Score Registrar immediately. In cases of unplayed matches, the Board shall make a ruling.

## 12. Deciding Final Ladder positions - All Grades

Both Billiards and Snooker Ladders are decided by

- THE TEAM WITH THE MOST POINTS, if there is a tie
- THE TEAM WITH THE HIGHEST PERCENTAGE, if there is a tie
- THE TEAM WITH THE MOST WINS, if there is a tie
- THE TEAM WITH THE MOST DRAWS, if there is a tie
- THE RESULTS OF THE TEAMS HEAD TO HEAD MATCHES, if there is a tie
- THE MOST 3 FRAME WINS

## 13. Finals Games

In Snooker finals, number one players are scheduled to play four frames instead of three to avoid the possibility of a draw. All frames are played continuously without waiting for other frames/matches to finish. The 4th frame will be timed to a maximum of 30 minutes and need not be played if a match winner has already been determined.

In 6-person teams, the first team to win 10 frames is the winner; In 4-person teams, the first team to win 7 frames is the winner.

In Billiards finals, game points shall decide a drawn game.

## 14. Clearances - Premier and State Grades only

Players may transfer from one club to another at any time providing they are not participating in the current season.

A player may not transfer between clubs during the course of the season without a clearance approved by the Board, except where his or her club is not competing in the current season. (Penalty: loss of all game points scored while in contravention of the Bylaw).

## **15. Penalties - All Grades**

All penalties shall be imposed by the Registrar under the supervision of the Board. Any player or club may appeal against any penalty imposed under these Bylaws. All appeals shall be made in writing to the Secretary. The Board may vary the application of any of the Bylaws in exceptional circumstances.

## **16. Procedure for referee rules interpretations disputed by players**

- (a) All players have the right to refer refereeing disputes relating to Rules interpretation and their application, to a higher authority (ABSR). The following format is the method to be used in this instance. If a player disputes a rules application decision by the referee, although the referee's decision and the frame and game result shall stand, the first point of contact must be the Tournament Director, after the conclusion of the game. (Note: matters of judgement are not included in this right to appeal.)
- (b) The Tournament Director, if unable to resolve the issue, should then consult with the Director of Referees or an Examiner(s) present at the venue - ideally an Examiner who witnessed the referee's disputed rules application. If the Tournament Director is unavailable, then an attending Examiner shall deputise for the Tournament Director in this dispute.
- (c) The issue should thus be resolved 'in house' as soon as practicable.
- (d) Only if a satisfactory resolution cannot be resolved by the Tournament Director should the issue be reported by the Tournament Director, in writing, to the state Director of Referees and the ABSR Representative for consideration and resolution.
- (e) If the referee is found to have incorrectly interpreted and applied a rule, then the referee should be confidentially counselled by their state Examiner, the disputing player advised, and the circumstances be recorded for possible later reference, e.g. retraining or regrading.
- (f) If the issue still cannot be resolved by the state Director of Referees, only then may the matter be referred by the Tournament Director to the ABSR, in the form of a written report, for resolution. When a decision is reached the ABSR shall inform the Tournament Director and the disputing player(s) of its findings.
- (g) It is, therefore, clear from the preceding paragraphs it is preferable the Tournament Director and Director of Referees should be at least Class 2 referees, but ideally Class 1 Examiners. This should ensure any rules disputes be resolved locally.
- (h) Only, after the preceding has been observed, if a resolution cannot be reached locally should the dispute be referred to the ABSR, through that state Director of Referees. ABSR Committee 2/12/2006

## **17. Tournament Minimum Numbers**

- (a) For men's tournaments, 32 entrants for snooker and 16 for billiards. If minimums not received, tournament not to proceed.
- (b) For women's tournaments, 8 entrants for snooker and 6 for billiards. If minimums not received, tournament not to proceed.
- (c) Juniors to be at the discretion of tournament organiser & VBSA Junior Development Officer. If minimums not received, tournament not to proceed.