

Timed Games To avoid late Finishes in all grades.

Adopted from the VBSA By Laws

Matches

Player positions in teams are numbered in order. All matches in all grades are timed. Matches shall be of 75 minutes duration. The winning team on frames will receive 4 match points, the losing team 0, with 2 match points each for a draw. Frames for and against will decide percentage, with "points for" applying in the event of tied percentage. All first round matches to begin at 7:30 pm. The clock/timer must be clearly visible to all players and referees.

One countdown timer **only** to be set for 75 minutes.

All first round matches must commence together and no later than 7:30 pm*.

If any first round matches finish ahead of time, second round matches may commence on those tables instead of waiting.

All second round matches to start no later than 8:50 pm. The countdown timer should be started when the last match has commenced. This will mean matches will be completed by 10:05 pm.

The Colours Plus 10-Points rule applies in all matches. When the last red (or red + colour combination) is potted, 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. A break in progress should be completed provided the cue-ball is struck prior to the bell ringing, and then scoring stops. (Eg. 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 75 minutes:

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.

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

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 those situations where the first round does not begin precisely at 7:30 pm, a common sense approach will still allow 75 minutes for each round. However, captains should endeavor to begin on time unless there are extenuating circumstances.

In Finals

At 10:05 pm (the completion of the second round) all matches will be decided. If the frame score is tied either of the number 1 or number 2 players will be nominated to play a deciding 9th frame. The countdown timer to be set to 45 minutes.

Results to be forwarded immediately on finishing and verifying scores.

Team Captain Responsibilities – Reporting of Results:

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

One copy (at least) to be sent by either email or MMS to the Score Registrar **before leaving the snooker room**.

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.

Other Team (same club) players can play Monday Evening in an emergency – twice per season.

All Monday and Tuesday competition handicaps will be capped at +25 and -40 points.

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