

DEESIDE & DISTRICT BILLIARDS & SNOOKER LEAGUE

RULES 2023-24

- 1 a The League shall be named "The Deeside & District Billiards & Snooker League"
- b The League is an amateur League and no professionals may play unless they played in the League previously.
- 2 The League shall appoint at its Annual General Meeting the following officers : President, Vice-Presidents, Chairman, Vice-Chairman, Treasurer and Secretary.
- 3 a The League shall be governed by the Management Committee consisting of the League Officers plus a minimum of 3 elected members.
- b The meetings of the Committee shall be held at the Chairman's or Secretary's discretion, who shall have the power to call a meeting to deal with any urgent business.
- e Any club failing to send a representative to the Acceptance Meeting will not be accepted to the League unless written notice has been sent to the Sec. with the fees for that season.
- f The Management Committee may at their Annual General Meeting appoint Life Members, with voting powers, to the Committee. Only those players with 30 years as a player or 15 as an official may qualify.
- g All trophies are property of the League and clubs or players winning them shall be responsible for their safe keeping and good condition. Trophies are to be returned to the Secretary by April 1st each year.
- 4 The Chairman shall have a casting vote failing a majority.
- 5 All protests must be lodged in writing with the League Secretary within 48 hours of the match in dispute with a protest fee of £5 which shall be forfeited if deemed frivolous.
- 6 The Management Committee shall have the power to deal with any matters not covered in these rules and their decision is final.
- 7 a Teams entering the League shall pay a Team & K.O. entry fee of £45.00.
- b Any fines incurred shall be levied immediately and must be paid to the League Treasurer within 14 days.
- c All fees must be fully paid within 28 days of being invoiced by the League Treasurer.
- d Teams shall have a minimum of 2 tables to play in the League.
- e Fines shall be doubled after a second offence. Further offences shall be penalised at the discretion of the Management Committee.
- f Late or non-payment shall be dealt with at the discretion of the Management Committee.
- g Teams must nominate a registered player with a home phone as contact for their team for Secretary to publish to all other team captains.
- h It is a condition of entering the League that clubs offer their tables for venues for Semi Finals and Finals.
- i Clubs shall be liable for League Fees for teams entered who subsequently withdraw from League after fixtures have been drawn up.
- j Any club (or player) signed for that club must pay all League and competition fees by December 1st of season. Failure will mean that the club will be given a warning and a final invoice issued. If anyone, either club or individual has not cleared their account by December 30th, they shall be suspended from play (including League competitions) until all fees are paid.
- 8 Any club wishing to have any rules altered must send written notice to the Secretary at least 14 days before the A.G.M. These rules can only be altered at the League's Annual General Meeting.
- 9 All matches governed by the rules of the WPBSA except
'The miss rule only applies if a player can see any part of the object ball on, or in the opinion of the referee in a full ball snooker makes a deliberate foul shot. (It must be stressed that the decision is at the discretion of the referee.)'

- 10 a Teams are to consist of 6 players in Snooker League.
- b A snooker match is 6 frames of snooker.
- d Scoring: 1 point per frame. Maximum 6 points
- f In all Billiards games, players shall string for break.
- g Billiards balls of white, yellow, and red must be used in all billiards matches.
- h When the home team is short of a player, the away team shall have the choice of player/players they want to be played against the remaining home players.
- i Individual league handicaps will be set prior to the start of the season **between minus 50 and +55. Handicaps will be adjusted after every league match. One point will be deducted for each win or one point will be added for each loss to player's handicap. Captains are responsible for adjustments.** The maximum start in singles matches is 60.
- j If a team is short of a player in league matches, that team can play one of its players twice. That player would then NOT be eligible to play twice on another occasion in that season if a team is short again until 7 players had been used from that team to play twice after which the player may play twice again. Player is to be nominated by captain. Player would be penalised by losing 14 points off handicap. If player playing twice is at maximum start of 60 then the minus 14 can extend start to 74. Such player's result would not count towards ranking points.
- 11 Teams not fulfilling fixtures will have, the match awarded to opponents 6-0 and have 3 points deducted from their league score.
- b Teams with match awarded against them under rule 11a may ask that the match be replayed but must apply in writing to Secretary with details or circumstances of the match not being played
- c Any team that fails to fulfil 3 fixtures may be liable to expulsion from the League.
- d At their monthly meetings, the Management Committee shall have the power to re-arrange any unfulfilled fixtures.
- 12 a Teams may request to rearrange matches under special circumstances. All postponed matches to be rearranged within 7 days and played within 14 days otherwise the fixture may be declared void - the Secretary must be advised of the rearranged date. Teams may postpone ONE game without incurring penalty. Further postponements will incur a THREE point penalty and loss of home advantage. All rearranged league matches must be played before the last division match date.
- b Such request must be made to the League Secretary (or Chairman if Secretary not available) at least 48 hours prior to the match. The Secretary must be informed of all changes.
- c No match may be postponed on the night of the match except under exceptional circumstances. Not having a full complement of players does NOT fall under the category of this rule. Teams MUST play a game even with a minimum of 3 players.
- d If a match is postponed without the League's permission then that match will be declared void and neither team will gain points from that match.
- 13 a Teams must notify the Secretary of result by 6pm of following day of match.
- b The Secretary must receive the result sheet within 72hrs (exc. Sunday) of the fixture. Failing this, the home team shall be fined £2 and have 2 points deducted.

- 14 a All Individual, Pairs or Team matches must commence no later than 7.30pm at the arranged venue.
 b Teams must have 2 players ready at that time or forfeit frame(s).
 c Referee to be provided alternately.
 d Referee to be in sole charge of game.
 e Pairing of players
 League matches: 2 players are nominated from each team at start and are matched up by home captain. Match continues with same for next 2 sets of players and then final players.
 Team K.O.: by captains comparing required order of play of their players'
 Home captain shall have choice of tables.
- f Visiting captain must give full list of players at the start of the match.
 g All players named shall play if present at the match.
 h Reserves may only be played as a direct substitute for an absent player.
 i Visiting captains must inform the home captain of any likely changes.
 j Reserves must be named before the match.
 k Home team to be marked on spot on scoreboard i.e. on top
- 15 a Any team not providing the required number of players will lose the frame point for each absent player.
 Result sheet must state 'no player' if player(s) absent. Failure will result in frame point(s) being declared void and both teams will have 2 points deducted from their League score.
 b If at the start of a match, be it Individual, Pairs or Team, there are no players available from either side, then frames will be awarded to the opposing Individual, Pair or Team at 10 (TEN) minute intervals until it is impossible for the absent Individual, Pair or Team to play. Also if a match has started and at the termination of one frame a team has not got a player ready within 10 minutes, they shall forfeit the following frame(s).
 c Team captain must be registered team player he is captain of.
- 16 a In the event of a drawn frame (except Team KO) the black shall be re-spotted.
 b Team KO: In the event of aggregate scores being level the black shall be re-spotted - the last 2 snooker players to decide.
- 17 Team Knockouts
 a Run on aggregate basis over 6 frames except Divisional Team KO.
 b Teams must have a minimum of 6 players in Semi-Finals and Finals or forfeit match.
 c Divisional Team KO to consist of 4 singles and 2 pairs. Scoring is to be 1 point per frame. If match finishes 3-3 then a player is drawn from each side from players involved in 4 singles games to play deciding frame **unless competition played in league format**. If player drawn has left, then match is forfeit. Pairs handicap start limited to 50. **Pairs handicap made by adding players' handicap and dividing by 2, rounding up if necessary. Also applies to Pairs competitions.**
 d Playing early rounds of Team Knockouts with 5 players
 Team KO (6 frames)
 Player from first 4 players can be drawn to play again with a penalty of minus 50 from handicap total
 Team KO (4 singles & 2 pairs)
 Player not nominated in pairs can be drawn to play again with a penalty of minus 14 from handicap plus *maximum start increased to +64*
- 18 a First out the hat in all competitions shall play at home up to and including semifinals.
 This may apply to individual competitions at the discretion of the Management Committee.
 b All finals to be held on neutral tables.
 c Where more than one Semi-Final or Final is to be staged on one evening, the Management Committee may appoint an observer to these matches who shall rule over any matters arising during play.'
 d In the final of any competition, players must observe a dress code of collared shirt, trousers or jeans, shoes or trainers.

- 19 All players must be registered with the Secretary at least 48hrs previous to any match.
- 20 Final date for registration is March 1st
- 21 a Players must be club members when registering.
- b Registration to be endorsed by club secretary.
- c Under age players shall be allowed to register.
- d All Players shall pay a registration fee of £5 upon registering for any team.
- e Players shall not be deemed registered until registration fee is paid.
- 22 Only 2 players per team may be registered who regularly plays for another League and application for registration made to the Management Committee.
- 23 Any team playing an ineligible player shall have 3 points deducted from their league score and be fined £10, The match will be awarded to the opposing team with the maximum points.
- 24 a If a player has not played for the team he signed for by March 1st he may transfer to another team.
- b If a player has not played more than 2 games for a team by March 1st, that player may apply for a transfer to another team. Such applications must be made to the League Management Committee and can only be ratified at a League meeting. Players may only transfer once during a season.
- 25 To be eligible to play in any Team KO match, a player must have played a League match for the team he wishes to represent prior to the date of the Team KO and by March 1st of season.
- 26 a Any player entering League competitions and is drawn away at a club where he cannot play for any reason shall forfeit that tie unless opponents are willing to alter venue.
- b In all competitions, it is the responsibility of the HOME player to contact the away player.
If no contact before 7 days of closing date then the home player must inform the League Secretary.
- c In the event of a tie not being played the away player or pair shall be eliminated unless a claim for that tie has been submitted in writing to the Secretary by the League meeting following the closing date of that round, no matter at what stage the competition may be.
- d All players entering League competitions must comply with the closing date for each round as stated by the Management Committee. Failure to comply will result in elimination from that competition.
- e If the League Secretary has not been informed of a result of a tie, it will be deemed 'not played'.
- f Competition fees shall be: Individual £3; Pairs £6.
- h Players entering League competitions must enter through the club for which he is registered in Snooker League and shall play their home matches at the club for which he is registered in Snooker League.
- i Pairs Competition - only players registered for the same club in the Snooker League may enter the Pairs Competition.
- j Players must adhere to set dates for competitions semifinals and finals. If any work or holiday commitments clash with dates set, players must inform the League Secretary who shall have the power to rearrange dates.
- k Players who request change of match dates after dates have been issued shall lose home or neutral venue and shall play at opponents venue.
- 27 **If two or more teams share equal points to top the league there would be a play off regardless of games won.**