



**NEWCASTLE DISTRICT
BILLIARDS AND SNOOKER
ASSOCIATION INCORPORATED**

**GAMES, RULES &
REGULATIONS**

REVISED - SEPTEMBER 2015

www.newcastlesnooker.com

www.facebook.com/ndbsa



CONDITIONS OF ENTRY INTO COMPETITIONS

- (a) All players must be registered with both the Newcastle District Billiards & Snooker Association Inc, **and** their home team club, to be eligible to play in competition. Failure to comply will result in loss of team points (*see Unregistered Players*) and may result in further disciplinary action being taken.
- (b) i) Club Delegates are required to submit, to the Secretary of the Association, a list of all players entered by the club in each team at least fourteen (14) days prior to the start of the competition seasons.
- ii) If after the start competition, a player or players names are added to the list, these players must be a full financial member before they become eligible to play.
- (c) Team fees and personal registration fees must be paid in full to the association prior to the start of competition, with **one payment only from each club to the association**. The home club will then be responsible for their team players paying fees to reimburse their home club. Team fees will be invoiced to the clubs at the start of each season with a 30 day invoice.
- (d) Personal registration forms, for new players or change of player details only, must be submitted to the association prior to playing competition.
- (e) Any club which enters a team in a competition, and withdraws from the competition, will forfeit the entry fee paid for that competition. Any player registration paid for, when a player does not play for the year, will have the registration fee held by the association in credit.
- (f) Junior player registration is free, and must be accompanied by an adult at all times to play.
- (g) All nominations for all competitions are subject to the approval of the Committee.

TEAM MATCHES SNOOKER

- (a) Competitions shall consist of one or more club teams of both snooker and billiards
- (b) Teams entering competitions will consist of:
1. Handicap Snooker – 5 team players
 2. Scratch Snooker – 3 team players
 3. Over 50's – 3 team players
 4. Lightning Billiards – 3 team players
- (c) Grades and divisions can consist of being handicaps or scratch competitions.
- (d) Handicap snooker will play their highest handicapper against the opposition's highest handicapper and the lowest handicapper against the opposition's lowest handicapper and so on. If two (2) or more players (in the one side) have the same handicap, the team Captain may select either player in the immediate position above or below the other.
- (e) A random draw will determine the order of matches for scratch snooker to be played. Both team captains ensuring that the matches are played in order being drawn, unless agreed to otherwise by both parties.

THE MERCY RULE

This rule only applies to the first 2 frames in the best of 3 matches. This rule can only be applied after there are no reds left on the table 3 snookers plus 1 point would be applied as follows:

- 40 points difference on the yellow
- 38 points difference on the green
- 35 points difference on the brown
- 34 points difference on the blue
- 32 points difference on the pink

If the difference in scores is as set out above, the frame is won on the Mercy Rule

Please note that in any finals matches, the mercy rule will only apply for the first frame.

The foul & miss rule will **not** apply to the Over 50 Rex Smith shield snooker competition.

MATCHES

- (a) All matches are to be played on the dates and at the venues set down on each draw sheet. The Grade Secretary may only change dates and venues.
- (b) All rounds are played on a home and away basis. The home team is to supply markers for each game where possible, and will ensure tables are maintained to competition standards.
- (c) All snooker competition games will be the best of three (3) frames.

COMMENCING TIME – TEAM COMPETITION GAMES

Handicap snooker is to be played on Wednesday evenings, with teams ready to play at 6pm or 7pm. Please note that some venues will require a 6pm start time to fit in with club trading hours. Scratch snooker is to be played on Tuesday evenings, with teams ready to play at 6pm or 7pm. Over 50's games are to be played on Thursday afternoons, with teams ready to play at 1:00pm. Billiards games are to be played on Monday evenings, with teams ready to play at 6pm or 7pm. **Some clubs will require earlier starting times**, due to reasons such as their club trading hours. Earlier game times will be noted on the competition draw for game time starts at venues.

If all available matches on the night have been played, a penalty will be imposed of one (1) frame forfeit per ten (10) minutes late. After thirty (30) minutes, a total forfeit of all matches will apply if no more players are in attendance. This rule does not negate prior arrangements between team Captains, or extenuating circumstances which must be notified to the Secretary.

RESULTS

All result slips must be forwarded to the Secretary, by post, MMS or email, within forty eight (48) hours of the completion of each match. Secretary contact details will be made available on the draw. If any results are not received after forty eight (48) hours, the Secretary will then notify the team Captain to forward a copy of the result slip and will notify the team Captain of any penalty imposed on the team for failing to provide results.

SCORING

One point shall be awarded for each game won, with the winning team receiving one (1) additional point for all competition games, with the exception of Lightning Billiards.

CONCEDING GAMES

The non-striker may only concede a game at the completion of his/her opponent's break, and may only do so when snookers are required. If the non-striker disturbs the balls during such a break, the striker may request the referee, or marker, to replace the balls as near as possible to their original position and the break may continue.

HANDICAPS

The Grade Secretary will confirm an appropriate starting handicap, based on the players ability, for all new registrations after consulting with the team captain. Any new players handicaps will be monitored and reviewed, and altered accordingly if necessary. (See re-handicapping)

Automatic handicapping will apply in all team matches. In snooker, the winners' handicaps will be reduced by two (2) points after each match. Losers' handicaps will be respectively increased by two (2) points. This only applies up to the maximum handicap in each division.

The logo for Newcastle District Billiards & Snooker Association Inc. features the organization's name in a stylized, bold font. The word 'Snooker' is split, with a red and white snooker ball positioned between the 'n' and 'o'. On either side of the text are black silhouettes of a person in a crouched position, ready to take a shot at a pool table.

Newcastle District Billiards & Snooker Association Inc.

The maximum handicaps will be: Snooker, +38, Over 50's, +50. The maximum snooker handicap point start is capped at 40 points.

The onus is on the players and clubs in all cases to ensure that players play off their correct handicap. If a player plays off the wrong handicap above their official handicap, the game will be awarded to the opposing player. The handicaps of both players will remain the same as they were prior to the game commencing. If a player plays below their official handicap, they are deemed to have re-handicapped them self and no penalty will apply. The player must remain off the new handicap.

All handicaps will 'FREEZE' following the completion of the third last game of the last round of competition.

RE-HANDICAPPING

The Committee shall, at its discretion, re-handicap any registered player at any time up to the Semi-Finals in each competition.

New registrations can be re-handicapped by the Grade Secretary without approval by the Committee or the Executive.

DEFERRED GAMES

The Secretary must be notified at least forty eight (48) hours prior to the night set down for play, which team requires the match to be deferred and which team is prepared to play on the night set down for play. All mutually arranged deferred games must be agreed to by both teams and notified to the secretary.

FORFEITS

- (a) Should a dispute arise, which cannot be settled mutually, the team prepared to play on the night set down shall be deemed to receive a forfeit from the defaulting team.
- (b) Where a forfeit of a match by an entire team cannot be avoided, the team claiming the forfeit shall forward to the Secretary, a signed result slip with nominated players listed in order of play.
- (c) Teams failing to give at least twenty Four (24) hours notice of a team forfeit to the Secretary and the opposing team will be subject to a fine of Ten Dollars (\$10) per player. (i.e. Fifty dollars (\$50) for a five (5) person side and thirty (\$30) for a three (3) person side.)

UNREGISTERED PLAYERS

If a team plays an unregistered player, the team will forfeit all games to their opponent resulting in a 6-0 loss. The handicaps of the players prior to the game will remain the same.

TRANSFER OF PLAYERS

- (a) Transfers may only be made in writing to the Secretary.
- (b) Transfers may be made from one of their club teams to another, or from one club to another.
- (c) Transfers from one club to another in any one year must come with a clearance (in writing) from the Club Delegate of the club the player is transferring from. (e.g. A player playing for Club 'A' in the winter competition and wishing to play for club 'B' in the summer competition must have a clearance in writing from the Club Delegate of club 'A'.) The transferring player will be unable to play with either club until the written application is received and approved.
- (d) All transfers must be approved by the Grade Secretary.



Newcastle District Billiards & Snooker Association Inc.

- (e) Any player who plays without the approval of the Committee or the Executive shall lose all points won and the team shall lose all points won for the game(s) in question.
- (f) If a team is short on any night, a player may transfer from team to another team from the same club as a substitute, with a notification of doing so on the game result slip. A player may only do this twice in any competition. If a player transfers more than twice in a competition season, they are deemed to be a member of that team.
- (g) Automatic handicapping will apply as per usual for substitute players.

PLAYING OF FINALS

Any handicap competition player who has not played three (3) games prior to the third 3rd last game of the final round of competition will not be eligible to participate in any play-offs, semi-finals, finals or grand finals, nor be eligible for an end of season finals trophy.

(a) Semi-finals, finals and grand finals must be played on such nights and at such venues as determined by the General Secretary. All participating competition teams must have their venues available if necessary to play the finals from their venues. No team should play a home game, unless there is no other alternative, and approved by the Grade Secretary or committee.

(b) For semi-finals, finals and grand finals, all players must be in attendance and ready to play by 7:00pm sharp for the scratch snooker, handicap snooker and Billiards. Starting time is 1:00pm sharp for the Over 50's.

(c) The four (4) leading teams in the handicap snooker and Over 50's shall be the semi-finalists. This is decided on total points gained during the competition rounds.

(d) In the event of a tied place for finals, the semi-finalists shall be determined by most wins, and if still tied - aggregate frames won throughout the season will determine the placings.

(e) The team finishing with the highest amount of points after the rounds are completed shall be declared the Minor Premiers of that competition.

(f) Teams finishing 1st & 2nd will play the Major semi-final, 3rd and 4th teams will contest the Minor semi-final, with the losing team bowing out. The winner of the Major semi-final goes straight into the Grand Final. The loser plays the winner of the Minor semi-final in what is known as the Final. The winner of the Final will play in the Grand Final for the Major Premiership title.

(g) Only 2 matches will start at 7pm for finals nights, instead of 3. The first 2 matches will be played to conclusion before the last 3 matches go on. This is to allow all team players to participate in the finals matches

(h) Referees will be appointed by the Grade Secretary. The committee are encouraged to do so as a volunteer, at no cost to the association.

PROTESTS

Protests regarding players or clubs must be submitted to the General Secretary in writing with seven (7) days from the time of the offence or dispute. All other protests regarding handicaps must be submitted in writing to the Secretary within fourteen (14) days after the Club Delegate has received the player's handicaps.

LIGHTNING BILLIARDS COMPETITIONS

- (a) All games will be played up to 150 points minus a players handicap. There is no minimum handicap and the maximum a player can be handicapped is +149.
Eg. Player A (72 hcp) will put 72 on score and player B (18 hcp) will put 18 on score. First player to 150 wins.
- (b) Each 3 players of each team will play each opposition team member once per night. Handicaps will be adjusted after the night not during. The NDBSA grade secretary reserves the right to further adjust any player's handicap.
- (c) Each player receives a point for each win.
- (d) Re-handicapping— a player winning 3-0 will deduct 5 points, winning 2-1 will deduct 2 points. And a player losing 0-3 will add 5 points, losing 1-2 will add 2 points to their handicap.

All other rules regarding: Grading Of Teams, Games, Commencing Times, Results, Re-handicapping, Deferred Games, Forfeits, Transfer of Players, Conceding Games, Playing Of Finals and Protests will be the same as for snooker.

NEWCASTLE ASSOCIATION DISTRICT TOURNAMENTS

- (a) All games are to be played on the dates, at the venues, and by the format, determined by the committee or tournament director. All participating association competition teams are expected to have their venues available, free of charge, for any district events held by the association.
- (b) All players must be registered with the Association and be full financial members, having paid the full annual registration fee for the calendar year.
- (c) Players shall be ready to play at the time given to them by the Tournament Director, and are advised to check in with the tournament director at least 15 minutes before a scheduled game.
- (d) A penalty will be imposed of one (1) frame per ten (10) minutes late, and after twenty (20) minutes, a total forfeit of the match.
- (e) The Committee or Tournament Director will determine the venues, entry fee, prize money, conditions and format of all events, and are able to change the format of any event before commencement, providing adequate notice is given to all players involved.

NEWCASTLE OPEN TOURNAMENTS

The association will endeavour to hold open tournaments to promote the game of snooker in our region, by holding tournaments available to the public and other associations.

- (a) All games are to be played on the dates, at the venues and by the format, determined by the committee or tournament director.
- (b) All entries are subject to approval by the committee, or tournament director with no membership or affiliation requirements for entry.
- (c) The full entry fee must be received for any player to be nominated as an entry for the tournament. All players accept the advertised tournament conditions by paying entry.
- (d) Players shall be ready to play at the time given to them by the Tournament Director, and are advised to check in with the tournament director at least 15 minutes before a scheduled game.
- (e) (d) A penalty will be imposed of one (1) frame per ten (10) minutes late, and after twenty (20) minutes, a total forfeit of the match.



- (f) The Committee or Tournament Director will determine the venues, entry fee, prize money, conditions and format of all events, and are able to change the format of any event before commencement, providing adequate notice is given to all players involved.

CODE OF CONDUCT

As a member of the Newcastle District Billiards & Snooker Association Inc. you must meet the following requirements in regard to your conduct during any activity held or sanctioned by the Association.

1. Respect the rights, dignity and worth of others.
2. Be fair, considerate and honest in all dealing with others.
3. Be professional in, and accept responsibility for your actions.
4. Be aware of, and maintain an uncompromising adherence to the NDB&SA's standards, rules, regulations and policies.
5. Excessive bad language will not be tolerated.
6. Refrain from any form of harassment of others.

The Referees' Handbook on the rules sets out some actions by players which can be deemed willful, persistent or ungentlemanly e.g. noisily chalking one's cue, tapping or bumping the cue on the floor, talking (to spectators), whistling, pouring drinks, moving about, giving undue applause for the simplest of strokes or making disparaging remarks about an opponent's success or luck.

Additionally, the rules state that the non-striker should sit or stand at a reasonable distance from the table and avoid standing or moving in the line of sight of the striker.

7. Respect the role of the referee or marker and accept all decisions. Questioning once of a decision is acceptable, but the referee or marker's decisions are final and repeated questioning or complaining is considered harassment and is unacceptable.

The most important principle is that players in all games and at all levels should respect their opponent both while they are at the table as the striker and while they are the non-striker.

The NDB&SA Inc. supports the Smoke-Free Environment Act 2000 (NSW).

Participants in NDB&SA Inc. events must smoke in the venue's designated smoking areas. A maximum of one cigarette break per match is permitted in between playing of games only. This Code of Conduct also encompasses NDB&SA Inc. members who participate in the www.newcastlesnooker.com.au website message boards.

INDEMNITY

All participants enter into the association matches at their own risk. Neither the venue or the NDB&SA shall be liable for any loss, injury or misadventure however arising.

Being a financial member, or affiliated club, of the Newcastle District Billiards & Snooker Association Inc. you will therefore accept to abide by these games, rules & regulations.

Failure to comply with these conditions may result in forfeiture of the game, or disciplinary action taken in accordance with the NDB&SA constitution.

N.B The Grade Secretary and/or Executive Committee have the power to make decisions concerning any matters not covered by these Games, Rules & Regulations.