

Victorian Billiards & Snooker Association

INTER-CLUB BILLIARDS & SNOOKER BYLAWS

1. Eligibility

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

- a. A financial member of the Association.
- b. A non-financial person in Premier and State leagues may play one game only, after which he or she must become a member of the Association by the end of the day that he or she plays a second game.
- c. Any 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 leagues

The host club's rules for dress on their premises shall be observed by all players in all leagues and visiting supporters.

Home & Away dress - Premier & State leagues

For normal Premier and State league 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 leagues

For all pennant finals matches in Premier & State leagues, competitors shall conform to the following acceptable dress combinations:

- a. 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 sleeveless vest, or a waistcoat is worn then wearing a bow tie is optional.
- b. For all Finals matches: Dark-coloured dress slacks or trousers, Plain-coloured, long-sleeved, collared shirt; black leather dress shoes; matching socks; sleeveless vest/waistcoat and/or bow tie.
- c. 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 leagues

Host clubs shall have the tables brushed clean and blocked before 7:30 p.m. No host club player is permitted to practise on a match table after 7:15 p.m. 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 leagues

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 leagues

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 faxed (9360-4144 this line is available 24hrs) or e-mailed (alan_croft@bigpond.com) by both captains to the score registrar no later than 5:00 pm on the day after 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.

Except for A Grade All matches in all grades are timed. Snooker matches shall be of 90 minutes duration (100 minutes for Snooker Finals' matches) and Billiards matches shall be of 80 minutes duration. Snooker matches shall comprise 3 frames, each frame won counting as 1 point; each Billiards game won shall count 2 points — a tie counting as 1 point each.

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.

For Snooker matches (90 minutes):

- a. 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. When the last red is potted, if either player is ahead or behind by the total value of the colours left plus an additional 10 points, the frame is awarded to the player ahead. (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.)

At the completion of 90 minutes:

- f. 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.
- g. If the scores are tied, the frame will be decided by a re-spotted Black.
- h. Any frame that has not been started will be decided by a re-spotted Black.
- i. 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 commonsense 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 leagues

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 leagues*

- a. Players that have played in positions 1, 2, 3 in Premier Grade, or, Players that have played at positions 1, 2 in Willis/Reserve Grades are not permitted to play in lower grades. *Note: Where a club has two teams in the same grade, the no. 2 team is regarded as the lower team. Players cannot be rotated between these teams after four weeks.*
- b. When a player has played 6 matches with any team in any grade they are not permitted to play in a lower grade in that league.
- c. Players are permitted to play in both leagues in **the same grade** (Premier/Reserve or Willis/Reserve) in any season. The VBSA reserve the right to grade players on their ability, any player seen to be playing in a grade well below his/her ability may be advised to play in a higher grade.
- d. Players may not play in any final unless they have played at least six matches with that team or a lower team in the home and away games within that league. (on occasion the VBSA may permit a player to play in finals where a team has been left short through illness, injury or other unforeseen situations).

10. Walkovers

- a. Team Walkovers - A team receiving a walkover shall receive two-thirds of the maximum team points available (12 points in 6-man Snooker teams; 8 points in 4-man Snooker teams; 8 points in 6-man Billiards teams; and 6 points in 4-man Billiards teams). A team giving a walkover will be penalized one-third of the team points available (6 points in 6-man Snooker teams; 4 points in 4-man Snooker teams; 4 points in 6-man Billiards teams; and 3 points in 4-man 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. Byes

In even draws, byes are worth half the maximum team points available (9 points in 6-man Snooker teams; 6 points in 4-man Snooker teams; 6 points in 6-man Billiards teams; and 4 points in 4-man Billiards teams). No points are awarded to individual players towards the Most Frames count.

In uneven draws, where all teams have at least one bye, all completed round byes are treated as above. Teams with an uneven number of byes will receive their average team score (winning or losing) for all completed rounds, rounded to the nearest whole number

12. Postponed Matches - All leagues

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.

13. Deciding Finals - All leagues

Billiards ladders shall be decided on the most number of points after the home and away rounds. Tied teams shall be separated by the results of the home and away matches between the tied teams. If still tied, total points scored in the two home and away matches shall decide.

Snooker ladders shall be decided on the most number of points after the home and away rounds. Tied teams shall be separated by the results of home and away matches between the tied teams. If still tied, the most number of 3-nil games in the home and away games shall be used.

In snooker finals, the number one players are scheduled to play four frames instead of three to avoid the possibility of a draw. In billiards finals, game points shall decide a drawn game.

14. Finals Games

In Snooker finals, the 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.

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

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

15. Clearances - Premier and State leagues 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).

16. Penalties - All leagues

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.

Amended 18.02.09 as a result of a board meeting on 29.01.09.