

VICTORIAN BILLIARDS & SNOOKER ASSOCIATION INC.
BYLAWS
(Revised February 2023)

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1 Membership and Participation Eligibility

- (a) Eligibility to participate in inter-club competitions controlled by the Association is open to any Member of the Association who:
 - (i) Is not suspended (by the VBSA, an Affiliate of the VBSA, the ABSC or an Affiliate of the ABSC);
 - (ii) Has paid any relevant joining fee, annual fee or other fee levied by the Association; and
 - (iii) Has complied with any requirement of the Association to complete and submit a Membership Application Form (or in the case of a Life Member otherwise complied with Paragraph 9 (5) of the [VBSA Rules](#)).
- (b) Failure to complete a Membership Application Form:
 - (i) In the event that the Board notifies a Member, in writing or by electronic communication, that he/she is required to complete and submit a Membership Application Form (or otherwise comply with Paragraph 9 (5) of the [VBSA Rules](#)) and the Member fails to return an accurate, legible and complete Form within 14 days, the Board may:
 - (a) Suspend his/her Membership, until a satisfactorily completed Form is received; and/or
 - (b) Cancel any game points or individual ranking points that would otherwise accrue as a consequence of the Member's participation in any inter-club competition controlled by the VBSA; and/or
 - (c) Give the Member a "Final Warning", in writing or by electronic communication, that within 14 days or such other time (shorter or longer as the Board in its absolute discretion may allow) he/she is required to complete and submit a Membership Application Form; and
 - (ii) In the event that the Board conveys a Final Warning to a Member that he/she is required to complete and submit a Membership Application Form, and the Member fails to return an accurate, legible and complete Form within the time required, the Board may additionally cancel that individual's Membership of the VBSA.
- (c) Penalty for participating in an inter-club competition controlled by the Association while ineligible to do so, otherwise than by virtue of failing to complete and submit a Membership Application Form, as and when required: loss of any game points and individual ranking points that would otherwise have accrued while in contravention of this By-Law.

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 or headphones/earpieces (other than hearing aids) are permitted to be worn by players or officials at any time during a match. This rule may be varied upon application for religious or medical reasons, providing it is acceptable under (a).

Under no circumstances shall any of the following articles of clothing be acceptable: dirty, torn, or damaged clothing, cargo pants, T-shirts, shorts, sandals, thongs, tracksuit tops or pants, clothing that could damage a table (such as trousers with large studs) or torn or ripped clothing/footwear.

Home & Away dress – All Grades

The minimum dress standard is trousers (including jeans), skirt or a dress, Collared shirt, or Polo shirt (preferably a club shirt) and covered footwear.

Pennant Finals dress - All Grades

- (a) Competitors shall conform to the following acceptable dress combinations. For all pennant finals matches, dark coloured dress slacks or trousers, skirts or dress, dark coloured leather dress shoes, long-sleeved business shirt and a bow tie. If a waistcoat is worn, then wearing a bow tie is optional.
- (b) Players must present themselves in a neat, 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).

Exemptions to the above dress code will be considered on a case-by-case basis by the Score Registrar at scores@vbsa.org.au and, if necessary, by the VBSA Board.

3 Tables & Equipment - All Grades

Host clubs shall have the tables brushed clean, blocked and preferably ironed 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.

4 Team Lists - All Grades

Captains must declare team lists showing their players and positions either as soon as possible or at least 15 minutes prior to the match scheduled start time. This should be done in the following manner :- Either team captain enters their team in playing order on the official scoresheet (left-hand side if the home team or the right-hand side if the away team). The team list which is entered first is then covered before the remaining team captain is invited to enter their team. After team lists have been declared, an alteration can only be made with the agreement of both captains.

5 Starting Time - All Grades

All first-round players must start at the scheduled match start time (7:30 pm at the latest)*; all second-round players must start no later than 1 hour and 40 minutes after the start of the 1st round matches.

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 after the first-round match on the relevant table has finished. Ideally no later than 10 minutes (but definitely no later than 1 hour and 40 minutes).

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

* In those situations where the first round does not begin precisely at the scheduled match start time, a common-sense approach should still allow 90 minutes for each round. However, captains should endeavour to begin on time unless there are extenuating circumstances.

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 Scores 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

Penalty: If no scoresheets are received, neither team will receive game or match points for the match.

7 Scoring System for Snooker and Billiards

- (a) Match Points. The winning team will receive 4 Match Points; the losing team will receive 0 Match Points; for a draw, each team will receive 2 Match Points. (Note. A 7/6 match result in A grade snooker will be awarded 4 Match Points to 2 Match Points due to a VBSA database anomaly)
- (b) Game Points. Snooker games shall comprise 3 frames, each frame won counting as 1 Game Point. Billiards matches won shall count as 2 Game Points with a tie counting as 1 Game Point each.
- (c) Game Points for and against will decide percentages for the purpose of a countback if teams are tied on Match Points at the end of the home and away rounds.

8 Matches

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

All matches in all grades are timed. Snooker matches (except grand finals) shall be of 90 minutes duration and shall comprise of 3 frames. Billiards matches shall be of 80 minutes duration. Refer to ByLaw 14 for Finals.

The countdown timer must be clearly visible to all players and referees. One countdown timer to be set per table.

If any first-round matches finish ahead of time, second round matches should commence on those tables instead of waiting until all first-round matches are finished. All second-round matches (except Grand finals), are to start no later than 9:10 pm. The countdown timer should be started when the last match has commenced. Refer to ByLaw 14 for Finals.

Except for A Grade, the 'Colours + 10 Points' rule applies in all matches. If a player trails by the total points of the remaining colours + 10 (or more), then the frame ends when claimed by the striker or awarded by the referee (the referee cannot award the frame until the strikers turn ends). This rule can **ONLY** be invoked when only colours remain i.e. after the last red has been potted or pocketed. If the leading player chooses to continue their visit after the stage of colours + 10 being reached and consequently fouls so that they no longer lead by colours + 10, the frame shall continue.

In all timed Snooker matches, when the timer sounds (and all points scored in that visit, foul or fair, have been added to the scores), the player with the most points is deemed to be the winner. Where the scores are level, a re-spotted black will determine the winner with a coin toss determining who has the choice of playing first unless the match is A or B grade and only the colours remain and neither player requires penalty points to win. In this instance, the frame should be played out to its conclusion.

Any frame that has not been started will be determined by a black ball re-spot with the break being as determined at the coin toss prior to the commencement of the match.

9 Referees - All Grades

For home and away games, the refereeing duties will be shared by both teams and should be undertaken by players conversant with the [Rules of Billiards and Snooker](#), or supervised by someone who is.

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.

In the absence of a qualified referee, the most highly experienced player in attendance is the highest authority in any dispute about the rules, and to this end a current copy of the [Rules of Billiards & Snooker](#) should be available to refer to.

10 Player Regulations - All Grades

- (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. Notwithstanding this, Clubs may apply to the Scores Registrar for special consideration for players to move to a lower Grade if the player will not compete again in the higher Grade.
- (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 a player plays at position 1 in that lower Grade. If 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 in the home and away games with that team, or a lower Grade team.
- (e) Where a club has two teams in the same Grade, players cannot be rotated between these teams after having played 4 matches with one team. Once a player is qualified for finals with one team, they may not play in the other team in the same Grade.
- (f) Players may represent 2 clubs providing one is in Monday pennant and the other Wednesday pennant. However, a player will be permitted to represent two clubs on the same night (Monday or Wednesday) on one occasion only. That is, after playing one match with a given club a player may then move to another club, or if they have played more than one match for a given club, they are permitted to fill in for another club for one match only.
- (g) For the purposes of this Clause, Premier, Willis and State competitions will be treated as separate and unrelated competitions. Eligibility or qualification for grades in one competition do not impact eligibility or qualification in the other.

11 Walkovers

Based on two-thirds of maximum points available

- (a) a team receiving a walkover shall receive:
- (i) 6-person Snooker teams; 12 Game Points + 4 Match Points.
 - (ii) 4-person Snooker teams; 8 Game Points + 4 Match Points.
 - (iii) 6-person Billiards teams; 8 Game Points + 4 Match Points.
 - (iv) 4-person Billiards teams; 6 Game Points + 4 Match Points.
 - (v) Additionally, any Billiards team receiving a team walkover will be credited with 250 score points for each Billiards game not played.
- (b) a team giving a walkover shall be penalised:
- (i) 6-person Snooker teams; - 6 Game Points.
 - (ii) 4-person Snooker teams; - 4 Game Points.
 - (iii) 6-person Billiards teams; - 4 Game Points.
 - (iv) 4-person Billiards teams; - 4 Game Points.

A player receiving a walkover in one or more matches, shall receive the maximum Game Points available (Snooker 3, Billiards 2) for any match not played. A player giving a walkover in one or more matches, shall not be credited with any game points. Walkovers must be given in the lowest position(s) possible.

12 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.

13 Deciding Final Ladder Positions - All Grades

Both Billiards and Snooker Ladders are decided by

- The team with the most Match Points.
- If there is a tie, the team with the highest percentage.
- If there is still a tie, the team with the most wins.
- If there is still a tie, the team with the most draws.
- If there is still a tie, the results of the team's head to head matches.
- If there is still a tie, the most 3 frame wins (snooker).
- If there is still a tie, the most wins by number 1 player (billiards).
- If there is still a tie, the most wins by the number 2 player etc, (billiards).

14 Finals Games

All teams to be at venue 30 minutes prior to the scheduled start of play for photography and administration purposes.

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 Snooker Grand-finals, the first 3 frames are to be a total duration of 105 minutes. The 4th frame will be timed to a maximum of 35 minutes. Start time is to be 7:00pm to accommodate longer matches. All second round matches to start no later than 8:55 pm.

In all other Snooker finals, the first 3 frames are to be a total duration of 90 minutes. The 4th frame will be timed to a maximum of 30 minutes.

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.

15 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).

16 Penalties - All Grades

All penalties shall be imposed by the Score 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.

17 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. The following format is the method to be used in any such instance.
If a player disputes a rules application decision by a 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. In Pennant matches the first point of contact must be any Class 1 Examiner in attendance. A notification must then be made by this Examiner or, if none is in attendance, the team captain or the Tournament Director in any stand-alone tournament to the Director of Referees or an appointed deputy, at the earliest opportunity.

Note: Matters of judgement, e.g. the Foul and a Miss rule, are not included in this right of appeal.
- (b) If the rule disputed by the player is deemed by the Director of Referees or an appointed deputy or any attending Class 1 Examiner, to have had the correct interpretation, the player making the complaint will be advised.
- (c) If the referee is found to be in error by the Director of Referees or an appointed deputy or any attending Class 1 Examiner, the player will be advised of the decision and the referee in question advised of the correct interpretation and also advised that retraining and/or regrading could be a consequence.

- (d) It is therefore clear from the preceding paragraphs, that it is preferable that the Director of Referees should be a Class 1 Examiner and that any Tournament Director should be as highly qualified as possible and ideally a Class 1 Examiner also.

18 Tournaments - Miscellaneous

- (a) Minimum Numbers
- (i) For men's tournaments, 32 entrants for snooker and 16 for billiards. If minimums not received, tournament not to proceed.
 - (ii) For women's tournaments, 8 entrants for snooker and 4 for billiards. If minimums not received, tournament not to proceed.
 - (iii) Juniors to be at the discretion of tournament organiser & VBSA Junior Development Officer. If minimums not received, tournament not to proceed.
- (b) Victorian State Titleholder Travel Expenses
- (i) Any current winner of a Victorian State Snooker or Billiards Title will be eligible to receive \$750.00 to attend the corresponding National Championship, if held in a state other than Victoria. If the player is unable to attend the National Championship, or if that event is held in Victoria, they can, by application to the Board, be awarded the \$750.00 to assist with travel expenses to attend the corresponding Australian Open or a corresponding international event.
 - (ii) Multiple State Title holders will only be eligible to \$750.00 per single travel event. Further assistance for travel will be considered upon application to the Board.