

EX-SERVICEMENS 55'S AND OVER.

ASSOCIATION RULES 2014 (Revised 4/05/2016)

1. To be eligible to join the Association a person must be a financial member or second member of an R.S.L. Sub-branch, must be aged 55 years or over.
2. Ordinary, affiliate & Social members of the R.S.L. Are eligible to play and are equally welcome to play in the competition.
3. All players and officials must be registered on the prescribed form with the Honorary Secretary of the Association.
4. Once a player has played 4 matches in any one team, in one season, he is tied to that team for the remainder of that season.
5. No player may play for more than one sub-branch during a season unless a clearance has been submitted to and approved by the Executive Committee.
6. Each player and official shall pay a yearly registration fee, the amount being decided from time to time at an A.G.M. Present fee is \$5.00 per person. (Amended AGM 11/02/2020 Fee increased to \$10.00 Per Person)
7. Each playing member of a team shall pay \$3.00 per match, such monies to be collected by the Captain and forwarded to the Secretary at the end of the season.
8. Each team shall consist of one billiard player and three snooker players. Billiards shall be 2 games X 100 up, each game being worth one match point, if a player wins both games he shall be awarded 1 bonus point. Snooker shall be 2 frames per player, each frame being worth 1 match point, if a player wins both frames he shall be awarded 1 bonus point. Teams shall be limited to **eight players**; in the event of a player leaving a team for whatever reason that player may be replaced. In situations of emergency, a team may play an additional (ninth) player on one occasion during the season. (Amended AGM 11/02/2020 "one occasion amended to 4 occasions during Season.)
9. Captains shall exchange a list of players in playing order and handicap order prior to the start of the match. Captain of the home team shall appoint for each game a referee/ marker whose decision shall be final. The billiard player and the No. 2 snooker player play first unless the Captains agree to change the order.
10. All games to start at 10.30 A.M. unless otherwise specified. Fifteen minutes grace may be allowed, after which time a walk-over may be claimed unless previous arrangements have been made between the two teams concerned.
11. Each home and visiting Captain shall fill and sign their score sheet and then countersign and check the other Captains score sheet. Playing Captain of the day to officiate when official Captain is absent.
12. Score sheets must be received by the Score Registrar by 2pm Wednesday following the match. Team not abiding by this rule may lose Points.

- 13** All new players to our Association must furnish the following information; Name, Age, Address, Clubs for which they have played, competitions in which they have played and their handicaps in these competitions.
- 14** Automatic handicapping shall apply to all matches as follows, a player wins both games or frames, 5 points are subtracted from his handicap for his next match. A player loses both games or frames, 5 points are added to his handicap for his next match. If a player wins one and loses one game or frame, his handicap remains unaltered for his next match.
- 15** Automatic handicapping will cease with four home and away matches still to play.(Rule deleted AGM 2nd Feb 2016)
- 16** In both billiards and snooker, all handicaps, plus or minus start from zero on the score-board, eg. If player A is on minus 10, and player B is on plus 20, that is how the handicaps would appear on the score-board at the start of play. Not with player A on minus 30 and player B on zero.
- 17.** Four match points and 200 game points shall be awarded for a BYE
- 18** In the event of all playing members of a team defaulting due to non- appearance or for any other reason, the opposing team shall receive highest match and game points of the round, handicaps will not alter.
- (A) In the event of both opposing teams representing the same sub-branch,4 match points and 200 points shall apply
- (B) For each player not turning up 2 (Two) match points and 100game points shall be awarded to the opposing team.
- 19** All finals games shall be played on neutral tables, or as agreed to by the competing teams and the Executive Committee.
- 20** The Final series shall be contested by the top four teams on the ladder at the end of the home & away season
- 21.** In all finals games, results on points to be discontinued, and for a result, a further deciding frame of snooker shall be played by the Number one Snooker Player.
- 22** (A) Handicaps for billiards and snooker, Minus Handicaps NO LIMIT Plus Handicaps: BILLIARDS +40 SNOOKER +25 .All new players without previous competition experience to start on scratch. All new players with previous competition experience, through their team captain or delegate must request from the Handicapping Committee an appropriate handicap. All new players' handicaps may be subject to review after having played 5 matches. To reduce playing time Ian Gilbee's billiards handicap will be reduced to -200 and his opponent's handicap will be reduced proportionally (Refer Billiards Handicap Table 2016).
- (B) Should the Handicapping Committee consider a player to be incorrectly handicapped, they have the power to make such alterations as deemed necessary.(C) Opposing team Captains should pursue any queries regarding handicaps by writing their concerns on the back of the score sheet or with their score sheet and forwarding same to the Statistician (Sec/Treasurer).
- 23** All delegates to fill in player registration Form as supplied by the Secretary. Payment for player registration to reach the Secretary/Treasurer within 21 days from the start of the season.
- 24.** The Handicap Committee may adjust a player's handicap at any time during the year,

including the finals.

25 To qualify to play Billiards or Snooker in any final, a player must have played six matches, 12 games or frames in the current season. To qualify in both Billiards and Snooker, a player must play at least 8 frames in each discipline. No player shall play in any final if not qualified.

26 Notice of motion for the A.G. M. Must be received by the secretary at least twenty one days before the A.G.M. All delegates are to receive a copy of all motions to be tabled at the A.G.M. At least ten days prior to A.G.M.

27. When power, petrol etc. restrictions are imposed on the public, all matches will be cancelled. If any player is in doubt, please contact the Secretary or any member of the Executive Committee.

28 Any dispute arising in connection with the playing of matches and not covered by our standard rules, will be dealt by the Executive Committee whose decision will be final.

29 All matches shall be played under the rules of the Australian Billiards Council.

30 All qualified members of the teams playing in the Grand Final are to be penalised for the following season whether they played or not. Winners, up 10 points. Runners up, up 5 points.

31. If a player plays in the wrong handicap order he loses all points, full points would be appointed to his opponent with no change to handicaps. If a player plays off the wrong handicap which disadvantages the player's opponent at the start of the game all points will be awarded to his opponent with no change to either player's handicap. If a player plays off an incorrect handicap which only disadvantages himself at the start of the game, his handicap shall be subject to the normal handicapping procedure and he would play off his correct handicap the following week.

32 In snooker, when only the pink and black balls remain on the table and the score difference is greater than the pink and black + 10 {23 points}, the frame will be ended. The scores are then recorded normally, excluding the value of the pink and black balls.

33 Players having participated in less than (4) matches for their Nominated Team, including Association and Club level will be ineligible for any Individual end of year trophies.