

# BY-LAWS OF THE QUEENSLAND BILLIARDS AND SNOOKER ASSOCIATION INC.

Amended **11<sup>th</sup> August 2010** from 31/1/2010.

These By-laws are implemented by the Committee of the Queensland Billiards and Snooker Association Inc. (QBSA) and should be read in conjunction with the Constitution. Any changes wished to be made are to be brought up for discussion at the Management Committee, amended and ratified as such prior to the commencement of the incoming season.

All tournaments, competitions, unless otherwise specified are conducted under the internationally controlled Rules of Billiards and Snooker.

## **Affiliation**

Any Club/Sub-Association may apply for affiliation with the QBSA. The Management Committee may grant such affiliation upon completion of application forms, provision of required documentation, consideration of applications and receipt of the required fees.

In applying for affiliation, a Club/Sub-Association indicates that it is willing to abide by and be subject to the Constitution and Rules of the QBSA.

## **Clubs**

A Club is defined to be a collection of individuals who have united together for the purpose of enjoying and participating in the games of billiards and snooker. A Club will have a minimum membership of four (4) persons.

## **Sub-Associations**

A group of Clubs may join together to form a Sub-Association, for example, based upon a geographical location. These Sub-Associations in turn may apply for affiliation to the QBSA. Such affiliation will not preclude individual direct affiliations by the member Clubs. With the exception of voting rights, the members of a Sub-Association will be entitled to the same privileges as those of a directly affiliated Club.

## **Zone Status**

A Sub-Association may apply for Zone Status provided that its base is geographically remote from Brisbane and it is comprised of a minimum of six (6) Clubs with an aggregate membership of sixty (60) persons.

Zone Status will entitle a Sub-Association's Zone Champion to automatic entry to the last sixteen (16) of the State Open Championships while there are four (4) or less

zones, or to the last sixteen (16) for five (5) to eight (8) zones.

As part of the Affiliation process a Club/Sub-Association must supply on an annual basis the names, addresses and contact telephone numbers of its senior committee as well as summary details of its membership.

In addition it must inform the QBSA within fourteen (14) days of any change in its status or office bearers. The QBSA reserves the right to not grant or to rescind an Affiliation for any reason and at any time. In the case of a rescission a *pro-rata* refund of fees will not be made.

If called upon to do so, a Club/Sub-Association will supply to the QBSA within fourteen (14) days a copy of its Constitution, Rules and or membership to validate its affiliation.

## **Inter-Club Competition**

The Inter-Club Snooker Competition consists of teams of like standards playing in a competition comprising of six (6) grades designated "A" through "F" plus an elite grade competition.

The Inter-Club Billiards Competition consists of teams of like standards playing in a competition comprising of six (6) grades designated "A" through "F".

For both Billiards & Snooker Pennant, supper and a beverage are required to be supplied by home team at the conclusion of matches.

The Combined Grade Snooker Competition consists of Teams of like standards playing graded handicap competition.

## **Competition Fees**

In addition to the Affiliation Fee a fee appropriate to each Team per night is payable to the QBSA. Such fees will be invoiced by the Treasurer with a progressive payment schedule.

Should an Affiliation fail to meet its liabilities to the QBSA its affiliation status may be suspended thereby making its teams ineligible for further Inter-Club Competitions and cause its members to be denied the privileges of membership of the QBSA until which further time indicated that their suspension is lifted.

## **Eligibility**

All Affiliations affiliated to the QBSA who are within a reasonable travelling distance at night during a weekday from the Brisbane area are eligible to enter teams into the Inter-Club Competition provided that they have a minimum of two (2) full-size billiard tables available for play.

Should an Affiliation wish to enter and have two (2) or more teams competing on the one (1) night, the QBSA will endeavour to schedule the home and away games such that home matches do not clash and all games are on the rostered night of the competition. Furthermore, if the occasion arises where two (2) or more teams will play at home, they will be required to have available two (2) full-size billiard tables for every two (2) teams.

However, in the interests of making the sport available to as many as possible, the QBSA may give consideration to varying some home nights of play to assist Affiliations with tight table schedules.

Any player who is willing to abide by the Constitution and Rules of the QBSA will be eligible to play in the Inter-Club Competition subject to any disciplines imposed by or recognised by the QBSA.

### **Team Registration**

In accordance with notifications from the QBSA, the Affiliations will register their teams for the Inter-Club Competition prior to closure of nominations. They will provide discrete team names and an individual will be nominated as the team liaison point (team captain).

### **Player Registration**

All players who compete in the Inter-Club Competition must be members of the QBSA. Any new player, even if filling-in on only one (1) occasion must complete and forward to the Secretary, a Registration Form when they first play with the Affiliation. In addition they must provide an updated form when any details are altered.

Before the commencement of each season the QBSA will forward a print out of all players' registration details from last season for each Affiliation. The Affiliations shall amend and return this listing within fourteen (14) days of receipt.

Failure to comply with these registration provisions may make the player(s) ineligible for Inter-Club Competition and thus any frames and games won by the player(s) will not count towards the teams' competition ladder points.

A player's registration may be revoked by the QBSA at any time for any action which is considered to

have brought the game into disrepute or to be against the good order and discipline of the QBSA.

Before the QB & SA takes any action, a formal written complaint must be lodged with the Secretary by the Affiliation who wishes to make the complaint.

A player may appeal against such action and will be entitled to have the matter dealt with expeditiously. While awaiting the resolution of the appeal the player's registration will not be reinstated and the player will not be entitled to the privileges available to registered players.

### **Transfers**

A player may transfer between Affiliations at any time, provided that the player is not acting with any impropriety in so doing.

During an Inter-Club season the player must re-register with the new Affiliation and provide a letter of clearance from the old Affiliation to the QBSA indicating that he/she has not left the previous Affiliation while encumbered to it in some way prior to the first game of the new Affiliation.

Should the old Affiliation not be forthcoming with the letter of clearance, the player may ask the QBSA to demand such letter or provide reason why such clearance should not be granted. If no response is received within fourteen (14) days, the clearance will be considered implied. Whilst awaiting the reply the player will be allowed to continue with the new Affiliation.

### **Nights of Play**

The normal nights of play are Mondays through to Thursdays. Public holiday or exceptional circumstances do not alter these nights of play.

The QBSA however reserves the right to schedule matches at any time or place on request in order to facilitate the running of the competition.

Considerations will be given to a request by an Affiliation to vary their normal home match night should there be a reasonable and sufficient explanation.

### **Player Grading**

At the completion of each season players are graded according to their relative position on the seeding ladder.

A player may play in the designated grade or higher throughout the year.

A player may "fill-in" in a grade higher than his/her seeding as often as required except that where an

Affiliation has more than one (1) team in that higher grade the player will only be allowed to play in one (1) of those teams in which he/she has played his/her second game.

If a player plays in a grade lower than his/her designated grade (other than Graded Players with or without a handicap), they will automatically forfeit the game and concede to the non-offending team the same points as would have been received if the game had been conceded. The results of the forfeited frames/games will count towards player seedings/rankings only, and any high breaks made by players will stand.

The seeding/ranking limits on each grade will be determined, amended and ratified if required as such at the discretion of the QBSA prior to the commencement of the incoming season.

### **Re-Gradings**

An Affiliation may apply to the QBSA to have a player's case considered with a recommendation of either up-grading or down-grading.

### **Ungraded Players**

Should a team field a player who is not seeded, they shall be allowed to place that player in a position in which best represents their ability relative to the other members of the team.

Should a player not be considered to be of the grade in which his/her first game is contested, notification of the estimated ability should be noted on the registration form which must accompany the result card when forwarded to the Registrar.

### **Dress Requirements**

The minimum standard of dress required for Inter-Club Competition round play is a collared shirt, dress trousers or shorts with long socks and enclosed shoes. Jeans, joggers or runners are not acceptable. However should a host club have a dress minimum of higher standard then it shall be the minimum on that occasion.

For all matches of the final series the standard of dress is to be dress trousers and a long-sleeved shirt, both of conservative colours. A long or bow tie must be worn and the collar not noticeably unbuttoned; sleeves shall remain buttoned to the wrist. Women's dress standards may be varied but are to be within the spirit of these requirements.

Should the official in charge of the match consider that the conditions are such that the dress standard is oppressive due to climatic conditions, a relaxation may be allowed.

Dress Code violations are to be reported on electronic scoresheet AND by email to qbsa@qbsa.com.au Repeated offences will be dealt with by the Brisbane District Pennant Sub Committee.

### **Commencement Time**

Matches are scheduled to commence at 7:00pm (1900hrs) but can commence earlier by mutual consent.

A team which fails to have three (3) players in attendance at the venue and available to play and referee by 7:15pm (1915hrs) is liable to forfeit the match if claimed by the non-offending team.

Furthermore, a team's fourth player should be in attendance no later than 8:00pm (2000hrs) or is liable to forfeit that game if claimed by the non-offending team.

If the offending Team is not in attendance and no previous arrangements have been made to postpone the match, the non-offending Team shall be awarded the match in accordance with the Rule 'Forfeits' Section 2.

### **Format of Play**

In Snooker, teams shall consist of four (4) players each contesting a game of, in "Elite", "A" and "B" grades, three (3) frames and in all other grades the best of three (3) frames.

In Billiards, teams shall consist of four (4) players each contesting a game of one (1) hour and fifteen (15) minutes duration.

A team may compete with three (3) players however thereby forfeits a game to its opponent.

In Combined Grade Snooker, Teams shall comprise three (3) players of which no more than 2 players can be seeded in the same Grade. All matches are to consist of round robin play.

### **Order of Players**

In Billiards & Snooker Pennant, Team Captains may place players in any order other than having the highest Elo rated player playing in position four (4) nor have the lowest Elo rated player playing in position one (1).

Teams are responsible to play their players in the correct Elo Ratings order. The following penalties and points allocation will apply for breaches to this Rule:

Offending Team will lose 1 ladder point.

A non offending Team will receive the following points above the normal allocation:

If won – no ladder points (effective 2 ladder points).

If drawn – 1 ladder point (effective 2 ladder points).

If lost – 1 ladder point (effective 1 ladder point).

In the case of a team being short a player, the vacant position may be any of the positions in which they could place a usual member of their team who is on this occasion absent.

For failing to adhere to these rulings a team will forfeit points.

### **Order of Play**

Games are to be played in reverse order. During “round matches” the No 3 & No 1 players will play on a designated table and the No 4 & No 2 players on a different designated table.

During “finals matches” the No 4 & No3 players will play first followed by the No 2 player on the table first available.

Should a player who is due to play first be unable to be in attendance for the scheduled commencement or alternatively if a player who is due to play later needs to leave early, then that game may be re-scheduled with the approval of the other team captain.

### **Refereeing**

Refereeing during normal round matches is the responsibility of both teams and must be shared equally.

In D Grade Snooker Pennant, players acting as referees should refrain from calling Foul and Miss.

Referees for finals matches will normally be provided by the QBSA. However circumstances may arise such that players from either or both teams may be called upon to assist.

### **Determination of Tables**

During “round matches” table designation is made by the Home Team.

During “finals matches” the Minor Premiers have the choice of the tables their match will be played on. The tables on which games are to be played will be determined by the toss of a coin by the referee. For example, heads may determine game two (2) and four (4) are to be played on the far table; and if tails, game two (2) and four (4) are played on the near table.

### **Filling Out the Results Card**

The two (2) captains should fill out separate cards prior to the match. Players’ full names shall be clearly printed in their respective positions.

In addition each player’s membership no. and seeding position should be shown adjacent to the name to confirm to the Secretary.

As frames/games are completed the scores will be placed on both cards. In addition any notable high breaks by any player can also be listed. Both scores and high breaks must at the end of the night be witnessed and verified by both team captains.

As a guide the minimum high breaks accepted by the QBSA are:-

- Elite Grade 50
- A Grade 45
- B Grade 40
- C Grade 30
- D Grade 25
- E Grade 20
- F Grade 15

Any high breaks made during an incomplete frame/game shall stand.

### **Forwarding Results**

Team captains should enter results on the QB & SA Website ([www.qbsa.com.au](http://www.qbsa.com.au)) as soon as it is deemed practical after the conclusion of the match. Match results not received by the Registrar within forty eight hours (48 hrs) of the match conclusion may be liable to forfeiture by defaulting team.

### **Uncompleted Matches**

Should a match not be completed due to insufficient time pertaining to an Affiliation’s closing time, all ladder points shall stand prior to the expiration of time. Incomplete frames of snooker or games in billiards will not count towards the points earned.

### **Interrupted Matches**

Should a match not be complete due to unforeseen circumstances arising out of the boundaries of control of either teams playing then incomplete frame/games will be abandoned and the completed frames/games will stand and incomplete frame/game will be replayed.

The teams will notify the QBSA through the Registrar and the match will be completed at a date and time agreed to by the teams. If such an agreement cannot be reached the QBSA shall fix the date and time.

### **Forfeits**

If a team fails to play a scheduled match during the regular season, for what ever reason (the offending Team Captain should inform the non offending Team Captain prior to the scheduled date commencing time (preferably 24 hours)). The non-offending Team shall have two (2) choices:

1. The QBSA preferred choice is the match be rescheduled as early as possible and played at a mutually agreed time & place.

2. Request the QB&SA to allocate the player & ladder points.

If the result of any forfeit has a bearing on the final positions of either BDPSC will decide if any Team has been disadvantaged as a result of the forfeit and determine what action is to be taken.

In billiards the non-offending player will receive three (3) points and the offending team deduct one (1) game point from the team's match total game points. In the event of a team forfeit the non-offending team will receive thirteen (13) points.

### **Withdrawals**

Should a Team withdraw during a round, ALL matches with that Team will be considered a "Bye" – no points recorded 'for' or 'against' in the ladder. Individual results will stand for the purpose of calculation of seeding positions of individual players. Fees will be charged for completed matches only.

### **Ladder Rankings**

Relative positions on the competition ladder are determined by firstly, match points, secondly, frames won.

In both Grade and Combined Grade Snooker Pennant, a player receives one (1) point per frame. The team with the greater number of points wins the match. If this is equal, the Team with greater number of games wins the match. If this is also equal, the match is a draw. Two (2) ladder points are allocated for a match win and one (1) ladder point each for a match draw.

In billiards, a player receives three (3) points for a win; one (1) point for a draw; plus one (1) point if they reach the grade barrier points.

Bonus points are awarded as follows:-

1. should a player beat an opponent by 100 points or more, if the aggregate score of the two (2) players is twice the grade barrier points plus 100 points;
2. an extra bonus point is awarded for winning by 250 points if the aggregate is twice the grade barrier points plus 250 points;
3. a third bonus point is awarded for winning by 350 points if the aggregate is twice the grade barrier points plus 350 points; and

Two (2) ladder points are allocated for a match win and one (1) ladder point each for a match draw.

A match win is awarded to the team with the most number of game points. If this is equal, the team

winning the greater number of games is the match winning team. If this is also equal, the match is a draw.

In Billiards Finals, if the match is drawn under the above conditions, 3 players will contest a further 30 minutes of play. If match is still drawn at the conclusion of this play, the team with the highest aggregate points in these games will be declared the winning team.

The grade barrier points are advised prior to the commencement of each billiard season and are determined at the discretion of the QBSA.

### **Finals**

At the conclusion of the regular season, each grade's top four (4) teams will play off in a finals series to determine that year's winning team.

The Minor Premiers in each grade shall be given the option of hosting the finals for that grade. Should they not elect to exercise this option, then the 2nd placed team is given the chance to host the finals. Likewise, if they elect not to host the finals the process is repeated to the 3<sup>rd</sup> & 4<sup>th</sup> team. If no team elects to host the finals the QBSA will allocate the venue.

To be eligible to play in the finals, a player must firstly be graded in this grade or lower. Secondly, a player must have played a minimum of 4 games in the Team. Thirdly, if a player plays more than 4 games in a higher grade and desires to contest the final in a lower grade, that player must have played a minimum of 6 games in the lower grade.

Affiliations are required to provide the Secretary with a list of any players they may wish to use who are graded for the grade or lower but who have competed predominantly in a grade higher than that of the final.

Such a player may not compete unless the Registrar has provided a clearance for the player to compete off scratch or to concede start as a "graded player" based upon the performance in a higher grade.

### **Format**

Finals will normally be conducted over the two (2) week period immediately following the conclusion of the regular season. The nights of play may be conducted from the Monday through Thursday of each week.

A four team finals is as follows:-

1. on the first night, the minor premiers play the second placed team of the regular season with the winner going straight to the grand final;

2. on the second night, the third and fourth placed teams shall play with the winner playing on the third night;
3. on the third night, the loser from the first night of play shall play the winner from the second night of play with the winner having the right to meet the winner from the first night in the grand final to determine the winning team for the season.

In each match of the finals, the winner shall be determined by the team that has accrued the most points as in the regular season.

In the advent of a drawn match, three (3) players from each side will be selected by their respective team captains to play. They will play in their respective positions on that night of play. They will contest one (1) frame each with the winning team decided by winning two (2) of the three (3) frames.

### **Trophies**

The team in each grade who finishes first on the competition ladder at the end of the regular season will be awarded by Minor Premiers Flag.

The team that wins the final series in each grade will be awarded the Premiers Flag. In addition their respective Affiliation will be entrusted with the Grade trophy until the conclusion of the next season's Inter-Club Competition. Up to five (5) trophies will be approved to the members of the winning team. Additional trophies may be purchased by the Affiliation for any extra member(s) in the one grade.

The team that is the runner's-up of the final series in each grade will be awarded the Runner's-Up Flag. Up to five (5) flags/trophies will be approved to the members of the runner's-up team. Additional flags/trophies may be purchased by the Affiliation for any extra member(s) in the one grade.

The player who makes the highest break in each grade during the season including the final series will be awarded a highest break trophy.

The Affiliation whose *pro-rata* performance is considered the best for the year including both snooker and billiards seasons, will be awarded the Champion Club Pennant and entrusted with the perpetual trophy until the conclusion of the next season. An Affiliation will have a minimum of two (2) teams in both snooker and billiards to be eligible for this award.

### **Other Tournament Conditions**

#### **State Titles**

All Queensland Championships are open to any player who is a member of a Club or Association, which is in turn affiliated with the Australian Billiards and Snooker Council (ABSC). The player will also be required to meet other classification criteria for the event in question.

The QBSA annually conducts the:-

- QLD Resident's Men's & Women's Snooker Championship
- QLD Open Men's & Women's Snooker Championship
- QLD Men's & Women's Billiard Championship
- QLD Under 21 Snooker & Billiard Championship
- QLD Under 18 Snooker & Billiard Championship
- QLD Under 15 Snooker & Billiard Championship
- QLD Under 12 Snooker & Billiard Championship

### **Dress Requirements**

The minimum standard of dress required for all State Title Championships is a collared shirt, dress trousers or shorts with long socks and leather-appearing shoes (no joggers or runners). Jeans are not acceptable. However should a host club have a dress minimum of higher standard then it shall be the minimum on that occasion.

For all matches of the final series the standard of dress is to be dress trousers and a long-sleeved shirt, both of conservative colours. A long or bow tie must be worn and the collar not noticeably unbuttoned; sleeves shall remain buttoned to the wrist.

Women's dress standards may be varied but are to be within the spirit of these requirements.

Should the official in charge of the match consider that the conditions are such that the dress standard is oppressive due to climatic conditions, a relaxation may be allowed.

Player's failing to meet either of these standards will not be allowed to play and will be considered to be not in attendance thereby suffering penalties for late arrival.

### **Format**

The format of the championships will be advised with notification of the event on the entry form.

### **Grade Championships**

Billiards & Snooker Grade Championships be open to all unencumbered Financial Members of the QBSA. Any player not listed in the Elo Ratings is to be accessed and allocated a Grade by the BDPSC.

### **Other Tournaments**

Tournaments conducted by other than the QBSA and other than affiliated Club Competitions for their

members only, and which carry prize money or good/services to a value of \$500 or more must be sanctioned by the QBSA.

Players competing in a non-sanctioned event may be suspended from competing in other events conducted by the QBSA or its affiliates.

To obtain a sanction, organisers must provide the QBSA with a resume of the event detailing the conditions and format play and provide a budget of expected income and expenditure.

The QBSA will act as arbiter where clashes of dates between tournaments occur, considering the standing

of the tournaments in longevity, status and the expected benefits to the game as well as the expeditious conduct of the sporting calendar.

Players should seek clarification of any tournament in Queensland whose entry form does not carry words to the effect that it has been sanctioned by the QBSA (Note: in respect to tournaments in other states, players should look for similar sanctions from the respective state associations).

A sanction fee of 1% of the total prize money (minimum \$10) may be levied by the QBSA.

### Queensland Snooker Ranking Points Allocation & Criteria

To attract Queensland RANKING POINTS Tournament must be a QBSA Championship or Pennant AND/OR:

Tournament conducted by an Affiliate of the QBSA with the following conditions met:

ALL players must be financial members of a State Body affiliated to the ABSC

Tournament must be 'Open' to QBSA financial members at the least

Tournament must offer prize money of at least \$600

Tournament must have at least 16 players

Tournament must be seeded by the QBSA

Tournament must have an 'open' draw

Tournament results must be submitted via email in Excel template supplied within 1 month.

B' Premier Leagues for Round Robin.	<b>9</b>	points per frame	40 + breaks
B' Premier Leagues for Elimination Rounds	<b>9</b>	points per frame	40 + breaks
B' Premier League Finals - last four (4) players	<b>15</b>	points per frame	40 + breaks
A' Premier Leagues for Round Robin.	<b>15</b>	points per frame	50 + Breaks
A' Premier Leagues for Elimination Rounds	<b>15</b>	points per frame	50 + Breaks
A' Premier League Finals - last four (4) players	<b>30</b>	points per frame	50 + Breaks
Grade championships for Elimination Rounds	<b>30</b>	points per frame	As Pennant
Grade championship Finals - last four (4) players	<b>60</b>	points per frame	As Pennant
Open tournaments Round Robin	<b>30</b>	points per frame	50 + Breaks
Open tournaments	<b>60</b>	points per frame	50 + Breaks
Open tournament Finals - last four (4) players	<b>90</b>	points per frame	50 + Breaks
Queensland Championships Round Robin	<b>60</b>	points per frame	50 + Breaks
Queensland Championships	<b>120</b>	points per frame	50 + Breaks
Queensland Championship Finals - last eight (8) players	<b>180</b>	points per frame	50 + Breaks
Snooker Pennant D Grade and below	<b>12</b>	points per frame	20 + Breaks
Snooker Pennant C Grade	<b>15</b>	points per frame	30 + Breaks
Snooker Pennant B Grade	<b>18</b>	points per frame	40 + Breaks
Snooker Pennant A Grade	<b>21</b>	points per frame	50 + Breaks

**Points halved at the conclusion of last State Championship allocating Rankings points for new season.**