



2021 QBSA CLUB SNOOKER LEAGUE RULES

Updated 02.01.2021

Each team comprises 4 players for each match.

Play for each night will start at 7 pm. 3 players must be present by 7:15 pm and the fourth by 8 pm.

Monday Night: A Grade
Tuesday Night: B Grade
Wednesday Night: C Grade

All Matches must be played on the designated night of play. Matches will only be rescheduled if approved by the QBSA Management Committee due to unforeseen circumstances.

A and B Grades, each game will be 3 frames of 15 red snooker. C Grade, each game will be 3 frames of 10 red snooker.

1 game point will be awarded for each frame win.

A team must field at least 3 players for each Match. Should a team only have three players, then they must forfeit the number 4 position. 3 frame points will be awarded to the opposition.

If a team can only field 2 players for a Match, it is highly encouraged that the Match is rescheduled to a date that suits both parties. If this is not possible, the forfeit will be awarded to the non-offending team.

The team that scores the most amount of frame wins on the night receives 2 match points. A draw is 1 match point to each team.

However, if both teams have won 6 frames each, then the team that has won the most amount of games has won the night. If both teams have won 2 games each, then the match result is a draw.

Player Eligibility

As soon as one player has played two games for the same team, that player must remain with that team for the rest of the season, unless the Team has been withdrawn from the competition.

To be eligible for finals, a player must play 1/4 of the season for that team, with the number being rounded up to the next whole number.

Each team can play their players in any order.

Foul and a Miss

C Grade, the Foul and a Miss Rule shall not be called, unless for a blatant miss (such as a miscue or a miss when a red is visible).

Player Grade Cutoffs:

Players must refer to the QBSA website to view their “**Minimum Grade Allowed**”. This is based on the previous ELO system and will be updated at the end of each Season. If you are not listed, please email registrar@qbsa.com.au to request your grade.

Team Withdrawals

Should a team withdraw from the competition, any results from the non-completed round of Matches will be removed from the results. E.g. Every team has played each other once already and now the season is going through the next round of matches. The first round of matches will be counted in the results but no results will be counted from the current round of matches.

Scoresheets

It is the Home Team Captain’s responsibility to provide two printed scoresheets for the Match.

The Home Team Captain is to fill in their Team’s Players names on the scoresheet first, then fold the scoresheet over to hide their playing order for the Away Captain to fill in their Team Players in the order they wish.

The Home Team Captain will be responsible for returning the completed and signed scoresheet to the QBSA Registrar, via email to registrar@qbsa.com.au, within 48 hours of the Match completion.

Dress Requirements

The minimum standard of dress required for Club Snooker League Competition home and away play is a collared shirt, full-length dress trousers, socks and enclosed shoes. Jeans, cargo pants and other non-dress trousers, joggers or runners are not acceptable. However, should a host club have a dress minimum of a higher standard then it shall be the minimum on that occasion.

QBSA Club Snooker League Fees

Each night, each team will be levied \$40 per team. To help reduce costs, there is no longer any requirement to provide drinks or supper at the end of the night. How much each affiliated club charges their players each night is a matter between the affiliated clubs and their teams.

QBSA Player Membership:

All players must have paid their QBSA Associate Player Membership by their third game (the third game is calculated across all QBSA Club Snooker League Grades) in QBSA Club Snooker League.

QBSA Club Affiliation:

All clubs that enter any team, or teams, in the QBSA Club Snooker League, must have paid the QBSA Affiliate Club Membership Fee by the first week of the competition.

Mercy Rule:

The Mercy rule will be used in all three grades

The points difference for the mercy rule is as follows:

Yellow:	40
Green:	38
Brown:	35
Blue:	34
Pink:	32

A frame is concluded under the Mercy Rule when the difference in scores is equal or higher than the totals mentioned above and will be awarded to the player in front when the 'losing player' comes to the table.

The player who is in front is allowed to finish their break, but even if the player in front is above the totals mentioned above and then fouls, then the 'lower scoring player' requires fewer points than mentioned above to win the frame and so the frame continues.

Finals Ranking:

Ladder Points: Matches won plus matches drawn, Each team receive 2 points for a win, 1 point for a draw and 0 points for a loss. If Ladder Points at the completion of the season are equal then the tiebreaker will be:

1. **Matches Won:** Total number of matches won during the season
2. **Frame Differential:** Frames won minus Frames lost across the whole season
3. **Games Points For:** The number of individual games won by team players throughout the season will be used to determine ladder standing.
4. **Results between the tied teams:** a) Matches won against each other. If this is still tied. Matches won can be tied, regardless of the number of matches if say there are three rounds and it is one win each and one draw. Then we move to criteria b) Frame differential across each of the matches played between the tied teams.

Determination of tables

During "home and away matches" table designation is made by the Home Team.

During "finals matches" the Highest Ranked team has the choice of the tables that the 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.

Players 3 and 4 will play each other first with both Player 1's refereeing one table and the Player 2's refereeing the other table. Once the Match has finished, the referees and players will then swap on the same table.

Finals:

Each team is a made up of a team of 4 players on a night

Play for each night will start at 7 pm.

Finals will normally be conducted over the two (2) week period immediately following the conclusion of the regular season.

Finals Format

The nights of play may be conducted from Monday through Thursday of each week.

A four-team final is as follows:-

The minor premiers play the second-placed team of the regular season with the winner going straight to the grand final; (Major Semi-Final)

The third and fourth-placed teams shall play with the winner playing on the third night; (Minor Semi-Final)

The loser from the first night of play (Major Semi-Final) shall play the winner from the second night of play (Minor Semi-Final) at the home venue of Major Semi-Final (Preliminary Final)

The winner of the Major Semi-Final then plays the winner of the Preliminary Final in the grand final

During the finals, a match is concluded as soon as one team has won the night. This means that not all 'frames' will be played in some circumstances.

Other Rules and Interpretations

Any matter not covered in these rules or that requires interpretation, the Management Committee shall make a decision or give that interpretation, and it shall be final.