



2022 QBSA BILLIARDS CLUB LEAGUE

Team Nomination Form

Nominations close 7pm Friday 11th February 2022. No late nominations will be accepted.

Team name: _____

Affiliate club: _____

Grade: A / B

Team captain: _____ Current CueScore
Profile? Y / N Current QBSA Member? Y / N

Email: _____ Mobile: _____

Player 2: _____ Current CueScore
Profile? Y / N Current QBSA Member? Y / N

Player 3: _____ Current CueScore
Profile? Y / N Current QBSA Member? Y / N

Player 4: _____ Current CueScore
Profile? Y / N Current QBSA Member? Y / N

Player 5: _____ Current CueScore
Profile? Y / N Current QBSA Member? Y / N

Player 6: _____ Current CueScore
Profile? Y / N Current QBSA Member? Y / N

Note: All players must be current members of the QBSA. QBSA membership will be carried over from 2021. Please contact the QBSA on registrar@qbsa.com.au if you were not a member during 2021.

Have you read the 2022 QBSA Billiards Club League Rules (attached) in full? Y / N

Do you understand the 2022 QBSA Billiards Club League Rules (attached)? Y / N

Please ensure you have completed ALL SECTIONS of this nomination form as forms with missing information will not be accepted. You will receive an SMS within 24 hours to confirm your team entry.

Team captain signature: _____ Date: _____

Please email completed forms to registrar@qbsa.com.au

2022 QBSA BILLIARDS CLUB LEAGUE RULES

Each team comprises 4 players for each match.

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

A Grade will play Mondays commencing 21/02/2022 and B Grade will play Tuesdays commencing 22/02/2022.

The season will comprise of two rounds only.

Determination of tables and refereeing during home and away matches is made by the home team.

All games in both grades will be 75 minutes.

Whichever team earns the most amount of points on the night is the winner and receives 2 match points. Should the teams be tied, the team with the most amount of game wins is the winner. If both game points and game wins are level, the match is tied and teams receive 1 match point each.

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.

Rescheduling Matches

All Matches should be played on the designated night of play as arranged in the schedule. Matches can be rescheduled between two Teams provided they reach agreement to do so, but on the understanding that:

- The Match must be played and completed as soon as possible.
- There are no expectations or any pressure for the opposing teams to agree to any alternative nights proposed.
- If a Team is unable to play any matches because they are unable to reach an agreement with their opposing team to play on an alternative night, then they will automatically forfeit those matches.

Forfeits

In the event that a Team is unable to play a particular Match, and a rescheduling of the Match was not achieved, the offending Team will need to pay both their Team Match Fees and the non-offending Teams Match Fees for that Round.

The non-offending Team will receive the Match Win with a 12-4 Frame Count. The offending Team will receive a Match Loss with a 0-8 Frame Count.

Every effort should be made to reschedule a Match. If the offending team feels that the non-offending Team did not have a reasonable reason to not reschedule, they can submit an appeal with the QBSA Management Committee.

Scoring

2 points will be awarded to a player for a game win. 1 point will be awarded to the player for a draw.

Barrier:

1 point will be awarded to a player who scores 250 points or more in a game in A Grade or 200 points or more for a game in B Grade.

Bonus Points:

A Grade: Should any player defeat their opponent by more than 125 points, that player will receive 1 bonus point

B Grade: Should any player defeat their opponent by more than 100 points, that player will receive 1 bonus point

High Breaks:

As a guide the minimum high breaks accepted for recording:

A Grade	50
B Grade	40

Scoresheets

It is the Home Team Captain's responsibility to provide a printed scoresheet 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 Team Captains on the night will be responsible entering the results into **Cue Score at the completion of the match. A copy of the scoresheet should be retained by both captains in case of any discrepancy.** The Away Team Captain will have 24 hours to check the correct scores have been added in CueScore. If scores are incorrect, please email the QBSA Registrar.

The QBSA will arrange for verification of match results each week. It should be assumed that matches will be verified and can not be changed 24 hours after the completion of the match (ie. 9.30pm the following night).

Team Captains will be provided additional access in CueScore prior to the commencement of the Club League Season.

All high breaks should be emailed to the QBSA registrar for publishing.

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.

Player Grade Cut offs

Players must refer to the QBSA website to view their "**Minimum Grade Allowed**". Player minimum grade is based on a player's previous history and a review of player performance during the previous season/s. Player gradings will be updated at the end of each Season. If a player is not listed and wishes to play in Club League Billiards, 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. (eg. 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).

Dress Requirements

The minimum standard of dress required for League 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. Hats can not be worn. Should a host club have a dress minimum of a higher standard then it shall be the minimum on that occasion. Any player not wearing appropriate attire can be reported to the QBSA Management Committee by the opposing team captain or a designated score-taker of the round. Players will receive a warning on the first report. After a warning, games may be forfeited if a player is deemed to continue to be dressed inappropriately.

QBSA Billiards Club League Team Registration and Match Fees

A Team Registration Fee of \$50 per team will be payable to the QBSA at the time of nomination. This will be invoiced to the Affiliate Club upon receipt of the nomination form and will be due prior to 21/02/2022.

Each night of the regular season, each team will be levied \$40 per team. Invoices will be emailed directly to the Affiliate Club at the completion of the season. How much each affiliated club charges their players each night is a matter between the affiliated clubs and their teams.

There is no longer any requirement to provide drinks or supper at the end of the night.

QBSA Player Membership

All players eligible to play in Club Leagues must be a registered member of their Affiliated Club for which they are playing. If a player is registered with two affiliated clubs and commences playing with one club and wishes to transfer during the season, then an application for such a transfer must be made in writing and ratified by the QBSA before the transfer can take place.

QBSA Club Affiliation

All clubs that enter any team, or teams, in the QBSA Billiards Club League, must have paid the QBSA Affiliate Club Membership Fee of \$50 prior to the first week of the competition.

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. Average Points Differential:** Points scored minus points conceded / number of games played during the entire season
- 3. Results between the tied teams:** a) Matches won against each other.
If this is still tied, b) Points differential across each of the matches played between the tied teams.

Determination of Tables and Player Order

During "home and away matches" table designation is made by the Home Team. Players 3 and 4 will play each other first with the home team to nominate which table they will referee.

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 in finals will be determined by the toss of a coin by the referee.

Finals

Accredited referees will be sought to referee finals. In the event that this cannot be achieved, players will be required to referee matches.

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

Play for each night will start at 7pm and the venue of the highest ranked team.

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

The dress code for finals will be full-length dress trousers, socks and enclosed shoes.

All players must wear either:

- a) their clubs team shirt or**
- b) a long sleeve business shirt and bow tie with vest as optional.**

All players in the team must be dressed in the same dress code (either option a or b above).

Should a host club have a dress minimum of higher standard then it shall be the minimum on that occasion.

Finals Format

Finals format for a League with 5 or less teams:

First place will proceed directly to the final, second and third place teams will play a semi-final to win the second position in the final. Night of play will be Mondays (A grade) and Tuesdays (B grade).

Finals format for a League with 6 or more teams:

Week 1: 1 v 2 with winner proceeding directly to final and 3 v 4 with loser being eliminated. Both matches will be played on the usual night of play (Monday night for A grade, Tuesday night for B grade).

Week 1: Wednesday night – semi final (loser of 1 v 2 and winner of 3 v 4).

Week 2: Final (on usual night of play).

During the finals, all games must be played to completion.

In the event of a draw at the conclusion of all matches each captain will nominate three (3) players to contest a play off. Players must play in the same playing order as the match just played.

Each player will play 1 game of 15 minutes. If possible, all 3 frames should be played consecutively. If this is not possible, the highest ordered two players (eg. players 1 and 2) should play first, with the lowest placed players playing second if required to determine a result.

The team winning the greatest number of games will win the match.

If the match remains tied after the extra 3 x 15 games are completed, the team with the highest total points in these “play off” games will be declared the winner.

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.