



2022 QBSA CLUB SNOOKER LEAGUE

Team Nomination Form

Nominations close 7pm Friday 27th May 2022. No late nominations will be accepted.

Team name: _____

Affiliate club: _____

Grade: A / B / C

Team captain: _____ Current CueScore Profile? Y / N

Email: _____ Mobile: _____

Player 2: _____ Current CueScore Profile? Y / N

Player 3: _____ Current CueScore Profile? Y / N

Player 4: _____ Current CueScore Profile? Y / N

Player 5: _____ Current CueScore Profile? Y / N

Player 6: _____ Current CueScore Profile? Y / N

Note: All players must be current QBSA members which includes members of a QBSA affiliate (QBSA social members).

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

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

*** Are you (or a nominated other person) available to attend a Zoom training regarding CueScore at 7pm on Sunday 5/6/22? 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 CLUB SNOOKER LEAGUE RULES

Updated 23.04.2022

- Added rule for Player Eligibility.*
- Added Rules for foul and a miss.*
- Update to Scoresheet section.*
- Added Rules to Dress Requirements section.*
- Update to QBSA League Fees section, including a team nomination fee.*
- Update to QBSA Player Membership to reflect new Constitution.*
- Update to QBSA Club Affiliation.*
- Update to Finals and Finals Format.*

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

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.

Rescheduling Matches

All Matches should be played on the designated night of play. 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 prior to the third last round of the competition. In the event that the rescheduled match is within the final three rounds, the match must be played and completed by the night of the last round of play.
- 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. In addition, if a team only has 3 players to play on the night (and a game is forfeited) then the team with 3 players will be required to pay for both the player who forfeits as well as the player who did not play on the opposing team.

The non-offending Team will receive the Match Win with a 6-0 Frame Count. The offending Team will receive a Match Loss with a 0-6 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 Board.

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. If a team is unable to fill a side due to COVID, this will be classed as an exceptional circumstance and the QBSA Board may make a ruling to allow another player to fill the team. There must be evidence of the player's non-availability due to COVID (eg. positive PCR or RAT). If this occurs, the team captain must email registrar@qbsa.com.au as soon as you become aware of your player illness. The QBSA Board's decision will be final.

Each team can play their players in any order.

Foul and a Miss

The foul and miss rule will be applied in accordance with the governing rules with the following provisions:

- A Grade – may be called to a maximum of 3 misses. On the fourth occasion a foul must be called.
- B Grade - may be called to a maximum of 2 misses. On the third occasion a foul must be called.
- C Grade - may be called to a maximum of 1 miss. On the second occasion a foul must be called.

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

The League will be run online using CueScore. It is the responsibility of BOTH team captains to enter their players PRIOR to the match commencing. The QBSA will run a zoom meeting for team captains to provide training. Please ensure you nominate a team captain with adequate IT access and skills to attend this mandatory training.

It is the Away Team Captain's responsibility to enter the frame scores, high breaks and overall team scores into CueScore. It is the responsibility of the Home Team's Captain to finalise the match once you approve the scores.

In addition, the Home Team's Captain will complete a paper scoresheet that both captains will sign. This must be emailed by the Home Team Captain to the QBSA Registrar (registrar@qbsa.com.au) prior to midnight on the night after the Match completion.

Failure to complete the above tasks will result in a warning (for the first failure) then penalty for any subsequent failure thereafter. Penalty for subsequent failures will be a loss of 3 frame points.

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 leather dress shoes. Jeans, chinos, 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.

Additional dress requirements for the finals:

- The entire team must be dressed in their Club polo
- If the entire team does not have Club polos, then full dress (long-sleeved business shirt and vest) is required to be worn by all players in that team.

The opposing team captain may report a breach of dress code via email to registrar@qbsa.com.au. First breach will result in a warning to the Captain of the side. Subsequent breaches will result in loss of 3 frame points for that night of play.

QBSA Club Snooker League Fees

Each team will be required to pay a team nomination fee of \$50.

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.

Teams will be invoiced season fees by the QBSA to their Affiliate Club at the end the season, with a payment term of 28 days.

QBSA Player Membership

All players must be Individual, Life, Junior or Social Members of the QBSA.

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 in order to nominate a team.

Mercy Rule

The Mercy rule will be used in all three grades throughout the season, including finals.

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. Should a team not be able to field a full team for finals, the 4th position must be the position forfeited.

Finals will be conducted over one weekend following the conclusion of the regular season (see below).

The QBSA will attempt to provide qualified referees for all finals, however this will be subject to referee availability.

Finals Format

The QBSA Club League Snooker finals will be played over one weekend for all grades. The proposed dates for 2022 are 19-20 November, however this is subject to change and will be based on the number of teams entered. The minor premiers will be asked to host the finals for all four teams in your grade.

A four-team final is as follows -

Saturday 10am - The third and fourth-placed teams shall play with the winner progressing to the Preliminary Final; (Minor Semi-Final)

Saturday 3pm - The minor premiers play the second-placed team of the regular season with the winner going straight to the Grand Final and the loser playing in the Preliminary Final; (Major Semi-Final)

Sunday 10am - The loser of the Major Semi-Final shall play the winner of the Minor Semi-Final (Preliminary Final)

Sunday 3pm - 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 match. This means that not all 'frames' will be played in some circumstances.

Should there be a tie at the end of the match, the tie break will be:

- Each captain will select three players to each play one frame against their opponent
- Players must play in their original order of play.

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.