



POT BLACK

SNOOKER LEAGUE

BY – LAWS

1. Starting Times

- 1.1 All League matches are to start by 7.45 pm.
- 1.2 At 7.45 pm: If a team doesn't have players ready to play frames 1 and 2, the opposing team may claim a forfeit (s) of that frame(s).
- 1.3 If a team forfeits frame 1 and/or frame 2, frames 3 and 4 wont start until 8.15pm unless players are available to play them.
- 1.4 At 8.15pm, if a team has less than 3 players on site, the opposing team may claim a forfeit of the entire match.
- 1.5 After 8.15, any time a frame becomes due to play, and no player is available to play it, the opposing team may claim a forfeit of that frame.

2. Fixture Sheets

- 2.1 The team captain must ensure that the full names (given and surnames) are entered on the fixture results sheet for every match. Failure to do so can result in the loss of one fixture point at the discretion of the League administrators.
- 2.2 Home team captains must lodge the fixture sheet at the Pot Black counter on the night of the match. Failure to do so can result in the loss of one fixture point at the discretion of the League administrators.

3. Qualifying for Teams

- 3.1 Once a player has played for one team, he or she is then ineligible to play for any other team.
Penalty for playing an unqualified player:- Forfeiture of all frames played by that player.
A team may request the above to be waived in exceptional circumstances by contacting the League administrators.
- 3.2 Playing a player under an **assumed name**:- If it is proven that any player has played under a name other than the name he or she usually plays under or under a name that someone else usually plays under, the penalty is loss of the entire match for the team.

4. Qualifying for Finals

- 4.1 To qualify to play in a semi, preliminary or grand final, a player must have played **at least 15 frames** for that team during the current season's qualifying fixtures.

Penalty for breach of above:- The team will forfeit every frame played by the unqualified player in that final.

5. Refereeing

- 5.1 For each frame in a match:-
On the lowest numbered table, the home team will supply a referee and the away team will supply a scorer.
On the highest numbered table, the away team will supply a referee and the home team will supply a scorer.
The two team captains are to ensure the above occurs and that there are minimal delays between frames.

6. Disputes

If a dispute over rules or refereeing decisions arises during a frame:-

- 6.1 Either player may ask the referee to stop the frame and the referee must do so.
- 6.2 Both captains should confer with the referee and come to some decision regarding the dispute.
If no decision can be reached or the captains require further clarification on a rule, the person on duty at Pot Black will, by consulting the rule book if necessary, make the final decision.

7. Finals

7.1 Ties: If a Semi-Final, Preliminary Final or Grand Final results in a tie, each team must select one of their players to play in a one frame tie-breaker.

8. Playing Fees

8.1 Playing fees are \$30 per team per match. There is no extra charge if a team has five players.

9. Substitutions

9.1 Each team can play up to a maximum of 5 players in any match.

9.2 If a captain wants to make a substitution during a match he must:-

- (a) Advise the other captain before the frame in question begins.
- (b) Record the substitution on the fixture sheet before the frame begins.

9.3 **The substitute** (the player listed at position 5 or position E on the match sheet) **can play a maximum of two frames during a match.**

9.4 **Once the substitute player has played a frame he is then out of the match until his captain subs him in again.**

9.5 **Substitutions can be made in any frame** with the exception that a substitution cannot be made that results in the substitute playing two frames in a row or that results in a table remaining vacant because the substitute is already playing a frame.

9.6 The penalty for incorrectly substituting players is the loss of the frame(s) in question, at the discretion of the League administrators.

10. The Foul Miss Rule

10.1 The foul miss rule will be enforced in the Grand Final.

10.2 In every other match:-

10.2.1 If both Captains agree before the match begins that the rule will not apply, then the rule will not apply.

10.2.2 If both Captains want the rule to apply or if the Captains can not agree, then the rule will apply. (If you are a captain and you want the rule to apply to your matches, please make sure that you completely understand the rule.)

11. Forfeits

11.1 **When a team gets the Bye.**

11.1.1 The team gets no score for the ladder.

11.1.2 The individuals get no score for their statistics.

11.1.3 All the individual players in the team get a participation correction.

11.2 **If a team forfeits an entire match :-**

11.2.1 The **winning team** gets a 8-4 result for the ladder

The individual players from the **winning team** receive no frame wins or frame losses.

11.2.2 The **losing team** gets a 0-12 result for the ladder.

The individual players from the **losing team** are awarded no frame wins or frame losses.

11.3 **If a team forfeits one or more frames in a match (but not the entire match) :-**

11.3.1 The player who is forfeited against gets the frame win and the team gets the frame win.

11.3.2 The player who forfeits is awarded no frame win or frame loss but the team has a frame loss recorded against them.

11.3.3 If both teams forfeit a frame, neither team and neither player records a win or loss.

12. Playing Order Secrecy

12.1 If, for tactical reasons, a team captain doesn't want to reveal his team playing order to the opposing captain before the match:- The home team captain should enter his players' names on the fixture sheet and the away captain should list his players in order on a piece of paper. When both of these things have been done, the away team names can then be added to the match sheet in the order they appear on the piece of paper.

13. Practice Time and other Benefits

- 13.1 League players who are scheduled to play a match can practice for free from 7pm on that day subject to the availability of tables.

14. Handicaps

- 14.1 Each captain is responsible for ensuring that his team members play with the correct handicap.
- 14.2 There is no penalty for playing under a handicap higher than the correct handicap.
- 14.3 At the discretion of the League organisers, the penalty for playing under a lower handicap will be:-

Frame scores (and frame and match results if necessary) will be adjusted using the correct handicap

Or

The player will forfeit all frames played with the incorrect handicap.