

CANTERBURY INTERCLUB SNOOKER RULES 2009

RULE 1

AUTHORITY FOR CONTROL

- 1 All Interclub Billiards and Snooker competitions and championships shall be controlled by the Canterbury Billiards and Snooker Association, and such sub-committees they appoint for this purpose.

RULE 2

THE RULES OF PLAY

- 1 The rules governing Interclub Billiards and Snooker shall be the same as set down by the WPSA and the IBSF (sept 95). Their official handbook on the rules is obtainable from the Canterbury Referees Association at a cost charge.

RULE 3

DRESS CODE

This rule applies to Premier Snooker only

- 1 Dress trousers and dress shoes and basically one coloured collared shirt. Sponsors or club logos are acceptable but not names or numbers. Unacceptable are; Jeans, Corduroys, Track suits, Jandals, Sandshoes, Sandals, Running shoes, Slippers, Beachwear, Roll neck pullovers, or T shirts.
- 2 Any violation of the dress code by a player must be brought to the attention of the offending team before that player plays. That player then has an opportunity under Rule 7 to get dressed appropriately.
- 3 If the offending team elects to play this player and a complaint is made and the complaint is upheld the whole team will be disqualified for that result

RULE 4

REFEREEING OF MATCHES

- 1 It is the responsibility of the host club to supply referees for Interclub games and to ensure that the best facilities are made available to visiting clubs. However, members of either team can and should officiate in this capacity by mutual agreement if no other referee should be available.
- 2 All decisions of the referee must be accepted as final.

RULE 5

VENUE OF PLAY

- 1 The venue of matches is set by the Association at the beginning of the season and must be adhered to. If for any reason a club cannot strictly do so, they may notify the secretary of the Association at least 48 hours prior to the match and request permission to play elsewhere

RULE
6

DEFAULT BY PART OR WHOLE OF A TEAM

- 1 If a player becomes unavailable at a late stage and cannot be replaced by an emergency, a team may default the three games without team disqualification.
- 2 If a player is going to be a bit late check the draw on the result card and list that player as the one not drawn to play first. However, as soon as a frame finishes that player would have to be available to avoid losing a frame by default.
- 3 If a team has only one player available at 7pm the opposing team can claim a team disqualification. Sportsmanship should apply.
- 4 A team may not default more than one player without incurring a team default (unless a player has started and for some reason the player cannot continue)
- 5 Playing an emergency according to Rule 9 (1) or 9 (2) or 9(3) or 9(4) will result in disqualification of that player. However if Rule 9 (5) or 9 (6) is not adhered to, a team default will result.
- 6 A team default automatically becomes a 9 - 0 win to the opposition. See Rule 6(1), 6(3), 6 (4), & Rule 11 (3).

RULE
7

THE ORDER OF PLAY

- 1 Participating clubs shall nominate their teams and appoint a captain to each. Emergencies should also be listed
- 2 Players including playing reserves can be named in any order on a night but must be listed on the result card before play commences. (Home team lists their names, then the visitors list their names)
- 3 The draw is based on a two table format. This means two players must be available at the official start time of 7pm. See 6(3)
- 4 The draw on the result card must be followed. If a player is not available to play when scheduled by the draw then the opponent can claim the frame by default. (except if that player is playing or refereeing on the other table)
- 5 If both teams agree then 3 tables can be used
The draw on the result card must be followed.
- 6 If a player is going to be a bit late see 6(2)

RULE
8

TIME OF STARTING PLAY

- 1 Matches shall commence as promptly as possible to the official start time of 7pm
- 2 If a team has only one player available at 7pm see rule 6
- 3 Only two players have to be present at 7pm as long as they comply with rule 6

RULE
9

EMERGENCIES AND THEIR USE

- 1 It is desirable that names of all emergencies for teams be listed with team entries prior to the commencement of the season. If, however, a team is short of a player and no official emergency is available for replacement, any financial member of the club concerned may be used to fill in providing that he is eligible to play for the grade that requires his services. However, once an emergency plays three matches in the whole event regardless of which team they play for then a current annual CBSA player subscription must be paid
- 2 No player, whether financial or otherwise, may represent (even as an emergency) more than one club at the same code (that is, a billiards player at billiards or a snooker player at snooker) during the entire extent of the Association season. A billiards player may play snooker for another club and vice versa.
- 3 A regular player or named reserve of a team may be used as an emergency in a higher grade only.
- 4 A player who is not a regular of any team may be an emergency only if he is ungraded or is ranked lower than who he is replacing.
- 5 If an emergency is credited with 6 wins for any team he automatically becomes a regular member of that team. Any wins that were at a higher grade still, will still count. eg If an emergency becomes a regular of higher graded team but had also won 4 games for an even higher graded team, then two more wins for that latter team will make him a regular of that team.
- 6 If a player becomes a regular of a team they cease to be a regular of any other team
- 7 No team may play three emergencies in one match without incurring team disqualification from that match. Only the top three players listed on the official nomination form are recognised as regular team members, with the rest as emergencies except in the event of an emergency filling a position on a regular basis through absence of one of the original players, he will be regarded as a regular after winning 6 games for that team, but must play behind the player he replaced

RULE 10

POINTS FOR INTERCLUB COMPETITIONS

- 1 Each win gained by a player shall be awarded one point by the Recorder for the Association.
- 2 Each default granted shall earn the opponent one point.
- 3 Disqualification of a team, either immediate or at a later stage, shall automatically be recorded as a 9 - 0 win to the opposition

- 4 A late result, deemed so because of the failure by the winning captain to ensure its delivery according to the deadline indicated on the official result card, shall incur a one point penalty to the winning team. The date and time indicated by the Post Office franking machine on the card containing the result shall be deemed as official and cards arriving late but carrying an earlier postmark will be accepted without penalty. The result may be emailed but is expected to be on time, and be a scan of a result card so that a completed signed result is still received
- 5 No points are awarded to a team on the occasion of it drawing a bye.

RULE 11 INTERCLUB RESULT RETURNS

- 1 The responsibility to ensure that the official result card is returned to the Recorder rests with the winning team and its captain.
See Rule 10 (4).
- 2 The captain of each team should check that names, positions, scores and breaks are accurately recorded before signing the appropriate place on the official result card. If an inaccurate result sheet is returned, the infringing team or teams may suffer disqualification at the discretion of the Association (repeated offences will certainly incur disqualification).
- 3 In the event of a team default the opposing captain must fill in the appropriate particulars on an official result card and post same to the Recorder before the official deadline or incur a one point penalty
See Rule 10 (4).
- 4 In the event of a play-off , the successful teams captain must ensure that an official result card is filled out and returned to the Recorder

RULE 13 AFFILIATION FOR INTERCLUB COMPETITIONS
OR CANTERBURY CHAMPIONSHIPS
Only clubs affiliated to the Canterbury Amateur Billiards and Snooker Association may enter for Interclub competitions.

RULE 14 APPEALS AND GENERAL BUSINESS

- 1 Any participating club, team or player has the right of appeal on decisions made, but these must be channelled through their club delegate to the Association.
- 2 Exceptional circumstances pertaining to an Interclub competition or championship infringement should be brought forward as an appeal. These will be considered by the Association at their next meeting and any alteration to points registered will be authorised if found necessary.
- 3 All general business and correspondence from clubs to the Association must be made only through their delegate to the Association, or their Billiards or Snooker committees. The Association cannot recognise any complaint, appeal, etcetera, from any other members of affiliated clubs.
- 4 Interclub members, particularly captains, should observe the composition of their opposing teams and, where an anomaly occurs, should register an appeal through their delegates on the off-chance that the

Association's Recorder might not observe same.

RULE 15 AUTHORITY OF THE ASSOCIATION

- 1 The rules governing Interclub Billiards and Snooker and Canterbury Championship play may be amended or added to at the discretion of the Association.
- 2 The Association reserves the right to alter the composition of any team or of any result according to the preceding rules.
- 3 The Association reserves the right to adjust any anomaly it may find has occurred, whether within the rules or outside.
- 4 Mutual agreements between team captains which are contrary to the Interclub Competition and Championship Rules will not be recognised by the Association.