



Byfleet & District Billiards & Snooker League

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Founded 1946

Rules (revised at AGM July 2006)

Constitution

1. TITLE

The league shall be known as "Byfleet and District Billiards and Snooker League" (hereinafter referred to as "the League").

2. OBJECTIVES

The League shall be affiliated with The English Association for Snooker and Billiards (hereinafter referred to as "the E.A.S.B.") and The Surrey Snooker and Billiards Association. It shall contribute towards the objects of those bodies by serving the interests of the games of Billiards and Snooker and those who play them in the Locality. To that end the League shall:

- a) promote team and individual knock-out competitions:
- b) sponsor teams and/or players in competitions promoted by other bodies:
- c) actively encourage the pursuit of the highest possible standards as regards play, refereeing, accommodation and sportsmanship:
- d) secure appropriate publicity for its aim, activities and successes, and those of its constituents.

3. OFFICERS

The Officers of the League shall comprise the Chairman, General Secretary, Treasurer, Match Secretary and Competitions Secretary (herein collectively referred to as "the Executive Committee"), and the President.

4. ELECTION OF OFFICERS

Except as laid down in Rule 5(a), the members of the Executive Committee shall be elected only at the Annual General Meeting or an Extraordinary General meeting called specifically for that purpose.

Nominees (with their written consent if absent) shall be proposed and seconded from the floor, and in the event of more than one nomination for any particular Office a ballot shall be conducted.

An Annual General Meeting shall also have power to appoint an honorary Auditor or Auditors and to elect as Vice - Presidents any persons considered to have rendered distinguished or valuable service to the League

5. MANAGEMENT

- a) The Management of the League shall be vested in the Executive Committee who shall have power to appoint an Assistant Secretary, a Publicity Manager, and such other functionaries as may be considered beneficial to the conduct of

League affairs. The Executive Committee shall also be empowered to co-opt, with effect only till the next General Meeting, a replacement for any Officer who by retirement, resignation or otherwise may be deemed to have effectively relinquished his duties as such.

- b) The President and any other person appointed in accordance with Rule 5(a) shall be ex-officio entitled to attend and vote at all meetings of the Executive Committee.

6. COMMITTEE MEETINGS

- a) League Committee Meetings will be held at approximately 2 monthly intervals during the season on the dates indicated on the fixture list. Delegates from affiliated clubs should attend and all present including other members from such clubs, may vote on any motion. Five persons, including not less than three members of the Executive Committee shall constitute a quorum.
- b) The Executive Committee, as such, may meet by direction of the Chairman, or General Secretary. Three Officers shall form a quorum, and the Chairman shall have the casting vote.

7. GENERAL MEETINGS

- a) The Annual General Meeting shall be held during the close season to consider the Annual Report and Accounts and conduct election in accordance with Rule 4, and to consider any other resolutions which shall have been placed upon the agenda. Notice shall be sent, together with copies of the Agenda, to reach the appointed Representatives of each affiliated club not less than 7 clear days before the date fixed for such Annual General Meeting.
- b) If a quorum is not present within 30 minutes of the time appointed for the Meeting, it shall be declared adjourned to a date fixed by the Chair. Those present at such adjourned Meeting shall constitute a quorum and may conduct the business of the Meeting.
- c) An Extraordinary General Meeting shall be convened by decision of the Executive Committee, or by the Chairman or the General Secretary not more than 28 days after the receipt by him of a written Requisition signed by the appointed Representatives of not less than five affiliated clubs, notices and an Agenda being served as at Rule 7(a).
- d) If a quorum be not present within 30 minutes of the appointed time for the meeting, it shall be dissolved.
- e) At all General Meetings twelve persons entitled to vote shall form a quorum. Voting except for the election of Officers in accordance with Rule 4(a), shall be by a show of hands, and the Chairman of the meeting shall in the case of equality of votes be entitled to exercise a casting vote. No person other than an Officer or a registered player shall be entitled to vote at a General Meeting.

8. ALTERATION OF RULES

The Constitution and Competition Regulations of the League shall not be subject to repeal, amendment or addition except by Resolution passed at an Annual General Meeting or an Extraordinary General Meeting convened especially for that purpose.

9. AFFILIATION AND REGISTRATION

- a) A club applying to the League for the first time, or after a lapse of a season or more shall, if deemed necessary, be inspected by officers from the Executive Committee. Any report on such inspection shall be given, in confidence, to the Executive Committee.

- b) Affiliated clubs shall appoint a representative to attend to the registration of players and serve as a delegate at league meetings. A copy of these rules must be available at each affiliated club.
- c) A player competing in any team event must be a bone-fida member of the Club he represents or a Junior as indicated in Rule 9(d), which shall be regarded for all League purposes as his "home" club. A single registration shall cover Billiards and Snooker, but a player may represent one Club at Snooker and another at Billiards but shall not otherwise transfer his registration during any one season.
- d) JUNIOR PLAYERS
For the purpose of this rule "Juniors" refers to players under the age of 18 years. In each team, subject to each home club's rules, one junior player will be allowed providing they are registered by the club they are representing. If a team including a Junior is playing at a club where they are prohibited it is the visiting teams responsibility to select a suitably qualified replacement.
- e) Registration Fees shall be non-returnable, but other dues paid in accordance with Rule 10 may be refunded at the discretion of the Executive Committee in special circumstances. The Executive Committee shall also be empowered to refuse or cancel any registration, or to withhold the award of any prize or trophy, in the event of non-payment of dues or for other good and sufficient reason(s) which shall be furnished on request.

10. SCALE OF FEES

Registration	£2.00 per player
Team Entry	£15.00 per team (Billiards or Snooker)

Competitions

Snooker Championship	£3.00 per player
Snooker Divisionals	£3.00 per player
Billiards Championship	£3.00 per player
Billiards Handicap	£3.00 per player
Snooker Pairs Handicap	£6.00 per team
Jersey Triples Handicap	£9.00 per team
Over 50's Snooker Shield	£3.00 per player

11. LEAGUE STRUCTURE

- a) The League Billiards and Snooker team tournaments shall be conducted on a basis of separate Divisions graded by merit, and within each Division all teams shall play "home" and "away" matches against all others. The entries for each tournament shall as far as possible be equitably distributed between the number of Divisions made up, in accordance with Rule 14(d).
- b) In either tournament the number of teams entered in any one Club shall be limited to twice the number of tables approved in accordance with Rule 9(a) for simultaneous match play, up to a maximum of eight.
- c) The Snooker League shall commence as directed by the Executive Committee, and the Billiards League shall commence the week after the last Snooker fixture. All matches shall be arranged to commence not later than 19.45 hours on Thursday evenings.

12. LEAGUE FIXTURES

- a) All matches shall be played on the date specified in the fixture list unless unavoidably postponed. The Match Secretary shall be notified immediately of

postponed matches, which shall be played off at the earliest possible date. Inability to field a complete team shall not of itself constitute a valid reason for postponement without the prior agreement of the Match Secretary and the opponents concerned. In the event of a postponed match the non offending team shall offer a choice of three alternative dates within the next 28 days but not all in the same week. A team then defaulting on the offer shall be deemed to have conceded the match. All games, however, must be completed before the date of the final fixture of the League concerned.

- b) The Executive Committee shall have the power to order any postponed matches to be completed before the next meeting and to withdraw from the competition any team defaulting on three or more fixtures. Offending teams shall be liable to forfeit maximum points to opponents in respect of unplayed fixtures: alternatively the Executive Committee may declare null and void those already played or make such other decision as appears to be just and expedient under the circumstances.

13. MATCH CONDITIONS

- a) Team matches shall commence nominally at 19.45 hours, each game being between a pair of opponents selected by lot. Games as drawn may be played in any agreed order, but in the event of a commencement on this basis being impossible by or before 20.00 hours a fresh draw shall be made giving priority to those team members present. Either team having no member present at 20.00 hours shall be liable to forfeit the first game to their opponents and a team unrepresented by or before 20.30 hours shall be deemed to have defaulted and may be penalised in accordance with current E.A.S.B. Rules, a copy of which must be on display or available in the Billiard Room of every affiliated Club. All matches must be played using Super Crystalite Balls or Tournament Champion Balls.
- b) Each game shall be controlled by a competent referee to be found by the "home" team unless otherwise agreed.
- c) Except in the Premier Division a League Snooker Match consists of four players each playing one frame against their opponents. In the Premier Division a team normally consists of 3 players playing 2 frames against the same opponent i.e. 6 frames. However 4 players are allowed, 2 of the 4 only playing one frame.
- d) A Billiard team shall consist of 3 players playing 150 up in Division One, 120 up in Division Two and 100 up in Division Three. Should insufficient time be available for completion of the last game, play should cease at a time to be mutually prearranged at least 15 minutes beforehand and the player who is leading at the closure shall be deemed the winner. If the scores are level the next score or forfeit shall decide.
- e) No team may field any player who is ineligible under Rule 9 (c or d). Players may not play for more than one team in the same division. Players may not play for more than one team on the same night. Players having already had 4 matches in a higher division may no longer play in a lower division without prior consent from the League Executive Committee during any one season. Players may transfer to a higher division but after 4 matches the rule above comes into play. Any Club breaking the above rule will forfeit all points for that particular match. Complaints as to unsuitable playing conditions, allegations of unfair practice and disputes of any kind may be submitted to the League Committee for arbitration.
- f) Note: In accordance with E.A.S.B. Rules all refereeing decisions are binding and must stand.

- g) Where any member of the League be prevented from entering any Club from which they are barred, the Team/Club playing such a member must send a reserve player to take his place on such occasions.

14. LEAGUE RESULTS

- a) The official Result card, properly completed and signed by or on behalf of both captains, shall be forwarded by both teams to reach the Match Secretary not later than the Tuesday following the match. Persistent delay in the notification of results shall render a team liable to such penalties as the Executive Committee shall determine.
- b) One point shall be awarded for each frame of Snooker.
- c) In the the Billiard League a player scores one point for every 50 points scored in Division One and one point for every 40 points scored in Division Two. In Division Three one point is scored for reaching 40, two points for reaching 80 and three points for reaching 100. In all Divisions a bonus point is awarded for winning the whole match i.e. the maximum that can be scored is 10 points.
- d) In the event of a tie on points at the end of the season, the teams shall play a deciding match or matches on a neutral territory. In a Snooker play0off all frames shall be played to a finish and a draw shall be decided on aggregate points. The black ball shall be respotted if the scores are still equal.
- e) Promotion and relegation between Divisions shall be on a "two-up: two-down" basis, excepting that vacancies arising for any reason may be filled by new.
- f) admissions, additional promotions or otherwise as the Executive Committee, at its pre-season meeting shall think fit.
- g) In the event of a team withdrawing from the League after the season has started all of the match points won and lost by such team will be void.

15. KNOCKOUT COMPETITIONS

All registered players shall be entitled to compete in the Leagues knockout Competitions which shall be played as directed by the Executive Committee. Finals shall be played on a neutral table at a date set by the Executive Committee who shall also appoint a Referee.

Entries shall be invited for:

- a) The Snooker Championship - to be decided by the best of 3 frames in all rounds prior to the final, which shall be played as the best of 5 frames.
- b) The Snooker Pairs Handicap - all rounds to be decided by the aggregate score of two frames subject to a handicap of points to be marked at the commencement of the game. The players alternate in breaking off and when only the black remains the first score or foul ends the frame. The black ball is only respotted if the score is equal at the end of the second and final frame.
- c) The Divisional Championship Trophies to be decided by the best of 3 frames in all rounds.
- d) The Jersey Triples Snooker Handicap - between teams of three players, each playing one frame against an opponent drawn by lot and subject to a handicap of points to be marked at the commencement of the match. All frames to be played to a finish and the match decided by the aggregate score after the three frames. Teams may call upon the nominated reserve and a Club may enter any number of teams, but any individual who has played for a team in any round of the competition shall not subsequently play for any other team. Team Captains shall be responsible for making arrangements, in accordance with Rule 15.
- e) The Snooker Singles Handicap - all rounds to be decided by the aggregate

score of two frames subject to a handicap of points to be marked at the commencement of the game. The players alternate in breaking off and when only the black remains the first score or foul ends the frame. The black ball is only respotted if the score is equal at the end of the second and final frame.

- f) The Billiards Championship - to be decided by 1 game of 200 up duration in all rounds prior to the final which shall be played over a time period of 90 minutes.
- g) The Billiards Open Handicap - all rounds to be played as one game of 200 points subject to handicap of points received or owed, and marked at the commencement of the game.
- h) The Maurice Poulain Over 50's Shield - to be decided over the best of 3 frames of snooker for players over the age of 50.

16. TROPHIES AND PRIZES

All League and Individual Championships and Handicap Cups are Challenge Trophies and cannot be won outright. Replicas and other additional prizes will be awarded at the discretion of the League Committee, who shall be empowered to suspend the competition for any trophy in the event of lack of support.

17. THE MISS RULE

From the 2005/6 snooker season, in all divisions of the Byfleet and District League the referee will only call a 'miss' if a player fails to hit a ball on when there is an unimpeded path to the ball(s) on. If snookered a 'miss' will not be called if the referee considers a genuine attempt has been made to hit the ball on e.g. the cue ball travels past the snookered ball and is reasonably close taking into account the ability of the player concerned and/or the situation. An example of this is failure to hit a pack if 14 reds if snookered while the 15th red is in open play but is in a dangerous position.