



THAMESIDE SNOOKER LEAGUE



(ESTABLISHED 1991)

RULES AND CONSTITUTION.

July 2023

LEAGUE CONSTITUTION

- 1) The League shall be known as the THAMESIDE SNOOKER LEAGUE and exists to promote competitive snooker between all eligible registered teams and team members.
- 2) There shall be a Committee appointed at the AGM to oversee the day-to-day running of the League which shall include the following officers: -
Chairman, Vice-Chairman, Secretary, Treasurer, Results Secretary, Tournament Secretary, Handicap Secretary and Committee Member(s).
- 3) All Committee members shall be allowed to vote at Committee meetings other than the Chairman, who shall only exercise a casting vote when necessary. Any queries regarding any aspect of the League shall be directed in writing/email to the Committee.
- 4) There shall be an Annual General Meeting held on the first available convenient Wednesday following the completion of the season's fixtures, at a venue to be advised to all teams. This shall be open to all registered players, but only one vote shall be allocated to each team represented. Any team not represented at the AGM shall not be permitted to register for the coming season without the agreement of the Committee. All Committee Members are allowed their own vote and the Chairman can exercise his/her vote in the event of a tie. Committee must abstain from any committee originated proposed motions. Chairman will maintain his/her vote in the event of a tie.
- 5) Any proposed changes to the League Rules not originating from the agenda of the AGM must be submitted in writing/email to the Committee no later than 48 hours prior to the AGM.
- 6) There shall be a Special General Meeting held if at any time the Committee by majority deem it necessary, or a quorum (two-thirds majority of participating Captains) request it. The Committee shall give fourteen days written notice of any such meeting to all team Captains eligible to attend, with details of the exact time and place involved.
- 7) There shall normally be a minimum of three Committee Meetings during the year; the date, time and venue to be agreed by all members of the Committee.
- 8) Any decision(s) made at an AGM, SGM or Committee Meeting shall be final and binding on all registered teams and their players. No amendments may be made to the League Rules other than at one of the aforementioned meetings.
- 9) Any complaint(s) regarding any aspect of the League shall only be considered if submitted by any League member in writing/email to the Committee within seven days of the incident(s) giving rise to such complaint(s). In all cases the decisions and actions of the Committee shall be final.
- 10) All financial transactions which debit the League's funds must be reported in the treasurer's accounts summary. The Treasurer must report the current account at each Committee meeting and AGM.

- 11) All holding trophies shall remain the property of the League but are the responsibility of the team or individual holding them. All individual trophies may be retained and owned by the player(s) to whom they are awarded. It is the winner's obligation to return any holding trophies to the Tournament Secretary by the end of the Finals. If a Trophy has not been returned by then, then there will be a 5 point deduction from that person's team league total for the start of the following season.

REGISTRATION OF TEAMS AND PLAYERS

- 12) All players may legitimately be registered with the League providing they comply with the rules stipulated elsewhere herein, but any player(s) under 18 years of age must receive the express permission of any club at which they are playing prior to the match taking place.
- (i) No registered professional players may play in the League.
 - (ii) All players under the age of 18 years of age must be supervised by an adult whilst representing their respective teams.
- 13) All Players eligible for registration with the League shall be bona-fide members of clubs represented by teams registered with the League. Players currently banned/barred from their home club are NOT permitted to represent that club in any League Sanctioned Competition, this includes the League, Cups, Singles or Doubles competitions. They may resume playing when the club sanction is lifted, and if the committee deem it ok to allow them to return to the league.
- 14) Any application to register a team with the League shall be directed in writing/email to the Committee for approval at the next available Annual General Meeting. Each team shall pay the current League Registration Fee for each Player. Each team shall register its Team name, Captain, Venue details and all the players on the Application Form provided by the Committee. Teams must register by/at the AGM, late registrations thereafter will be subject to a £10 fine. Applications received after 31st July will not be accepted. Unless otherwise approved by the Committee. New Teams to the league must require a majority vote at the AGM.
- 15) The registration of any individual player(s) when the season commences shall not take effect until:-
- (i) The Committee has received a written/email application from the player's Team Captain together with the current registration fee, per player being registered, either by cheque made payable to the THAMESIDE SNOOKER LEAGUE, bank transfer or cash.
 - (ii) Any consultation with other Committee Members which is considered necessary has taken place and it is confirmed that the player(s) may take part in the League.
 - (iii) The above must be submitted/completed by 8pm on the previous Saturday to be able to play the following Wednesday.
 - (iv) Former league players can register at any time during the season but new players can only register up to the 31st December.
- 16) Players may transfer team / club once up to the 31st of December, and pay the full registration fee. They will then not be allowed to move to another team / club until the end of that season. Unless with approval from the Committee.

LEAGUE MATCHES

- 17) All matches shall be played on Wednesday evenings in strict accordance with the Fixture List distributed by the Committee, unless otherwise agreed by the committee and opponents in the event of extenuating circumstances. Matches shall commence at 7.30 p.m. Should any team be unable to commence on time, a penalty of one point shall be imposed by the Committee, followed by an additional penalty of one point for every further fifteen minutes by which the match is delayed.
- 18) Each team shall consist of six players, and each individual player shall play two consecutive frames of snooker against one player from the opposing team. The order of play regarding the first five players on either team shall be drawn or otherwise decided by the opposing Captains prior to play commencing. However, the sixth player may be named at any time up to 8.30 p.m. Once entered on the line-up, these players names shall stand. Unless agreed to amend by BOTH Captains.
- 19) Any team not fulfilling a fixtured League Match shall be penalised by four points from their League total and have twelve points awarded to their opponents. Any team failing to field the full six players shall forfeit two frames for each absent player. Where frames are won or lost in this manner a walkover must be declared on the Website to avoid inaccurate handicapping.
- 20) All matches are to use the Players' allocated Handicap at the time of the fixture and play in strict accordance with the rules of the Billiards and Snooker Control Council.

There are 2 exceptions to this: -

- (i) The "miss" rule does not apply in the Thameside Snooker League.
- (ii) No player shall deliberately smash the pack of reds open from the break off shot or his/her 2nd visit to the table. Deliberate smashing of the pack of reds with no concern to where the cue ball lands the league considers unsporting and will result in frame forfeit.
- 21) It is the duty of the Home Team to ensure that League Match results and Henton Group Stage results are entered onto the League website before 8 p.m. on Thursday, immediately following the match. For Henton/Johnson Team Knockout matches the Home Team shall be responsible for notifying the result secretary via email/phone/whatsapp by 8pm on the Thursday following the match. Should this rule not be complied with, the following action will be taken:-
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| On the first occasion: | The captain involved shall be informed by means of a reminder posted on the League website in the penalties section. |
| On the second occasion: | The Captain of the Team involved shall receive an email reminder from the Committee. |
| On the third occasion: | The team involved shall forfeit three points from their overall League total. |
| On subsequent occasions: | The team involved shall forfeit one point from their overall League total. |
- 22) It is the duty of the away Team to ensure that the completed Result entered by the Home Team on the website for their match is correct, they have up until 8pm on the Friday immediately after the match to report an error to the Results Secretary by email/phone. If they fail to do so the result will stand as entered. An accurate record of all League and Cup results, including those of individual players, is to be kept by all Captains in case of dispute.

- 23) Wherever possible, all referees shall be provided by the home side, but alternative arrangements may be made with the consent of both Captains.
- 24) Any observation relevant to a certain match should be entered in the section marked "Article" on the League Website Result event form or alternatively emailed to the Committee. All normal rules regarding complaints (see rule 9) shall apply in these cases.
- 25) Any frames not completed by Club closing time shall be declared null and void and entered as such on the website results form as 0-0 walkovers.
- 26) Three teams will be relegated, and three teams will be promoted from their respective divisions. However, this will be at the discretion of the Committee depending on the number of teams entering or leaving the League. Final League placings will be ranked by Points, Wins, Draws, Losses, Head to Head Wins, Head to Head aggregate frames.
- 27) To avoid scoring issues, the scoreboard should always have the home team on top and the away team on the bottom.
- 28) The use of Mobile Phones whilst playing or refereeing is not allowed. If reported to the committee, there will be a 2-point deduction, per occasion, that a player or referee uses their phone.
- 29) Participating team players from either side who have NOT already played their frames are prohibited from practicing while the match is in progress, this is deemed as unsporting and as such, shall be marked on the card as a walkover.
- 30) If any captain is in doubt as to whether any of his or her players are allowed into an opposing team's club, it is that captain's responsibility to ensure that those players are permitted to play at the relevant venue prior to the match taking place. Any frames lost due to a player being refused admission to a club cannot be reclaimed.
- 31) Results entry must include the team v team frame result and the players roster with the relevant frame scores and number of breaks that qualify. Highest Break values that qualify must be entered with the Player Name and Break value entered into the 'Article Section' of the result.

THAMESIDE LEAGUE HENTON CUP AND PLATE CUP

- 32) The Henton Cup shall consist of 2 phases, the first being a Group Qualifying round subject to normal league regulations involving 12 frames. The top 2 in each designated group plus any best others totalling 8 teams to progress to the team knockout phase, see Rules 33 to 36. Then another 8 Teams adjudged by Group Position and best losers not qualified for the Henton Cup will enter the Henton Plate Knock Out.
 - i) The Groups will drawn randomly by the committee with 2 committee members present
 - ii) Normal League regulations govern all group stage fixtures i.e 12 frame format with 6-6 draws
 - iii) Handicap adjustments, high breaks and breaks over will count in all group stage fixtures
 - iv) Final League placings will be ranked by Points, Wins, Draws, Losses, Head to Head Wins, Head to Head aggregate frames. Uneven Groups will have their points multiplied on a points accrued per game basis to compare vs other bigger groups.
 - vi) Normal League result entry by the home team is required which follows the same time lines as a regular League Fixture.

THAMESIDE LEAGUE HENTON/PLATE CUP – KNOCKOUT ROUND

- 33) Each team shall consist of six players as for League Matches, each player shall play two frames against his or her opponent. The Winners and best runner-up (if applicable) will get a home draw for the next round. Fellow qualifying Group participants as far as possible will be kept apart until the Final. The Plate competition will rank the highest placed teams then the runners up using the same principle as the main competition and will receive home advantage, those from the same groups will be kept apart until the final as far as possible. The referees for the Finals in the Henton and Plate competitions shall be neutral volunteers appointed by the League Committee. Home team must report the result of KO match (win/loss) to the Results Sec no later than 8pm on the following Thursday.
- 34) No handicap adjustment, high breaks or breaks over do NOT count in the knockout stage.
- 35) In the event of a 6-6 tie, the captains from either side will nominate a member of their team to play a 1 Frame decider off the relevant player handicaps.
- 36) In the event of a Team not arriving on time, penalty clause Rule 17 shall be invoked.

JOHNSON TEAM CUP KNOCKOUT

- 37) Each team shall consist of six players as for League Matches, but each player shall play one frame rather than two against their opponent.
- 38) No Handicap adjustments/high breaks or breaks over qualify for this tournament.
- 39) Prior to the match commencing, the total difference in handicaps between the two teams shall be established and recorded. Each frame shall then be played on level terms and the initial handicap difference adjusted as necessary during the match, according to the frame scores.
- 40) Frames 1-5 shall be played as scratch games with no handicaps up to and including the final black and shall cease as soon as the black is potted or fouled, even if this leaves the overall scores level. Only if the overall scores are level after the final black has been potted in frame 6 shall those players participating in that frame play a re-spotted black. The Team scores are to be recorded for each match.
- 41) Frames 1-4 may be played on separate tables, but the last two frames must be played consecutively on one table.
- 42) Before Frame 5 begins the Captains must add up all the points from each match to that point and add the handicap difference to check the point deficit/surplus at that point. Frame 5 then begins at 0-0 like frames 1-4. Before the final frame, the points must be re-calculated, the applicable start put up on the scoreboard before frame 6 starts. The Captains can agree to concede at any point during frame 6 if they both so choose.
- 43) Any team failing to field 6 players for any Team Knockout match shall be disqualified.
- 44) All Johnson knockout matches will commence at 7:30 p.m., irrespective of number of tables. In all other cases the rules applicable to normal League matches shall also apply to Johnson Knockout matches as far as possible. The HOME team must report the result (win/loss) to the Results Sec no later than 8pm on the

following Thursday. The referees for the Final shall be neutral volunteers appointed by the League Committee.

SINGLES AND DOUBLES RULES

- 45) All competitions are open to all current active players as long as they are registered for league play prior to the competitions start date.
- 46) A random draw by the committee will be held to decide all competition draws, there must be at least 2 committee members present during the draws. When the draw for each round is completed, it is the duty of all players to contact their opponent(s) to establish a mutually acceptable date for the match. If the match has not been played by 2 weeks of the deadline it is the duty of both players to inform the Competition Secretary of arrangements.
- 47) All matches shall be played to the League Handicap which is reported by the Competition secretary for each round. It is the duty of all players to check that the correct handicaps are being used. Each round shall be the best of five frames, except for the Semi-Finals and Finals, which shall be best of seven frames. The Open Scratch Singles Competition shall be played to the same format but without handicaps.
- 48) Losers to pay table charges, or table expense shared by agreement prior to the match, except in the case of Finals, which shall be held at a neutral venue and paid for by the League.
- 49) Should any player(s) under 18 be drawn to play at a club where they are not permitted (see rule 12), the match must then be rearranged at an alternative mutually acceptable venue.
- 50) Any result not notified to the Match Secretary by the closing date for each round will result in neither player(s) going through to the next round.

DRESS REGULATIONS (APPLIES TO ALL LEAGUE AND INDIVIDUAL COMPETITIONS)

- 51) There is no formal dress code enforced by the league, but it is the Captain's responsibility to ensure their team complies with the venue's dress code. Teams failing to adhere to a venue's dress code will get no leniency from the league for a late starting match or a failure to play a match due to being denied entry to a venue, it will be considered a forfeit with the penalties associated therein.

HANDICAPS

- 52) The Handicap Secretary shall be responsible for implementing and regulating League Handicaps. The decisions of the Committee shall be final in all matters relating to handicaps, unless overruled at any of the meetings mentioned in Rule 8.
- 53) Any player joining or re-joining the League is to be admitted with a fair handicap to the player's ability within the League having been assessed by the captain as per rule 56, up to a maximum of +8. Where a player is rejoining the League, they may not re-join at a handicap higher than they previously held and they should only be put back in at their old league handicap, **if it is still a fair assessment of their ability.**

Handicaps shall be calculated in two-point multiples, up to a maximum of +28, as follows: -

Each and every frame played in League Matches and Henton Cup group stages shall be counted towards the player's new handicap when it is reviewed. The aggregate frame difference shall be used to calculate the new handicap by simply adding it to, or subtracting it from, the player's existing handicap. E.g. A +14-player winning 8 frames and losing 4 (aggregate of plus 4) will obtain a new handicap of +10. A Scratch player winning 3 frames and losing 9 (aggregate of minus 6) will obtain a new handicap of +6.

- 54) Handicaps shall be reviewed and adjusted at various agreed dates by the committee. Players shall be informed of, and use, the handicap applicable at the time of the fixture. Handicaps for Doubles Matches shall be calculated by halving the combined handicap difference. E.g.

Pair 1: Player "A" handicap = +14 Pair 2: Player "A" handicap = +6 Player

"B" handicap = -6 Player "B" handicap = -20

Combined handicap = +8 Combined handicap = -14

Difference in combined handicaps = 22 points

Half this difference = 11 points

Therefore Pair 1 receive an eleven-point start.

- 55) Any Player whose handicap is found to be unfairly high could forfeit all points won up to that time by him or her back to the start of the season, the points are then awarded to their opponents, this will also include any points accrued in the Henton Cup Group stages. This will be at the committee's discretion. They shall have their handicap altered to a level considered suitable by the Committee. Any Team wishing to question an individual's handicap must indicate it on the result form on the website or email the committee within 7 days of the match, so that the committee can act accordingly.
- 56) Team Captains are responsible for their player's handicaps, and it is imperative that they ensure all handicaps of new or re-joining players are accurately assessed before being submitted to the league.