

RULES & REGULATIONS – 2016 - 2017 Men's Winter Snooker League

All decisions will be at the discretion of the Team Captains and League Officials and are said to be binding on a majority vote of said members here to be known as "The Board"

Board members: Mike Paxton - Stats Nigel Nott - Treasurer

Team Captains: John Barnfield, Brent Bond, Bob Bryntwick, John Kirchknopf, Dave Landau, Terry Morrison, Nigel Nott, Mike Paxton

Captain's Duties

- Notify and/or provide players with current schedules
- Advise players of fees and have each of them pay at the bar. 3 copies of receipts...1 to you, 1 to the bar and 1 to the blue box. If a copy is NOT in the blue box, we have no proof that you have paid!!!! \$80.00 by Dec. 31st.
- Prizes for winning teams and a dinner at season's end. Captains will NOT be liable for non-payment of fees of team members.
- Make all players aware of current Rules and Regulations of the Men's Snooker League.
- Appoint an ALTERNATE to assist, or fill in, for the regular captain in his absence. This will be done at the start of the season and the alternates made known to the Board by Oct. 1.
- All game sheets to be filled in showing attendance with absentees and put in blue box.
- Record all "Tickies" on the score sheet and make sure all "Tickies" have been paid for prior to a player departing. The "Tickie Totals" will be emailed and posted on the bulletin board weekly.
- **Captain's responsibility** - Tables to be brushed each night before play.

The Legion will have an override on the lights. They will turn them on at 7PM . The captains are responsible to tell the bar steward when the games are over and we are responsible to cover the tables when done.

Rules of Play

- Start time is designated at 7:00 p.m SHARP. Any deviation will be subject to scheduled players being present, table availability and mutual agreement of the Team Captains involved.
- All games will be completed at the discretion of players playing or the team captains. (any more than 3 hooks needed, the game is over). After all reds are gone, the game is over at Yellow when opponent has 40 points; at Green with 38 points up; at Brown with 35 points up; at Blue with 34 points up; and at Pink with 32 points up.
- Push shots are allowed. If a ball is touching an object ball, player must shoot away from that ball as if it had been struck.
- Only players currently playing on tables can decide what is or what is not a scratch.
- If a ball is touched by any object or clothing prior or during a shot, a foul occurs, regardless of the ball in question moving or not.
- Players not playing can ask about a scoring mistake for the game in play. Non-agreement on fouls can be decided by the captains on each team. Some minor offences should be overlooked.
- A coin will be flipped by the Team Captains' (or Alternates). Winner to determine first break and/or select first. and will alternate for break and player selections for the remainder of the games. 4th Game, team breaking determines the order.
- Tie Games – break will be decided by a coin toss. Player order to remain the same.
- 10 red balls per game.

Attendance

- All players are asked to advise their Captain (or Alternate) if they are going to be absent or late on their game night. Team Captains are to advise each other as to absent or late players. Late players must be present for the Start of the 4th game or they are ineligible to play that evening. Every player MUST play one game by the 4th game.
- **Replacements:** If one or more of your players is absent, the captain must attempt to find a spare(s) with the same or higher handicap. If unsuccessful, he may select a spare(s) with up to a 10 point handicap difference. The spare's handicap will be reduced by the difference in handicap of the replaced player and the spare. Both teams short 1 player - the opposing captain selects 1 of the 2 highest handicapped players from the other team to play Game 6.

Fee Structure

- Any and all team members may resign at any time without penalty, however, fees prepaid will only be considered for refund for the following reasons: health; employment restrictions or financial hardship. Any decision will be at the discretion of the Board by vote.

Scoring

- Point Formula: 4 players must play any 2 games.
 - 3 players - team will forfeit 1 singles game. The 2 highest handicapped players names are put on a piece of paper. The opposing captain will select 1 name. That player selected will play 3 games, the other 2 players will play 2. Eliminate game 6 (singles). Don't forget, everybody has a handicap.
 - 2 players - team forfeits 2 games and each must play both doubles.
- In playoffs, if you are tied 3-3, a 7th game must be played(doubles). Any 2 players can be chosen. A coin flip will be used to determine break. The loser of the coin flip determines the order of play. If a player cannot play in any round, the captain may select a player with an equal or higher handicap from another team in the SAME category unless they are playing against each other or on the other table the same night (see Replacements above). If a replacement is not found, that team will lose a singles game and they must use the highest handicapped player in 3 games. Playoff team is disqualified if more than 2 spares are required to field a team.
- **Only Playoff Winners Payout This Year: Top 3 teams, High Run player and High Tickie Player are all prize winners.**