

Crowborough & District Billiards & Snooker League

2009 – 2010 season guide

Contents: Contacts, rules and explanatory notes for the miss rule

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Crowborough & District Billiards & Snooker League rules

- 1 **Rules:** may only be altered at the AGM, (or an EGM where specific matters have been referred from the AGM) to be held in July each year, when all matters concerning the conduct of the coming season will be discussed.
- 2 **Officers:** to be elected at the AGM. These will consist of President: Vice Presidents: Chairman: Vice Chairman: Treasurer: Secretary: Match & Results Secretary.
- 3 **Committee:** consisting of at least ONE member from each club, may meet during the season to arbitrate in any disputes and generally administer the league. THREE (3) members to form a quorum.
- 4 **Competitions:** subject to sufficient entries will consist of Snooker league/ leagues, cup and others, to be decided at the AGM. Winter league entries must be submitted in writing to the league secretary 7 days before the AGM.
- 5 **Prizes:** Winning of competition teams will hold the trophy for 1 year and the name/names of the winning team will be engraved on the respective trophy. In team competitions, members who have played 75% or more of the matches will each receive an engraved trophy. Prizes will be given for the highest break made in all divisions of the snooker league, the minimum-qualifying break will be 25 points. Breaks in Knock Out competitions and cups, will not qualify.
- 6 **Entry Fees from Clubs for teams:** will be decided at the AGM prior to the season. All fees must be paid by November; failure to meet this deadline will incur a 50% fine.
- 7 **Snooker League Matches:**
 - (a) Tuesday League (when played) will consist of a 3-man team from a maximum of 6 registered players, playing 3 singles and 2 doubles matches. Pairings of the singles to be made by drawing names, doubles will be players 1 & 2 then players 2 & 3.
 - (b) Thursday League will consist of a five-person team from a maximum of 10 registered players. **Registration will be accepted as the first 10 representatives entered on submitted team results cards for the season. Any additional representatives required to replace lapsed registered players must have the approval of the League Committee.** Games are to be of one frame each and matches will start at 7.30 pm. 10 minutes are allowed between games, after which the team with the player available to start may claim the game. Thus at the beginning of the match the first game may be claimed at 7.40 pm and subsequent games 10 minutes after the end of the previous game. Pairing of opponents; the home captain will enter their five names on the card in the order in which they wish them to play and the away captain will then pair up their team and play each frame in the order shown on the card. Frames may be forfeited as above and the away team may concede any frame if they so choose.
 - (c) Should either League be divided into 2 divisions then the 3-match rule will apply. **See Appendix. No player may play in more than 1 match on the same date.** Any infringement of the above rules will incur a 5-point deduction from the team concerned for each infringement.
 - (d) **Players must be a member of a club that is participating in the League. This will apply to all competitions. U18 players whose parents have an Affiliated or Associate club membership of a club in the League will be accepted as a League player.**
- 8 **Winners:** 1 point will be awarded for each game won; a 4 – 1 result would count as 4 points to the winning team and 1 point to the losing team. The team scoring the most points during the season will be adjudged the League winners. Should 2 or more teams tie on points won, then the League title will go to the team with the most winning matches.
- 9 **Postponements:** A minimum of 24 hours notice must be given, except in the case of severe weather conditions. Failure to give the correct notice period will incur a five point deduction. **All postponed matches from the first half of the season must be played within one week of the half-way point of the season. All postponed matches from the second half of the season must be played within one week of the end date of**

the season. When a match is postponed, both team captains must notify the Match Secretary in advance of the date on which the match was to be played. Any postponed matches should be re-arranged as quickly as possible. **Failure to play matches within the given timescales will result in the postponing team forfeiting all five points to the opposing team.**

10 Laws: The Rules of Billiards & Snooker will apply to all games.

11 League Result Cards: It is the responsibility of the winning team captain to send the match result card to the Match Secretary as quickly as possible, but within seven days of the match. Failure to do so will incur a deduction of two points for each late card.

Result cards must be submitted to the Secretary electronically via email and filled out in full.

12 Presentation Night: This will be held as soon as practical after the end of all league and competition games.

Crowborough & District Billiards & Snooker League rules appendix

3 Match Rule: If a player plays 3 games for a team in Division 1 he/she is then tied to that team for the rest of the season unless he/she applies to the League Committee for a re-instatement as a Division 2 player. Similarly, if a player plays 3 games for a Division 2 team, he/she is then tied to that team, but may play up to 2 games in a Division 1 team without losing his/her Division 2 status. Once he/she has played 3 games for a Division 1 team he/she then becomes tied to Division 1.

Referees: The home team will supply a referee for all games. The home team score will always appear on the top i.e. spot.

Knock-Out Competitions:

- (a) The team or individual player at home must contact his/her opponent and make all of the arrangements for the match, including a mutually agreed time, booking of the table and the provision of a referee and a scorer if possible.
- (b) Any dispute over time, venue etc., must be submitted in writing to the League Secretary who will submit the case to the Committee for ruling.
- (c) Semi-Finals of individual competitions will be played at the home venue.
- (d) Starting times to be agreed by individual players or team captains, the late start rule will still apply.
- (e) Finals of all KO competitions are to be played on neutral tables unless agreed by the 2 players or captains otherwise.
- (f) Entries for all KO competitions will be open and not restricted to regular members of the league teams, but the entrant must be a registered member of a league club.
- (g) It is the responsibility of the winners to inform the competitions secretary of the result as soon as possible, any matches not played by the set date will automatically mean that both players, or teams, will be eliminated from that competition.
- (h) In both the snooker individual and doubles competitions, all rounds except the semi-final and final will be the best of 3 frames. The semi-final and final will be the best of 5 frames. The toss will be made at the start of the match only. Thereafter players will break off alternately.
- (i) In the doubles competitions, the pair winning the toss has the option of breaking or playing second. The break having been made, the second pair may choose their order of play thus the pair playing second determines the order of play.
- (j) Snooker Team KO (Sussex Express Cup). Teams to consist of 5 a side. To be played at the venue of the first named team. Matches to start at 7.30 pm, late starts will incur the same penalty as in the league rules. Team captains will decide the order of play by tossing a coin, the winner will have the choice of naming or matching the first player, thereafter the players will be matched on an alternate basis. Thus: 1st frame, home team (winning toss) decides to place a players name on card, away team then provides an opponent. 2nd frame, away team places name on card, home team provides opponent, and so on.

Crowborough & District Billiards & Snooker League – Miss rule explanation

This is the definition of a **miss** from section 2 of the official rule book for snooker:

Rule 2.20:

A miss is when the **cue-ball** fails to first contact a **ball on** and the **referee** considers that the **striker** has not made a good enough attempt to hit the **ball on**.

Section three of the official rules gives more detail:

Extract from the official rule book	Relevant corresponding extracts from referees' explanatory notes
<p>Section 3, rule 14: Foul and a Miss</p> <p>The striker shall, to the best of his ability, endeavour to hit the ball on. If the referee considers the Rule infringed, he shall call FOUL AND A MISS unless only the Black remains on the table, or a situation exists where it is impossible to hit the ball on. In the latter case it must be assumed the striker is attempting to hit the ball on provided that he plays, directly or indirectly, in the direction of the ball on with sufficient strength, in the referee 'S opinion, to have reached the ball on but for the obstructing ball or balls.</p> <p>(a) After a foul and a miss has been called, the next player may request the offender to play again from the position left or, at his discretion, from the original position, in which latter case the ball on shall be the same as it was prior to the last stroke made, namely:</p> <ul style="list-style-type: none"> (i) any Red, where Red was the ball on (ii) the colour on, where all Reds were off the table, or (iii) a colour of the strikers choice, where the ball on was a colour after a Red had been potted. <p>(b) If the striker, in making a stroke, fails to first hit a ball on when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, the referee shall call FOUL AND A MISS unless either player needed snookers before, or as a result of, the stroke played and the referee is satisfied that the miss was not intentional.</p> <p>(c) After a miss has been called under paragraph (b) above when there was a clear path in a straight line from the cue-ball to a ball that was on or that could have been on, such that central, full-ball, contact was available (in the case of Reds, this to be taken as a full diameter of any Red that is not obstructed by a colour), then:</p> <ul style="list-style-type: none"> (i) a further failure to first hit a ball on in making a stroke from the same position shall be called as a FOUL AND A MISS regardless of the difference in scores, and (ii) if asked to play again from the original position, the offender shall be warned by the referee that a third failure will result in the frame being awarded to his opponent. <p>(d) After the cue-ball has been replaced under this Rule, when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, and the striker fouls any ball, including the cue-ball while preparing to play a stroke, a miss will not be called if a stroke has not been played. In this case the appropriate penalty will be imposed and:</p> <ul style="list-style-type: none"> (i) the next player may elect to play the stroke himself or ask the offender to play again from the position left, or (ii) the next player may ask the referee to replace all balls moved to their original position and have the offender play 	<p>Section 3, rule 14: Foul and a Miss</p> <p>When it is impossible to hit the ball on:</p> <p>This can also be known as 'Ball on impossible to be hit' or, as some call it, the 'Impossible lie'. To satisfy the rules, the shot should be such that its direction and strength would have produced a good chance of contact with the 'ball on' if the obstructing 'balls NOT on' had not been there.</p> <p>An example of this is practice is if the Cue Ball is on the brink of a corner pocket, totally hemmed in by Pink and Black with Red the 'ball on'. If the striker plays the Cue Ball straight into the pocket, which limits the penalty to four rather than six or seven, a foul and a miss should be called as this is not a reasonable attempt at hitting the 'ball on'.</p> <p>However, be aware that the shot doesn't necessarily have to be direct. A cute player could invent a most sophisticated six cushion escape route with a lot of side which would be extremely difficult to contest if challenged. It is therefore advisable to be doubly sure of one's ground before adding "and a Miss" to the call of "Foul" and, if such a call is not fully justifiable, the unfortunate player should be afforded the benefit of the doubt.</p> <p>3.14.(a) iii - In putting the Cue Ball back, one re-creates the position that existed immediately after the last fair shot and, if that shot was a potted Red, the player concerned has the choice of six colours at his disposal. His choice of colour for the first attempt - deemed a Miss and therefore void - has no bearing whatever on any second or subsequent attempts and, indeed, if he hit the wrong colour on the first attempt, he is quite entitled to choose that as his colour for the second and play exactly the same shot again. Players should bear this in mind when deciding whether or not to have the White put back!</p> <p>3.14.(b) - The last 11 words of this paragraph can be of considerable importance as most players will only have absorbed the part about</p>

again from there, and
(iii) if the above situation arises during a sequence of *miss* calls, any warning concerning the possible awarding of the *frame* to his opponent shall remain in affect.

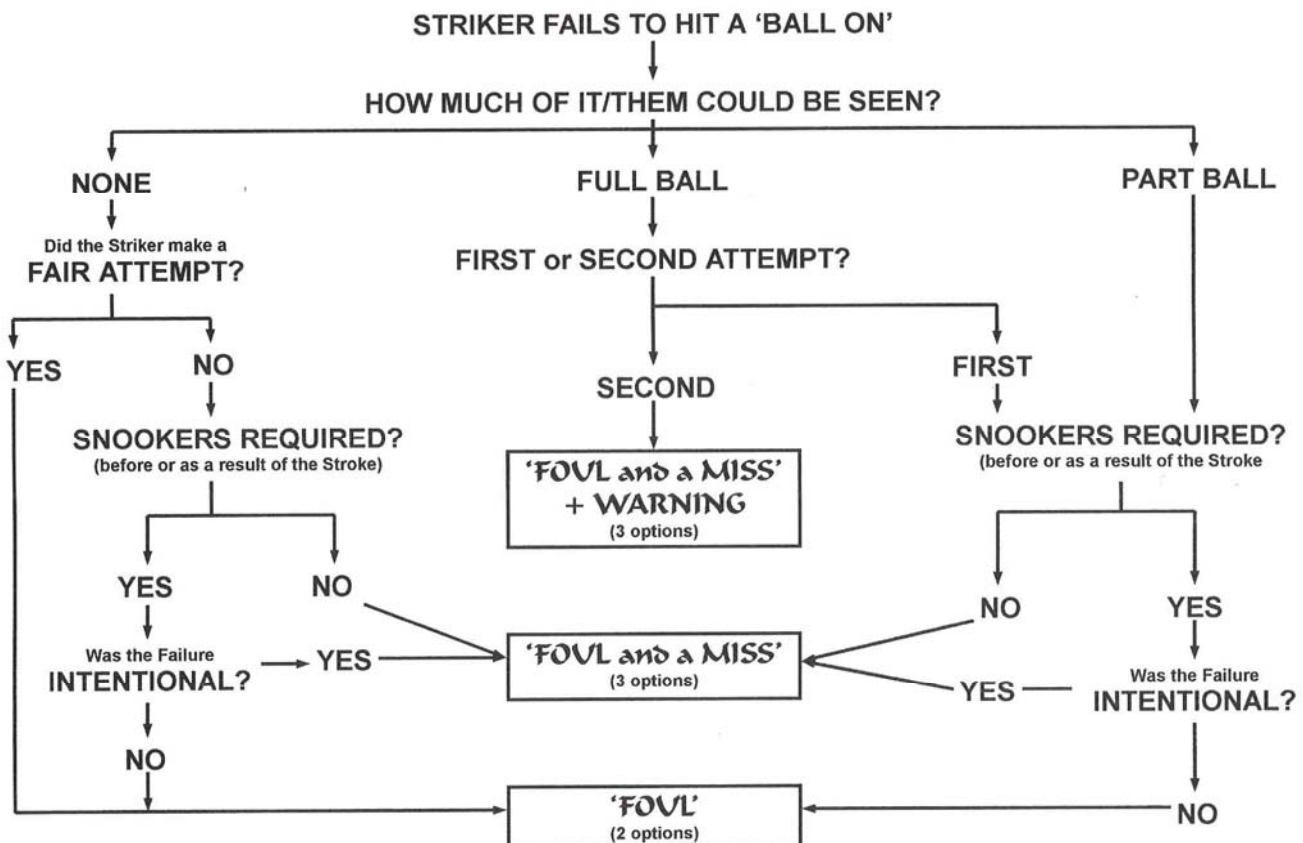
- (e) All other *misses* will be called at the discretion of the *ref.*
- (f) After a *miss* and a request by the next player to replace the *cue-ball*, any object balls disturbed will remain where they are unless the *referee* considers the offending player would or could gain an advantage. In the latter case, any or all disturbed balls may be replaced to the *referee's* satisfaction and in either case, colours incorrectly off the table will be spotted or replaced as appropriate.
- (g) When any ball is being replaced after a *miss*, both the offender and the next player will be consulted as to it's position, after which the *referee's* decision shall be final.
- (h) During such consultation, if either player should touch any ball in *play*, he shall be penalised as if he were the *striker*, without affecting the order of play. The ball touched shall be replaced by the *referee*, to his satisfaction, if necessary, even if it was picked up.
- (j) The next player may ask if the *referee* intends to replace balls other than the *cue-ball*, in the event that he should ask for the *stroke* to be played from the original position, and the *referee* shall state his intentions.

'needing snookers' (or penalty points). Take a situation where the Striker comes to the table 36 points behind with one Red left and he's badly snookered behind the Yellow on its spot. The Red is against the top cushion and he's almost certain that, whatever he does, he won't hit it so, because he 'needs snookers', he just prods the Cue Ball out from behind the Yellow and leaves it against the side cushion on the Baulk line, i.e. not within 9 feet of the 'ball on'. The player's intention was obviously one of damage limitation with no thought whatsoever of getting anywhere near the Red and the Referee would be quite in order calling "Foul and a Miss" because the failure was 'intentional'. This example could equally be applied if the Striker was the player 36 points in front, but a miss should not be called if the striker did make any attempt to go for the ball on.

Highlighting (e) opposite; this is usually deemed to apply to Misses where no part of the 'ball(s) on' can be seen. It CAN be used, though, in any case where a player makes absolutely no attempt, but Referees should never forget that all Misses are Fouls anyway and the opponent will always have the option of asking the offender to 'go again'.

This flow-chart may make be useful in understanding the rule, but don't forget you can't take it to the table with you.

APPLYING the 'FOUL and a MISS' RULE (3.14)



SRA EXPLANATORY NOTES

OPTIONS: 1—Non-Offender takes his turn or 2— asks the Offender to 'Go Again' from where the balls have come to rest or 3— asks the Referee to replace the balls to their original positions for the Offender to re-take the stroke.