Ballarat Billiards and Snooker Association Inc. (A0013494V)

BY-LAWS (Incorporating Rules of Play)

1. Billiards and Snooker seasons

The calendar year will be divided into two seasons, snooker and billiards. The championships and handicap championships in each discipline will be played during or immediately after each season.

Players who have supplied their email addresses will be notified of the starting dates for each season and the closing dates for team entries. Captains must submit team entries at least 14 days prior to the commencement of each season, with a list of likely players (team lists can change as allowed by these by-laws).

2. Format for team matches

Matches will be predominantly on Thursday evenings, with play on Tuesday if effected by public holidays or other special circumstances.

The home team is responsible for having the tables prepared before the match begins. No player may practice on the table after 6.45 p.m. Prior to the commencement of play visiting players may play a few shots to gauge the pace of the table. The team list, played in handicap order, must be submitted before 7.00 pm. Play will commence at 7.00 pm on two tables. The home side can choose which matches are played on which tables. Players 2 and 3 will play first, followed by players 1 and 4.

Walkovers in the first round may be claimed if either player is not ready to start by 7.15 pm. Walkovers in the second round may be claimed if either player is not ready to play within 15 minutes of the completion of the first round match on that table; or in the case of a first round walkover where the second round player is not ready to play by 7.15 pm. Walkover matches in snooker will score 75 – 0 for each frame and walkover matches in billiards will score 250 – 0 (irrespective of the handicaps of either player). Where walkovers are given, the available players will play, in handicap order, from the number 1 position down, with walkovers being given from the number 4 position up.

Where a team walkover is given, the team receiving the walkover must submit a score sheet with player's names filled in (for handicapping purposes). If there is no score sheet, no points will be awarded. (amended 1/5/2012). Team walkover in snooker will result in 8 points for the team receiving the walkover, no points for the team giving the walkover. (amended 22/1/2013)
Team walkover in billiards will result in 10 points for the team receiving the walkover, no points for the team giving the walkover.

3. Snooker (amended 11/7/2024)

Matches will be three frames. A toss of the coin will decide who breaks and the break will then alternate from frame to frame. Home team will referee frames 1 and 3, visitors will referee frame 2 (unless mutually agreed otherwise). One point is awarded for each frame won.

The player with the lowest handicap will play off scratch e.g. Fred's handicap is 5 and Bill's handicap is 12) so Bill gets 7 points start each frame. Fred will start each frame on zero and Bill will start each frame on 7). The maximum start any player will give or receive is 30 points per frame.

Matches will start on both tables concurrently, with a 30-minute timer set as the players break in the first frame. Each frame is over when the 30-minute timer sounds. Any time remaining on the timer when the frame is over may be "banked" and added to the next frame. The timer must be paused at the completion of a match and started again when the next frame starts. When the timer goes off play is paused while the 30 minute timer is started again. If the scores are tied the players will play a respotted black to decide the frame. Players may only take a comfort break between frames, any other break will be a standard foul if the player is not in the room ready to play his shot.

The second round does not commence until both of the first-round matches are finished.

Player handicaps will be adjusted weekly. -2 points for each frame won and +2 points for each loss. Maximum weekly change will be + or – 5. The Score registrar may also make further adjustments for players with obvious incorrect handicaps. If a player plays off the wrong handicap (as opposed to what is published on the web site) the game will be forfeited regardless of the win/loss margin.
Handicaps will be frozen with two rounds remaining. Ie for the last 2 rounds handicaps will NOT be adjusted. (amended 30/1/2025)

4. Billiards(amended 11/7/2024)
Players will string for break. The player with the lower handicap will play off scratch (e.g. Fred's handicap is -100 and Bill's handicap is +50 so Bill gets 150 start. Fred will play off zero and Bill will play off 150). Matches will be started concurrently on both tables with a timer set to 80 minutes. Players may ask the referee to stop the clock if they need a comfort break, except in the last 10 minutes, in which case it will be a standard foul if the player is no in the room ready to play his shot. (amended 10/112015)
Each game is a timed game of 80 minutes plus two more visits per person after the bell goes. (a visit being one or many scoring shots to make a 'break') .

- If a player is in the middle of a break the remainder of that visit counts as their first visit.
- If a ball is in motion when the bell goes and it is NOT a scoring shot, it does NOT count as their first visit.

The referee should announce before each visit - player 1 visit 1, player 2 visit 1, player 1 final visit and player 2 final visit.(amended 11/7/2024) The home side will referee the first 30 minutes, the visiting team the next 30 minutes, and the home team the last 20 minutes. Two points are awarded for each match won (1 points for a tie), plus two bonus points for winning the night. In the event of two wins for each team points scored will decide the bonus point. In the event of a tie each team will score 5 points.

The timing clock must NOT be visible to players during the game. Players are NOT allowed to check the clock or ask the referee to see how much time is remaining. If a player does, the referee will declare a penalty (2 points) and the opposition player may spot the balls if they wish. This rule can also apply if a player pauses to check a mobile phone or other timing device during their visit. Obviously if there is a wall clock in the room a player can glance up at it. Referees are NOT to tell players how much time is remaining. (amended 11/7/24)

Player handicaps will be adjusted weekly. -5 points for each frame won and +5 points for each loss. Maximum weekly change will be + or – 5. The Score registrar may also make further adjustments for players with obvious incorrect handicaps. If a player plays off the wrong handicap (as opposed to what is published on the web site) the game will be forfeited regardless of the win/loss margin.

5. Registration and qualification of players.

Players must become members of the association by completing the appropriate membership application or renewal form, and by paying the appropriate membership fee (Life members are exempt). Premiership points scored by players who are not members of the association will be forfeited. Teams may use “fill-in” players once only per season without them having to join the association. Players who have played 4 or more games for a team during the current season will be eligible to play for that team in the finals.

This rule does not over-ride any club’s internal policies. A player who may be eligible to play under BBSA rules may be declared ineligible by any club’s management for any reason e.g for being unfinancial or for disciplinary reasons.

6. Transfers and Fill-ins

Players who are financial members and play for a team, may fill in for other teams during the season (not finals), even if this means playing on both Tuesday and Thursday. Wins recorded when filling in for teams other than your own will not count towards the Henry Evans trophy; wins and losses when playing for another team will not count towards re-handicapping; matches played filling in for other teams will not count towards eligibility for finals or the championship. (Amended 8/7/2014)

Players may transfer (as opposed to filling in) between different teams and between different venues until they play 4 games for any one team, in which case they will have qualified for the finals for that team and cannot transfer for the remainder of that season (but can still fill-in for other teams). In exceptional circumstances players having already played 4 or more games for one team may apply to the registrar to transfer to a different team, or may apply to represent a different team in the finals. The registrar will decide if the transfer is in the best interests of the competition, and may approve it at his discretion. In the case of either team being the registrar’s team, this decision will rest with the most senior committee person not from the registrar’s team or the teams involved.

Players may freely transfer from one team to another for different seasons.

7. Playing fees (Amended 21/7/2022)
Weekly player fees will be set down for time to time by the association (currently $12 per player per match). Players must pay on the night. $5 of the $12 collected will be paid, on the night, to the venue. The remaining will be returned to the association by the winning team's captain, together with the score sheet, to Peter Oates at 18 Pinevale Way 1, Ballarat North Vic 3350. Alternately you may deposit the funds into Commonwealth Bank BSB 063-502,0080-0140, Account name Ballarat Billiards and Snooker Association. The score sheet **must** be emailed to nevilleharty34@gmail.com before 11:30 pm on the night of the competion. Teams who give walkovers are required to pay $12 for each position where they give a walkover (it is the responsibility of the captain to ensure this happens). (amended 18/1/2012)

8. Dress code
During each season, neat casual attire including a plain shirt with a collar is required. A small BBSA team logo and/or BBSA logo is permitted. Small brand logos such as a Nike tick are acceptable. It does NOT allow for tops with non snooker logos on them, including tops with pool logos and tops with logos of other sports. (amended 18/1/2012) Strictly no singlet or tank tops, work clothes or work boots, thongs or other open toed footwear, tracksuit pants, caps or hats. If shorts are worn, they must have pockets and a fly – board shorts and similar are not permitted. (amended November 2015) NOTE: this is the minimum standard. If some venues have their own higher standard, that higher standard will apply for matches played at that venue. The onus is on players to be aware of the requirements at each venue.

Team captains are responsible for ensuring that their players conform to the dress code. Penalty: players who do not conform to the dress code will forfeit their match.

Finals dress code: dark dress pants, dress shoes and a plain shirt with a collar are the minimum standard required. No logos other than the BBSA logo or your BBSA team logo is allowed.

9. Finals
The top four teams after the home and away season will play off in the finals. If teams are tied on points, a count back on percentage of points scored versus points against will apply. The final four will play off under the Page system. The teams who finish 5th and 6th on the ladder will referee the semi-finals. The loser of the second semi-final will referee the preliminary final. The loser of the preliminary final will referee the grand final.

Players may not reschedule Finals matches. Starting times and walkover conditions for finals matches are the same as for round-robin matches. Matches will be played in the order 2 and 3 in the first round, followed by 1 and 4 in the second round. A toss of the coin shall decide which captain nominates which matches will be played on which tables. (For snooker, in the event of a 6-6 result the number 1 player from each team will play a deciding frame).

Where a team has one or more qualified players unavailable through injury or exceptional circumstances they may apply to the registrar to play an unregistered player. If the registrar's

team is involved in the final the decision to grant or deny this request will rest with the most senior committee member not involved in the final.

10. Protests

Any team desiring to protest any other team for any reason whatsoever, shall forward to the Secretary within 72 hours after the occurrence of the event being protested, a notice setting forth the grounds of the complaint, together with a $10 protest fee. The secretary will, as soon as possible, forward a copy of the protest to the captain of the opposing team, and, in the event of the protest concerning an individual player, a copy of the protest to that player as well. The Associations rules covering “disputes and mediation” will govern the process for handling the protest. If the protest is found to be frivolous the $10 fee will be forfeited – otherwise it will be returned.

11. Tournaments

The association will run billiards and snooker championships each year, during or shortly after each season, and handicap tournaments in billiards and snooker, in as many grades as it sees fit from time to time. The current fee for entry into tournaments is $10. (amended 1/2/2024) The dates of these events will be included in the draw for each season, together with the closing date for entries. Players need to play at least four matches during the season to be eligible to play in the championship or handicap tournament (two matches if the tournament is held midway through the season). Tournament draws will include the dates, times and locations for all matches, and conditions of play, which may include a requirement for losing players to referee the next round. Failure to fulfil referee duties disqualifies entry into the next tournament. (amended 1/2/2024) Under exceptional circumstances the draw can be altered with the agreement of both players and the approval of the registrar. Dress code for handicap tournaments is neat casual. Dress code for championship matches is as for pennant finals. ie dark dress pants, dress shoes and a plain shirt with a collar are the minimum standard required.

Players who do not conform to the appropriate dress code will forfeit their match.