Bendigo Billiard & Snooker Association 0

BY-LAWS

Bendigo Billiard & Snooker Association

Incorporated: A0018246K

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1. Primary By-Law:

1.1. These By-laws may only be altered by majority vote at an Association General Meeting.

2. Definitions

2.1. Billiards

2.1.1. A game is played between a pairing of players over an amount of time

2.1.2. A match is played between two teams with a cumulative result

2.2. Snooker

2.2.1. A game is played between a pairing of players over a set number of frames

2.2.2. A match is played between two teams with a cumulative result

2.2.3. A frame is a single game that lasts from the break until all balls are potted or a player concedes

3. Eligibility

3.1. To be eligible to play in BBSA competitions, a player must:

3.1.1. Be a member of a club within the Association.

3.1.2. Be registered by your club to play in competitions, including applicable fees.

3.1.3. Be a member of the Association.

3.2. Penalty for a breach of any of the above conditions is a loss of all game/frame points scored by that player.

4. Association Membership

4.1. To be accepted as a member of the association a player must complete a Membership application form & Agree to the Rules, Policies & Procedures of the Association.

4.1.1. The association may request members to complete an updated membership form.

4.2. A player ceases to be a member of the Association when they have not played competition for more than 2 years.

4.3. The Association may bestow Life Membership upon members who have provided

outstanding service to the Association over a number of years. Life Memberships must be approved at an Annual General Meeting.

4.4. Life Members pay no annual membership.

5. Annual Player Registration Fee's

5.1. The Annual Player registration fee shall be a sum fixed at the Association Annual General Meeting and payable prior to that player playing their first match of Billiards or Snooker each year.

5.2. The Current Annual Fee is $5 per player.

6. Commencement and Composition of Seasons

6.1. The commencement of the Billiard and Snooker seasons shall be decided by the Association.

6.2. Each team is to consist of four players as determined by the Association, who shall play as many rounds for the season as may be determined by the Association prior to the draw being made.

7. Night of Play

7.1. Snooker:

7.1.1. A Grade - Thursday

7.1.2. B Grade - Tuesday

7.2. Billiards:

7.2.1. A Grade - Thursday

7.2.2. B Grade - Tuesday

8. Registrations

8.1. 14 days prior to the commencement of each season's competition, each Club shall forward to the Secretary a list of its players in their teams.

8.2. Clubs shall also forward a list of club emergencies (who may play in any team/grade within that club) and Association Emergencies (who may play in any club/team/grade within the Association, provided they are not required by their home club).

8.3. Player registration will be valid only when all requirements by the Association have been met.

9. Clearances

9.1. Any player desiring to transfer to another club, team or institute after the season has commenced must apply for a clearance from the previous club. Note: this does not apply to clubs not affiliated with this Association.

9.2. Should such clearance be refused the player may make a complaint in writing to the Association.

9.3. Players are to notify the Secretary after obtaining a clearance at least 2 days prior to playing their first match.

9.4. No clearances will be dealt with by the Secretary after 10 rounds of competition. If transferring after end of one season and before the commencement of the next season then no clearance is required.

10. Captains

10.1. Official Team Captains will be named when registering teams. If that player is absent on a night of play then a proxy captain will be named on the night of play. This should be designated on the scoresheet with '(c)' next to the captain.

10.2. Captains have the responsibility to ensure that the Rules of Billiards and Snooker, this Associations By-Laws, and the Code of Conduct are adhered to. Failing to do so may result in penalties as decided by the Committee.

10.3. Attendance at captain's meetings shall be compulsory. Attendance may be by the captain, or in their absence, by any registered player in their team. Captain's meetings shall be requested at the BBSA committee's discretion.

10.4. Penalty of non-attendance at a captain's meeting shall be:

Billiards:	2 Premiership points
B Grade Snooker:	4 Premiership points
A Grade Snooker:	6 Premiership points

11. Charges for Games

11.1. Charges for players competing in home and away matches, finals (not including Grand Finals) and singles competition shall be decided at the Association's Annual General Meeting.

11.2. The current fee is $10 per player per night This fee shall be allocated as follows:

11.2.1. Home club: $5

11.2.2. BBSA: $2

11.2.3. Future Fund: $3

11.3. The home team is to be responsible for the collection and remittance of fees.

11.4. All money from venues of Grand Finals in Billiard and Snooker team competition are to be retained by the venue provided the tables are suitably prepared and markers are provided by the host club.

12. Future Fund

12.1. The BBSA Committee shall be entrusted with the authority to decide what the funds can be used for, provided the funds are only used for purposes that are to the benefit of the Association as a whole.

12.2. It will require a 75% vote in favour of all current members of the committee (not just who is present at a meeting) to release the funds.

13. Tables and Equipment

13.1. All Billiard tables and equipment in use in competition must be approved by the Association.

13.2. Host clubs shall have their tables brushed and padded/ironed before 6.55pm for all competition and championship matches.

13.3. Practice is permitted on competition tables up until table preparation.

13.4. Players may have up to 2 minutes to practice after table preparation provided it does not hold up the commencement of play.

13.5. If requested, the tables may be re-prepared between the first matches and the second matches.

13.6. Tables not in use for competition on the night of play in home and away matches may be used for practice by persons not in competition on the night, provided they do so in a courteous and respectful manor towards the competition matches and players, as judged by the competing team captains.

13.7. Pending availability, if a player requests to play or mark using Snooker balls with numbers (due to colour- blindness or other reason), the marker and players

must agree. Failure to do so will be deemed a Walkover.

14. Dress and Conduct

14.1. Home Club Rules must be followed by all players/spectators. These rules must be displayed clearly in the club rooms.

14.2. In Singlehanded competition and all Finals, players are required to conform to a dress code. Current Dress Code (S/H and finals):

14.2.1. Collared shirt

14.2.2. No thongs/bare feet

Failure to do so may result in loss of frame/match and be deemed a walkover.

15. Score Sheets (team entry)

15.1. Team captains must process requests for early or late games no less than 5 minutes before the starting time (as per by bylaw 15).

15.2. Prior to the commencement of the first game each night, a list of players, in order of handicap, shall be entered on the score sheet by the team captains no less than 5 minutes before the start of the first game.

15.3. The home captain will then allocate tables and playing order for the remaining matches. A random draw may be performed if preferred.

15.4. When players play out of handicap order, but their handicaps are correct, they will be handed the following penalty to be deducted from the match result:

15.4.1. Snooker
A Grade: 6 frames
B Grade: 4 frames

15.4.2. Billiards: 2 games

15.5. If after commencement of competition it is discovered that a player has been listed with an incorrect handicap, and consequently out of handicap order, they will be handed the following penalty to be deducted from the match result:

15.5.1. Snooker:
A Grade: 3 frames
B Grade: 2 frames

15.5.2. Billiards: 1 game

15.5.3. In Addition, for games/frames already commenced off the wrong handicap,

refer to Bylaw 23 for further penalties. For games/frames not commenced, the handicap should be corrected with no further penalties. The offending team must ensure this is communicated clearly to the statistician to avoid further penalties.

15.6. Two players on equal handicaps can change their positions if so desired. In the event of a walkover, players shall remain in their order on the score sheet.

15.7. To avoid two walkovers, where there is one player absent from each team, the captains shall move players up on the score sheet.

16. Starting Time

16.1. First round games must commence by 7.00pm unless an alternative time has been agreed to by both captains.

16.2. All players are to be in attendance by 15 minutes after the start time, unless prior notification to team captain or a forfeit will result.

16.3. After notification the latest stipulated time that a second-round player is eligible to play is 90 minutes after the start time for Billiards and Snooker. Second round games must commence as soon as possible. Offending players shall forfeit their games.

16.4. Requests for early or late games.

16.4.1. When a player wishes to have an early or late game (due to work commitments, family illness, unexpected circumstances etc...) then that player must notify his captain in advance, who in turn must notify the opposing team captain (no later than 5 minutes before the start when the score sheets are completed) and by mutual agreement between the team captains early or late games are then arranged PRIOR to the draw being completed.

16.4.2. Where no agreement can be reached (one player wants an early game and their opponent wants a late game) then a coin will be tossed to decide. As a result of this, one team will need to find an emergency or a walkover (forfeit) will be given.

17. Walkovers

17.1. A team giving a walkover in any games will not be credited with any game or score points for these games.

17.2. For the purpose of ladder calculations, the team receiving the walkover shall be awarded;

17.2.1. Billiards: One (1) game point and +50 points difference for that game.

17.2.2. Snooker:

17.2.2.1. A Grade: 3 frame wins if player is absent on the night. If a player is present but does not complete all frames for any reason, the unfinished frames shall be awarded to their opponent.

17.2.2.2. B Grade: 2 frame wins if player is absent on the night. If a player is present but does not complete all frames for any reason, the unfinished frames shall be awarded to their opponent.

17.3. Walkovers do not affect either player's handicap.

17.4. NO CHARGE is made for a walkover (No play, no pay).

18. Postponed Matches

18.1. If a player/team is prevented by unforeseen circumstances from playing a scheduled match, they must make every possible effort to reschedule/relocate the match. If the Committee is satisfied that every effort was made to reschedule but it wasn't possible, the Committee shall deem the match a draw.

18.1.1. For Billiards this means 2 game points each and a points difference of zero for each team.

18.1.2. For Snooker this means a frame score of 6-6 for A grade and 4-4 for B grade.

18.2. With regards to games played in high heat, teams should refer to the association heat policy.

18.3. In Regards to illness, the player who cannot complete their game shall be deemed to have given a walkover.

19. Score Sheets (completion)

19.1. Match results should be recorded on Association score sheets.

19.2. Entries should be legible, with names written in block letters.

19.3. All details must be completed (team names, venue, grade, scores, frames, date etc).

19.4. Captains should check the completed score sheet for accuracy and sign when satisfied. Score sheets cannot be altered after signing.

19.5. Once signed, either captain (or a member from one of the teams under the

captain's supervision) must take a photo of the completed scoresheet and send it directly to the statistician using SMS or email. This must be done on the night of competition.

19.6. The scoresheet must be retained at the home club until the completion of the season.

19.7. The scoresheet should be available to the statistician at any time without notice.

19.8. Incomplete details including result, signature, venue, grade, teams, date etc shall incur 1 game penalty (Billiards) and 1 Premiership point penalty (Snooker) for each team involved.

19.9. Failure to provide scoresheet to the statistician in a timely manner incurs 1 game penalty (Billiards) and 1 Premiership point penalty (Snooker) to the team of the infringing person, at the discretion of the Association's Committee.

20. Game Rules [Billiards & Snooker]

20.1. The Game Rules applied by the Association are the WPBSA Official Rules of the Games of Snooker and English Billiards: All venues should endeavor to have a copy of these rules on hand during competition games. They can also be found on the WPBSA website: https://www.wpbsa.com/governance/rules-of-snooker.

20.2. Rule Exception: Rule 14, Section 3: Foul and a Miss. If called, a marker may decline to replace the cue ball if he deems that too many balls have been disrupted to replace with any accuracy.

20.2.1. Formal Discussions: If either player would like to discuss a decision made by the marker regarding 'Foul and a Miss', they may ask for a discussion in a manor aligning with the code of conduct.

20.2.2. The 2 players and the marker may discuss the merit of the decision. The outcome shall be decided by the majority of the parties involved. External parties may only be consulted if the 2 players agree.

20.2.3. A Grade: This rule is compulsory. Please refer to the Guide provided to familiarise yourself with this rule. It is the club/captain/players responsibility to be familiar with this rule, both as players and markers.

20.2.4. B Grade: By 'gentleman's agreement', two opponents can opt not to apply "Snooker Rule 14 - Foul and a Miss" in its full capacity during their frames on the night. This must be done prior to the commencement of their first frame.

20.2.5. In doing so they are reminded that in the spirit of the rule, they must still make a genuine attempt to hit the object ball that is 'on' and failure to do so should still be deemed a foul and a miss by the marker and the cue ball should be replaced as per the official rule.

20.3. Time Wasting

20.3.1. Official Rules of Billiards and Snooker. Section 4 The Players subsection 1 states:

20.3.2. "If the referee considers that a player is taking an abnormal amount of time over a stroke or the selection of a stroke, he shall warn the player that he is liable to have the game awarded to his opponent."

20.3.3. Any further instance shall see the frame/game forfeited. Markers will be encouraged to call players on this rule.

20.3.4. Markers must be shown respect at all times, abuse should be reported to captains, and may be punished by the Committee.

21. Referees and Markers

21.1. The competing teams shall provide referees for all home and away matches and all finals matches (other than Grand Finals) and be responsible for the conduct of these games. Marking shall be divided evenly between the competing teams at the players' discretion (eg 20 minute intervals).

21.2. The host club shall be responsible for marking in Grand Final matches allotted to such club, otherwise forfeiting the match fees to the Association. The Association shall only appoint referees and markers where deemed necessary

22. Extent of Games (Home and Away)

22.1. Billiards - All matches shall be 80 minutes in duration.

22.1.1. If the cue-ball is struck prior to the conclusion of the game, then any score, fair or foul will count.

22.2. Snooker - All frames will count towards the match result (A match consists of all frames played on the night).

A Grade: All pairings will play 3 frames

B Grade: All pairings will play 2 frames

22.3. **"Mercy" Rule:** If at the completion of a player's visit to the table either player is behind by equal to or more than the sum of all remaining points available on the table

plus 10 points, the frame will be awarded to their opponent.

23. Handicapping

23.1. Markers shall start the lowest handicap player of the pairing off scratch, whilst their opponent shall start off the difference between the handicaps.

23.1.1. For A grade Snooker the maximum handicap advantage that a player can receive is limited to 30 points, regardless of the actual handicap difference.

23.2. 'First year' players shall be given a provisional handicap at the discretion of the Committee.

23.3. Players may be re-handicapped at the discretion of the Committee.

23.4. Players have one handicap regardless of which grade they play in.

23.5. Registered players' handicaps do not change when filling in for another grade.

23.6. For emergencies, all results will affect their handicap.

23.7. Registered players' starting handicap for each season must be no more than the maximum handicaps stated below. If a player has reached the limit and continues to lose, his handicap will remain at the limit. If such player then begins to win, their handicap shall be adjusted as per the normal guidelines as described below.

23.7.1. Billiards: Maximum starting handicap - A Grade: 320 B Grade: 380

23.7.1.1. Each win lowers a player's handicap by 10 points, conversely each loss increases a player's handicap by 10 points.

23.7.2. Snooker: Maximum starting handicap - A Grade: 35 B Grade: 50

23.7.2.1. Each frame win lowers a player's handicap by 2 points, conversely each frame loss increases a player's handicap by 2 points.

23.8. If a player plays off an incorrect handicap, which disadvantages the player's opponent at the start of a game/frame: and the offending player wins the game/frame, the win shall be forfeited and awarded to his/her opponent; and the offending player's handicap shall be subject to the normal handicapping procedure, with the adjustment being applied to the player's correct handicap.

23.9. If a player plays off an incorrect handicap which only disadvantages himself/herself at the start of a game/frame; the offending player's handicap at the start of the game/frame shall be deemed to be the player's new handicap, which

shall be subject to the normal handicapping procedure; and no forfeiture of points or other penalty shall be applied.

23.10. It is the responsibility of the individual player to know his/her correct handicap.

23.11. Clubs should endeavour to keep an updated handicap list in their rooms at all times, as supplied by the statistician.

23.12. The regularity of handicap recalculations will be determined by the statistician after consultation with the BBSA committee and may vary from season to season.

24. Ladder

24.1. The statistician shall be responsible for producing and publishing the ladder each week. Ladders will be determined by:

24.1.1. Snooker: Frames won = Premiership points, then countback of frames won in fixtures between the teams during the season, then highest individual break by registered player.

24.1.2. Billiards: Games won = Premiership points, then by points difference (calculated per night, and accumulated across the season, based on finishing score including handicap start), then highest individual break by registered player.

24.2. Walkovers are considered wins for the purpose of ladder calculations.

25. Player Regulations

25.1. Registered players (in either 'A' or 'B' grade) are only allowed to fill in for another grade within their club five (5) times within a home and away season.

25.2. Club emergencies must have played at least three (3) games throughout the season for that team in order to play finals.

25.3. Registered B grade players must have played at least three (3) games throughout the season for that A Grade team in order to play finals.

25.4. Registered players (in 'A' grade) may not play in finals in another grade. Teams are reminded that special consideration may be available from the BBSA committee.

25.5. Registered players (in either 'A' or 'B' grade) may not play for more than one team in the same grade. Penalty for a breach of any of the above conditions is a loss of all game/frame points scored by that player.

25.6. Association Emergencies are not eligible to play finals outside of their home club/team.

25.7. **Special Consideration:** If a team becomes aware that they will not have 4 qualified players for a particular final they must notify the Committee immediately. The Committee shall way up the level of fault that the team must be held to account, the quality of the player unavailable, and the possible alternative players. After such consultation, the Committee shall determine the appropriate alternative player (if any).

26. Finals

26.1. All finals will be played under the McIntyre Final Four system when more than four teams compete.

26.2. The top two teams in a four team competition shall play off for the premiership.

26.3. Teams finishing higher on the ladder shall have choice of venue for their final for all finals other than the Grand Final.

26.4. If 2 teams from the same club earn choice of venue in the first week of finals, then the team that finished top of the ladder has first choice, and the team that finished third can choose from any of the remaining venues.

26.5. The Grand Final shall be held at a neutral venue as determined by the Committee, unless 2 teams from the same club are competing.

26.6. Host clubs are to close down any spare tables while ALL FINAL matches are in progress.

26.7. Should a draw result based on games/frames won (and aggregate points for Billiards), then a random draw of the 4 player positions shall result in the playing of a single frame in snooker, and 10 minutes of additional play in billiards, to determine the winner.

26.8. For A Grade Snooker Finals, the first pairings shall play 2 of their 3 frames only. Then the second pairings shall play 2 of their 3 frames. Once completed the 3rd frames for all pairings shall be played.

27. Highest Break

27.1. A break shall be any score of:

27.1.1. A grade 30 & over (Billiards) 20 & over (Snooker)

27.1.2. B grade 20 & over (Billiards & Snooker)

27.2. All breaks must be recorded on the score sheet or they will not count.

27.3. A trophy is awarded for the highest break in each grade during the home/away season (billiards and snooker). Registered players from a higher grade and emergencies, are ineligible to win highest break in a lower grade.

28. Aggregate wins

28.1. A tally of wins shall be kept throughout the season. At the presentation night, a trophy shall be awarded to the player in each grade who has the most wins that season.

28.2. A tie shall be broken by the least losses, and then by: Billiards: most points scored in the season. Snooker: highest individual break recorded.

28.3. Walkovers do not count as wins with respect to aggregate wins for the season.

29. Presentation Night

29.1. A presentation night will be held during the year on a night to be determined by the Committee. Trophies are to be presented for Billiard and Snooker competitions.

29.2. Format for the night will be determined by the Committee.

30. Singlehanded Championships

30.1. Players must be members of the Association as defined by these Bylaws.

30.2. All singlehanded championships shall be played by elimination off scratch; i.e. without handicap assistance.

30.3. Times of play and seeding shall be decided by the Committee.

30.4. Both the Bendigo Billiard and Snooker Championships shall be contested between a number of players as determined by the Committee.

30.5. Neutral venues will be allotted by the Committee for all matches. Host clubs are to close down any spare tables while Semi Final and Grand Final matches are in progress.

30.6. Charges per game and entry fees shall be decided by the Association.

30.7. NO CHARGE FOR A WALKOVER.

30.8. Any player who fails to appear by 7:15pm, unless otherwise agreed to by both players and the host club concerned, shall forfeit his/her match.

30.9. Games must be played at a BBSA venue, unless alternative arrangements have prior approval from the Committee, otherwise both players will be disqualified.

30.10. Host clubs must provide markers, otherwise forfeiting the match fees to the Association. The Association shall only appoint referees and markers where deemed necessary.

30.11. Billiard games shall be:

Bendigo Championship	80 minutes
Final	120 minutes
'A' Grade	80 minutes
'B' Grade	80 minutes

30.12. In the event of a tie at the completion of the allocated time, play will continue for an additional 10 minutes.

30.13. Snooker games shall be:

Bendigo Championship -	best of 5 frames
Final -	best of 7 frames
'B' & 'C' Grade -	best of 3 frames
Final -	best of 5 frames

30.14. Women's and Junior Championships shall be played under a format as decided by the Committee from year to year depending on entries.

31. Inter-City matches

31.1. In all inter-city matches, any player of this Association who has played three competition games during the season shall be eligible for selection (determined on lowest handicap and availability basis).

31.2. The Committee shall determine the team based on player availability. The Committee reserves the right to appoint a team manager.

32. Stipends

32.1. The Statistician is entitled to a Stipend of $250 per financial year as compensation for their time.

33. Penalties

33.1. All penalties shall be imposed by the Committee. Any player or club may protest

any penalty imposed under these Bylaws. All protests shall be made in writing to the Secretary.

34. Complaints/Protests

34.1. Any player/team may make a complaint against any other player/team.

34.2. Wherever possible, Complaints must first be directed to the team captain for potential resolution.

34.3. If resolution is not possible, the complaint must then be directed to the clubs committee, before being directed to the Association Committee in writing. The Committee shall then make a decision on the matter.

34.4. Any player/team desiring to protest against the Committee's decision, shall forward to the Secretary of the Association (within a period of 72 hours of the Committee's decision) a notice of protest setting out the grounds thereof, together with a sum of $50 as a protest fee.

34.5. Such protest shall be considered by a neutral Subcommittee who shall have the power to call a Special General Meeting to deal with the matter.

34.6. If the Subcommittee deem the protest frivolous, the fee shall be forfeited and the plaintiff notified.

35. Unusual Situations/Amendments/Alterations

35.1. To resolve an unprecedented situation, the majority of the committee must consult. A decision will be made by majority vote.

35.2. Any requests for 'special consideration' must be made in writing to the Committee.

35.3. If required, an Association Special General Meeting shall be called without notice to resolve the situation or address the amendment/alteration.