1 ELIGIBILITY 2
2 MEMBERS' OBLIGATIONS 2
3 PLAYING SEASONS 2
4 PLAYER REGISTRATION, FEES 3
5 GOVERNING RULES and REFEREES 3
6 TEAM ARRANGEMENT 3
7 COMPETITION MANAGEMENT 4
8 PLAYING TIMES 4
9 DEFAULTING and BYES 4
10 SCORE SHEETS 4
11 FINALS QUALIFICATION and VENUES 5
12 PLAYING FORMAT – SNOOKER 5
13 PLAYING FORMAT – Variation for Snooker FINALS 6
14 PLAYING FORMAT – BILLIARDS 6
15 HANDICAPS 7
16 REPORTABLE CONDUCT 8
17 DELEGATES' ATTENDANCE 8
18 LIFE MEMBERSHIP and LIFE ACHIEVEMENT AWARD 8
19 CHANGE TO RULES 8
20 POWERS OF EXECUTIVE 9

1 ELIGIBILITY

1.1 To be eligible to join the Association, a person shall be a financial member of any Victorian RSL Club or a participating non-RSL Club in the competition held by the Association unless the person is a junior player. A team register may include a maximum of one junior player who shall be at least 16 years of age.

1.2 The Association may invite a Club, other than an RSL Club, to compete in competition play. Delegates within respective Zones of the Association shall decide whether their Zone shall extend an invitation under this Rule.

1.3 For the purpose of Rule 1.2, a "Club" (other than an RSL Club) is defined as "an association of persons united by some common interest, usually meeting periodically for shared activity". An invitation under Rule 1.2 shall only be extended following approval by a majority vote of at least two-thirds of the delegates present and voting at a meeting called to discuss the proposed invitation. A Club invited into the Association under the provisions of Rule 1.2 may have such invitation withdrawn at any time by a majority vote of at least two-thirds of the delegates present and voting at a meeting called to discuss the matter.

1.4 A player shall only represent one Club in any one season unless cleared by their original Club and the Association Executive.

2 MEMBERS' OBLIGATIONS

2.1 All members of the Association shall be obliged to observe the current Rules of the Association. Any decision properly made under the provisions of these Rules shall be binding upon all affected members of the Association. A copy of these Rules shall be displayed in each member Club's billiard room for reference.

2.2 An Executive Committee administers the Association. Club delegates elect occupants of positions on the Executive Committee (i. to vii. below) at each Annual General Meeting.

i. President
ii. Vice President
iii. Secretary
iv. Treasurer
v. Zone Delegate (North)
vi. Zone Delegate (Bayside)
vii. Scores Registrar

Members may be co-opted, as necessary, by the Executive Committee to assist with the Association's activities (e.g. NSW Liaison officer).

2.3 The Executive Committee shall meet on the first Wednesday in May, August, and November; such meetings shall be rescheduled, if required, to accommodate conflicting priorities of members. Each Zone Delegate shall conduct a meeting of that Zone's Club delegates shortly prior to a scheduled Executive Committee meeting. One delegate from each member Club shall attend each scheduled Zone delegates' meeting.

2.4 One delegate from each Club shall attend the Annual General Meeting, which shall generally be scheduled during February each year.

2.5 All players and visiting supporters shall adhere to the current general dress standards for RSL clubs at all times during representative play, irrespective of the actual venue at which a match takes place. The Association requires members to present a neat casual appearance including a shirt with a collar. In any situation where it is considered that a player does not meet these dress standards, Team captains shall include an appropriate notation outlining the circumstances on the score sheet.

3 PLAYING SEASONS

3.1 Generally, the seasons for competition play shall be as follows:

Snooker - February to June
Billiards - July to December.

4 PLAYER REGISTRATION, FEES

4.1 Each Club shall register its team(s) with the Secretary on the official form at least two weeks prior to the start of each season (snooker or billiards). A Club may enter as many teams as they wish, provided they have at least two tables available for each team when playing at home.

4.2 Teams shall be limited to a maximum of eight players who may be utilised at the team captain's discretion during a competition season. Additional players are not permitted.

4.3 All fees due for registration of a team shall reach the Treasurer no later than the scheduled date for Round 3 of competition play in the respective season for which the team is entered.

4.4 Any team which has not paid registration fees in accordance with Rule 4 shall not be allowed to participate in further competition play until all fees due have been paid to the Treasurer. In this event, the Executive shall consider the circumstances to determine which Rule shall apply for affected matches - that is, either the "default' or "bye" Rule.

5 GOVERNING RULES and REFEREES

5.1 Apart from the modified rules prescribed within these Association Rules, all matches shall be played under the prevailing ***Rules approved by the International Billiards and Snooker Federation***, in conjunction with the ***Code of Ethics approved by the Australian Billiards and Snooker Council***. A copy of each of these documents is available via this link - https://absc.com.au/governance

5.2 Except for Grand Finals, participating teams shall, as necessary, share the refereeing duties amongst non-playing players for active games unless otherwise mutually agreed by team Captains.

5.3 Unless a separate referee is appointed, the non-striker (on an alternating basis) is the referee. Players must not waste time or play slowly. Referees must monitor this aspect and issue warnings and/or apply penalties, where necessary. A referee's decisions during play are final.

6 TEAM ARRANGEMENT

6.1 Captains shall exchange a list of players in playing order prior to the start of the match.

6.2 Each team, for snooker or billiards, shall consist of four players identified as player #1 to player #4 in order of handicap from lowest (player #1) to highest (player #4) handicap. Positions of players on the same handicap are interchangeable.

6.3 A player listed under Rule 7.2 and playing out of strict order of correct current handicaps shall be deemed to forfeit the relevant frame/s or game to the listed opponent. If both the player and listed opponent play out of strict order of their respective team's correct current handicaps, that scheduled game/frame shall be deemed invalid with no points awarded.

6.4 If a team presents less than four players for a match, the following arrangement shall apply:

1. A team captain/s with less than four players present shall write, on separate pieces of paper, the name of each team member not present, then fold each paper to hide the name.
2. The opposing team captain shall randomly select sufficient papers bearing the recorded names in order to determine a full complement of four names [Example: 2 players present, draw 2 names].
3. The randomly selected names, combined with names of players present, shall form the basis of playing positions as prescribed in Rule 7.2.

On the score sheet, the names of non-present players shall be recorded, then substituted with the word "FORFEIT".

7 COMPETITION MANAGEMENT

7.1 The competition is divided into two Zones - North and Bayside, each with an elected Zone Delegate to manage their Zone. All players within the Association's competitions compete at the same level or grade, with each player being allocated an appropriate handicap.

7.2 When a Club has more than one team participating in a current season, a player shall not represent that Club in a second or subsequent team if he/she has played more than two matches in one team during the season.

7.3 When a Club has more than one team in a Zone, such teams shall be considered as being from different Clubs for the application of these Rules, with the exception of Rule 17 (Delegates' Attendance).

8 PLAYING TIMES

8.1 All matches shall be played on a Thursday night unless there are exceptional circumstances, when an alternative night may be selected by agreement between Team Captains involved.

8.2 Play shall commence at 7:30pm but 15 minutes' grace may be allowed after which a walkover may be claimed unless the opposing Captains have made other arrangements.

8.3 When power restrictions are imposed on the public or when unforeseen power failure prevents completion of a match, all affected matches are cancelled or may be postponed to an alternative night by agreement between Team Captains involved.

9 DEFAULTING and BYES

9.1 In the event of any playing members of a team defaulting for any reason, the opposing player(s) shall be awarded one match point per frame (Snooker) or game (Billiards) PLUS fifty score points per match. Neither the opposing player(s) nor the defaulting player(s) shall suffer a change to their handicaps.

9.2 Notwithstanding Rule 10.1, in the event of a full team defaulting for any reason (i.e. "no show"):

i. the team defaulting shall receive a penalty of 25% of available points for the match [Billiards – 2 points; Snooker – 3 points]; and

ii. the team receiving the default shall be awarded 75% of available points for the match [Billiards – 6 points; Snooker – 9 points];

and individual handicaps for the teams involved shall remain unchanged.

9.3 The match points awarded for a scheduled "bye" shall be half of the maximum points available.

10 SCORE SHEETS

10.1 Captains of each team shall complete and sign their own score sheet and then counter-sign their opponent's score sheet. A non-playing Team Captain may continue captaincy during a period of not playing.

10.2 All score sheets shall reach the Scores Registrar by NOON on the Friday following the match. Teams failing to meet this deadline shall be penalised by having one point deducted from the team’s actual result for the affected match.

10.3 For Finals matches, the host club is responsible for providing a completed score sheet by the deadline stipulated in this Rule.

11 FINALS QUALIFICATION and VENUES

11.1 To be eligible to play in any Finals match, a player shall have played in a minimum of one third of the scheduled home and away matches in the current season (exclude byes, and round down to the nearest whole number).

11.2 The number of teams contesting the Finals phase of a season shall be determined by the number of teams participating in the season's roster:

- 1-4 teams: top 2 ladder positions
- 5-10 teams: top 4 ladder positions
- 11-14 teams: top 6 ladder positions

Each season, the Executive shall determine a Finals schedule giving due consideration to the number of teams involved and calendar weeks available.

11.3 During the 'home and away' phase of any season, ladder positions shall be determined by each team's accumulated match points (frames won plus bonus points). If teams are equal on match points, calculation of FOR-and-AGAINST percentage shall determine ladder positions for the affected teams.

11.4 Finals, **except** Grand Finals, shall be played at the venue of the higher ranked team in the match. If more than one team from the same Club is eligible to host a Final at their home venue on the same day, the higher ranked team shall prevail; the other team may then nominate an alternative venue for their contest.

11.5 Grand Finals shall be played on neutral tables unless otherwise agreed by competing teams. Zone Delegates shall, where possible, appoint referees and scorers neutral to the participating teams.

12 PLAYING FORMAT – SNOOKER

12.1 A match shall consist of each player playing their respective opponent over two frames and the order of play shall generally be:

- players #2 and #4 in the first round, followed by players #1 and #3 in the second round.

Team captains may mutually agree to modify this order of play to facilitate completion of a match.

12.2 The home team shall break first frame and visiting team second frame. A player shall be awarded one point for each frame won, plus one bonus point if both frames are won. Bonus points shall not be awarded during the Finals phase. All breaks of 20+ shall be recorded on the scoresheet.

12.3 The host Club shall provide an independent timing clock for each table during competition play. Each frame shall be timed, with play ending no later than at the expiry of 40 minutes in each frame. The referee shall reset the timing clock at the conclusion of the first frame, then recommence the timer at the start of the second frame. Each timing clock shall sound an audible tone automatically when/if the allotted time expires. The clock shall be stopped for any break in play approved by the referee.

12.4 Aggregate scores count for ladder percentage during the home and away season. If a frame is conceded, the opponent shall receive the equivalent of the value of any balls remaining on the table, where Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.

12.5 A frame ends when the final black ball is potted or fouled, except when scores are then tied. In that instance, the frame shall be decided by a re-spotted black ball [with traditional coin toss for break]. The frame then ends when the black ball is potted or fouled.

12.6 A frame still in progress at the expiration of 40 minutes shall be awarded to the player leading on the scoreboard. If any ball is in motion when the frame end signal sounds, play ends when all balls have come to rest and all scores have been recorded. If the scores are then tied, the frame shall be decided by a re-spotted black ball [with traditional coin toss for break]. The frame then ends when the black ball is potted or fouled.

12.7 The '*Foul and a Miss*' rule shall not be observed. If the referee considers a striker has failed to make a genuine attempt to hit a ball on, standard actions for unsporting conduct should be considered.

13 PLAYING FORMAT – Variation for Snooker FINALS

13.1 Apart from these Rule 13 variations, the provisions of Rule 12 shall continue to apply for Snooker Finals.

13.2 Prior to the 2026 season, the traditional order of play has been:

- Players #2 and #4 first, each completing two consecutive frames; then
- Players #1 and #3 second, each scheduled for two consecutive frames.

This often resulted in Finals being decided without #1 players having completed at least one frame. In order to avoid future similar instances, the order of play for Snooker Finals matches shall now be:

	Table 1	Table 2
Session 1	#3 players – 1st frame	#4 players – 1st frame
Session 2	#1 players – 1st frame	#2 players – 1st frame
Session 3	#3 players – 2nd frame	#4 players – 2nd frame
Session 4	#1 players – 2nd frame	#2 players – 2nd frame

13.3 The winner of a Snooker Finals match shall be the team winning the highest number of frames. If a Snooker Finals match is tied (frame wins are equal), a deciding (3rd) frame shall be played by both listed #1 players (with a traditional coin toss for break). No time limit shall apply for this deciding frame. The team winning this deciding frame shall be declared the winner of the match.

If it appears, during Session 4, that a drawn match is possible, this deciding frame shall be commenced as soon as the #1 players complete their second frame regardless of whether or not the #2 players have completed their second frame. If a draw does not eventuate, play in the deciding frame shall be abandoned or ignored.

14 PLAYING FORMAT – BILLIARDS

14.1 A match shall consist of each player playing their respective opponent (i.e. players listed at #1, at #2, and so on) in one game with two points being awarded for a win (4 players = maximum of 8 points per match). Team captains may mutually agree to modify this order of play to facilitate completion of a match.

14.2 Prior to play commencement, both players shall String by simultaneously striking a cue-ball from the baulk line. The winner of the String, as determined by the referee's opinion, shall have the choice of cue-ball and shall nominate who will commence play.

14.3 Each participating Club shall provide an independent timing clock for each table used in competition play. Each game shall be timed, with play ending no later than at the expiry of 80 minutes. Each timing clock shall sound an audible tone automatically when the allotted time expires. If any ball is in motion when the game end signal sounds, play ends when all balls have come to rest. All breaks of 20+ shall be recorded on the score sheet.

14.4 The clock shall be stopped for any break in play approved by the referee. Any stoppage in play during the last 10 minutes attracts a standard foul against the player requesting the stoppage, with the usual options then available to the opposing player.

14.5 The winner of a Billiards Finals match shall be the team winning the highest number of games. If a Billiards Finals match is tied (games points are equal), the winner shall be the team having scored the highest aggregate number of points in the games contested. If the aggregate points scored are also equal, both listed #1 players shall play one further game with handicaps halved and rounded down, and with the time allotted for play also halved.

15 HANDICAPS

15.1 Automatic handicapping shall apply to all home and away matches **except** for the results of the final two home and away rounds of each season. Automatic handicapping shall not apply to Finals.

(a) Snooker:

If a player wins more frames than his opponent, his handicap is adjusted downwards by five points for the next match. If a player loses more frames than his opponent, his handicap is adjusted upwards by five points for next match. In the event of a draw, each player's handicap remains unaltered for next match. A Snooker handicap shall not exceed +80 at any time.

(b) Billiards:

If a player wins the game, his handicap is adjusted downwards by ten points for the next match. If a player loses the game, his handicap is adjusted upwards by ten points for the next match. A Billiards handicap shall not exceed +200 at any time.

15.2 Re-handicapping of Grand Finalists

(a) Snooker:

The handicaps of all players in the winning team of a Zone Grand Final shall be adjusted downward by ten points immediately following conclusion of the contest. Similarly, the handicaps of all players in the losing team shall be adjusted downward by five points.

(b) Billiards:

The handicaps of all players in the winning team of a Zone Grand Final shall be adjusted downward by twenty points immediately following conclusion of the contest. Similarly, the handicaps of all players in the losing team shall be adjusted downward by ten points.

15.3 New Players

The Team Captain shall assess any NEW player in his team to gauge an appropriate initial handicap that accurately reflects the player's ability. The Team Captain shall then consult the Zone Delegate to agree on the new player's starting handicap before the player represents the team.

Each Zone Delegate shall monitor the performance of new players in their respective Zone and liaise with all team captains to review new players' handicaps after their completion of three home and away matches. **Maximum** starting handicaps for new players are +25 for Snooker and +100 for Billiards.

15.4 Established Players

For all competition, starting handicaps for an established player within this Association shall be determined by analysis and agreement by all team captains (or proxy) immediately prior to each season. A quorum shall be three members.

If an established player is not listed on the published list of starting handicaps for the current season, the Team Captain shall consult the Zone Delegate to determine an appropriate handicap. Team Captains may adjust downward the handicap of a player on his/her team at any time.

15.5 Each Zone Delegate shall monitor individual performances and progressively review handicaps, if appropriate, via consensus with all team captains. Opposing Team Captains shall pursue any queries regarding handicaps by forwarding their concerns in writing to the Zone Delegate within 24 hours of the match.

15.6 If a player plays off an incorrect handicap which disadvantages **the player's opponent** at the start of a game/frame:

i. if the offending player wins the game/frame, the point(s) won shall be awarded to his/her opponent; and

ii. the offending player's handicap shall be subject to the normal automatic handicapping procedure, with the adjustment being applied to the player's correct handicap.

16 REPORTABLE CONDUCT

16.1 If the conduct of any member is, in the opinion of the Executive, injurious to the character, welfare or interest of the Association, the Executive shall call upon the member to justify and explain such conduct. This explanation shall be provided either by letter or by personal appearance before a meeting of the Executive specially summoned to consider such conduct.

16.2 The Executive shall be responsible for investigating the complaint and imposing any penalty considered appropriate. However, if the penalty proposed includes permanent or temporary suspension of a player's registration, this penalty shall be approved at a meeting of Club Delegates before the penalty takes effect.

16.3 Club Delegates, at a suitably convened meeting, may suspend or disqualify such member upon a resolution to that effect passed by a two third majority of the delegates present and voting at the meeting.

17 DELEGATES' ATTENDANCE

17.1 Any Club not sending a representative to a scheduled meeting shall be penalised two points for each participating team from that Club on the current competition ladder or, if applicable, the Club's subsequent competition season. If an absence is caused by unforeseen and extenuating circumstances [for example – hospitalisation], attending delegates shall consider the merits of the situation and determine whether the penalty shall be waived. A copy of the Attendance Record shall be sent to the Scores Registrar after each relevant meeting to confirm details of attendees.

18 LIFE MEMBERSHIP and LIFE ACHIEVEMENT AWARD

Subject to the following provisions, Life Membership may be granted to a member of the Executive Committee for services rendered to the Association which are considered worthy of such recognition:

18.1 Life Membership will only be considered where it is shown that the nominee has given exemplary service over a period exceeding fifteen years in the promotion of the Association's objectives.

18.2 A proposal under this Rule shall be in writing and state the full details of the nominee's services to be considered. The proposal must be signed by the proposer and a seconder, each of whom shall themselves have served the Association for a period of not less than ten years.

18.3 The proposal shall be lodged with the Association's Secretary for referral to the Executive Committee who shall assess the stated services of the nominee together with the validity of the proposal. The number of living Life Members shall not exceed 5 at any time.

18.4 If the proposal is accepted by a majority of the Executive Committee, the nominee shall be recommended for Life Membership which shall be determined by club delegates present at the next scheduled Annual General Meeting.

18.5 An ordinary member may be nominated for a Lifetime Achievement Award to recognise his/her valuable general contribution to our sport over at least 35 years. A proposal under this Rule shall be in writing to the Executive Committee and state the full details of the nominee's services to be considered. The proposal must be signed by the proposer and a seconder, each of whom shall themselves have served the Association for a period of not less than ten years. The Executive Committee's decision concerning a nomination shall be final.

19 CHANGE TO RULES

19.1 A Notice of Motion adopted at the Annual General Meeting shall change these Rules. Club delegates within each Zone shall discuss proposed changes to existing Rules at scheduled meetings arranged under Rule 2 and, if required, vote to decide whether or not any matter shall be further represented for the attention of the Executive Committee.

19.2 If a Zone generated proposal to amend these Rules is discussed and adopted at Executive level, the proposal is then presented as a Notice of Motion at the next scheduled AGM for approval without further discussion at the AGM. Accordingly, Notices of Motion for the AGM shall only be presented after prior agreement at a preceding Executive Committee meeting.

19.3 If a proposal discussed at the scheduled November Executive Committee meeting results in a relevant Notice of Motion being proposed for the next scheduled AGM, relevant details shall be presented for discussion and feedback at Zone delegate meetings specially convened for that purpose prior to the next scheduled AGM.

20 POWERS OF EXECUTIVE

20.1 Any matter not covered by the above Rules and which requires arbitration shall be dealt with by the Executive Committee and their decision shall be final.