

RULES OF WILMSLOW & DISTRICT AMATEUR BILLIARDS AND SNOOKER LEAGUE AS APPROVED AT THE MEETING ON 14 AUGUST 2023

- 1) NAME.
 - a) The League shall be known as the Wilmslow & District Amateur Billiards and Snooker League.
- 2) OBJECTS.
 - a) The objects of the league shall be to foster a spirit of good fellowship and sportsmanship amongst all those who play the game of snooker under its jurisdiction.
- 3) LEAGUE MANAGEMENT COMMITTEE (LMC).

This committee shall be the governing body of the league.

 - a) Membership. The LMC will consist of the league officers, who constitute the executive committee, and one delegate from each club. A second club delegate may attend meetings but would not have a vote.
 - b) Quorum. Representatives from five member clubs in the league must be present to constitute a quorum.
 - c) Time. Meetings will be held at Cheadle Social Club and will commence at 8.00pm on the second Monday of each month unless otherwise notified.
 - d) Voting. Each officer of the league shall have one vote. Each delegate shall have one vote for the club he represents. If an officer is also a delegate from his club then he will have two votes.
 - e) Business. Each meeting will receive a report from the league officers and transact any other business as required.
 - f) Monies. The treasurer will collect from representatives all fees owing at each meeting.
 - g) Nonattendance.
 - i) A fine of £2.50 is imposed for the first missed meeting of the current season.
 - ii) Missing subsequent meetings in the same season incurs an additional fine of £2.50 per meeting (fine for missing second meeting would be £5.00 and third meeting would be £7.50 and so on) and the deduction of 6 points from all teams of the missing club for each subsequent meeting.
 - iii) The September meeting constitutes the first meeting of the season.
- 4) OFFICERS.
 - a) President.
 - b) Chairman. To take the chair at meetings. He will have a second or casting vote if there should be a tied vote.
 - c) Secretary.
 - d) Treasurer.
 - e) Match Secretary.
 - f) Election. All officers mentioned above shall be subject to election each year at the A.G.M.
 - g) Honorarium. The amounts and beneficiaries shall be decided at the A.G.M.
- 5) ANNUAL GENERAL MEETING.
 - a) The A.G.M. of the League shall be held in August each year.
 - b) The rules relating to membership, quorum, time, voting and non-attendance shall be as at General Committee meetings.
 - c) The following business shall be transacted at an A.G.M.: -
 - i) To receive reports from league officers.
 - ii) To receive and approve accounts.
 - iii) To decide any honorarium to be paid.
 - iv) To elect league officers for the next year.
 - v) To decide the composition of the league for the following season (divisions, teams, clubs, promotion and relegation). New teams will be included in the lowest division.
 - vi) To agree registration fees, match fees, entry fees for all competitions and fines.

- vii) To approve any changes to the rules of the league. Any changes must have been submitted to the league secretary at least 14 days before the meeting. A majority of one vote is sufficient to carry a motion.
 - viii) To deal with any other business.
- d) The fine for not attending the A.G.M is £5.00.
- 6) TROPHIES.
 - a) All perpetual trophies remain the property of the league at all times and must be returned to the officers as directed.
 - b) Fines will be imposed if trophies are lost or returned in a dirty or damaged condition.
- 7) CLUB REGISTRATION
 - a) Membership of the league is only available to clubs approved by the LMC.
 - b) Applications for membership must be made in writing to the league secretary.
 - c) New clubs will only be accepted with a minimum of two tables.
- 8) PLAYER REGISTRATION.
 - a) Only players registered with the league will be eligible to play in any team or individual competition.
 - b) Registration is done as follows: -
 - i) Division 1. Team captains to email the match secretary.
 - ii) Division 2.
 - (1) Team captains to email the match secretary; or
 - (2) By inclusion on a team sheet before the midway point of the season.
 - c) Players registered before the start of the season are eligible to play in all games. New registrations will be accepted through the season. Players will be able to play as soon as they are registered.
 - d) Registrations will not be accepted after the midway point of the league season.
 - e) Players are permitted to play for any team representing their club up to the midway point of the league season, after which they are not allowed to play in a division lower than that in which they have played most of their games.
 - f) Clubs may register any number of players.
 - g) All players registered must be members of their club, and not have had their membership suspended, or otherwise be ineligible to play in home games. A steward if in employment with a club will be regarded as a qualified member.
 - h) Players may only play for one team per week. In the case of rearranged fixtures players must have been eligible to play on the original date.
 - i) Any player wishing to transfer between clubs during a season must apply to the LMC in writing. The LMC will consider the application and their decision will be final.
- 9) LEAGUE MATCHES.
 - a) General.
 - i) The Division 1 trophy is The Glen Jones Trophy.
 - ii) The Division 2 trophy is The G Curzon Cup.
 - iii) Matches to be played on Tuesday evenings unless fixed otherwise.
 - iv) Matches will be played by teams of six players.
 - v) Each team in a division will play every other team at home and away during the season.
 - vi) Fixtures will be arranged by the match secretaries.
 - vii) Failure or refusal to observe league match rules or late starts to league matches must be reported to the LMC who reserve the right to take what action they deem necessary.
 - b) Cancellation. Fixtures can only be cancelled for the following reasons: - Closure of Club, Fire or Water damage to Club tables or for a Clubs AGM.
 - i) Work, Football, Illness or any Social Event are not bona fide reasons to cancel, even though it will mean playing short.
 - ii) The penalties for cancelling a game will be 10 points awarded to opponents and 10 points deducted from the team who cancelled, who will also receive a £5.00 fine.

- iii) The Match Secretary or League Secretary must be contacted when wanting to cancel a match, they will decide if a reason is valid.
 - iv) If in their opinion a valid reason has been given it will be reported back to the LMC at the next meeting.
 - v) Their decision will decide appropriate action and will be final. Either the game will be rescheduled, or the rule enforced.
 - vi) Teams who have a game that needs rearranging can try to play before the season starts or use the week before the Christmas break, providing the opponents agree to do so. The opponents are within their rights to refuse.
- c) Starting times.
- i) All matches should start at 8.15pm, at which time 5 players should be present.
 - ii) Any team in default of the above at 8.45pm shall forfeit 40 points from the match aggregate total for each player less than the minimum five.
 - iii) All players, including reserves, to be present by 9.00pm. Absentees or latecomers after 9.00pm shall forfeit the frame, 2 individual points and 40 aggregate points.
 - iv) If an away player is due to arrive late or needs to leave early, then the away captain must inform the home captain before the draw is made so that this can be accommodated without impacting the home teams preferred order of play.
- d) Draw.
- i) Division 1. The captain will enter the three players with the lowest handicaps in any order in the first three places on the match card. The remaining three players can be placed in any order in the last three places. If the third and fourth players have the same handicap the captain can decide which to include in the first three. Division 2. Players names to be drawn at random.
 - ii) Home team captains to decide order of play.
- e) Handicaps.
- i) Division 1 players to play each league game with the handicap as set by the match secretary.
 - ii) The handicaps change after each match.
 - iii) New players must have been registered and their handicap approved by the match and league secretary before they are eligible to play. The captain should provide an honest appraisal of their ability if the player is not already known to the league.
 - iv) Handicap range for the current season is -22 to +36.
 - v) No new player to start higher than +20
 - vi) Handicap adjustments are as follows: -
 - (1) -2 for each frame won, +2 for each frame lost
 - (2) New players handicaps are triple adjusted for the first 5 frames and double adjusted for the next 5 frames.
- f) Play.
- i) All games to be played using super crystallite balls
 - ii) Three frames to be played on each table. If three frames have been completed on one table, and frame 2 is still in progress on the other table the remaining frame can be played on the vacant table if both captains agree.
 - iii) Refereeing and marking undertaken by the home team.
 - iv) Fouls may be claimed by either player. If a referee has failed to observe an incident, he can take evidence from spectators best placed for observation to assist his decision.
 - v) A current set of official snooker rules should be available to resolve any disputes.
- g) Scores.
- i) 2 points are awarded for each frame won, with an additional 2 points for the total team aggregate.
 - ii) Re-spotted black must be played in a tied frame.
 - iii) If team aggregate is tied each team receives 1 point.

- h) Results.
 - i) Both captains should sign the final scoresheet to confirm the match result.
 - ii) Home captain to submit the result to the match secretary as soon as possible after the fixture. The original scoresheet is not required to be submitted but should be retained by the home captain in case of any dispute.
 - iii) If a team has had to play short this should be accurately recorded on the team sheet as a 40 – 0 result so that it can be monitored. These results are not included in calculating a player's average but do count when calculating if a player has played the required 75% of matches to be eligible to prizes.
- i) League Tables
 - i) The league positions are decided on the following basis;
 - (1) Points
 - (2) Matches won
 - (3) Head to head
 - ii) In the event of a tie affecting the winners or promotion/relegation the LMC shall arrange a play off on neutral tables.
 - iii) Promotion and relegation is in accordance with the AGM decision
- j) Individual prizes.
 - i) High Break. A prize will be awarded to the player with the highest break in each division. In the event of a tie the prize is shared.
 - ii) Winning Average. Division 2 only. A prize will be awarded to the player with the highest winning average. Players must have played 75% of matches to be eligible for this prize.
 - iii) Player of the season. Division 1 only. The league officials will decide on the recipient of this prize. Player performance will be relevant in this decision but will not necessarily be the sole factor.

10) TEAM KNOCK-OUT COMPETITIONS.

- a) General. The Stan Tyrer Trophy is a knockout competition open to all teams.
- b) Qualification. Players must have played 25% of league matches. If a player has played more than 25% of league matches for two teams at the same club they must play for the team for whom they played the most matches unless otherwise authorised by the match secretary.
- c) Starting times.
 - i) All matches should start at 8.15pm, at which time 5 players should be present.
 - ii) All players, including reserves, to be present by 9.00pm. Absentees or latecomers after 9.00pm shall forfeit the frame and 50 aggregate points.
- d) Draw.
 - i) Before the draw the home captain nominates table 1 and table 2.
 - ii) Players names to be drawn at random.
- e) Handicaps. Each team will be given a handicap by the match secretary prior to commencement of the competition. The basis for handicapping is a combination of league position and, for division 1 teams, individual handicaps.
- f) Play.
 - i) All games to be played using super crystallite balls
 - ii) Frames played in order drawn. Frames 1, 3 and 5 on table 1, frames 2, 4 and 6 on table 2.
 - iii) Any player not available to play when required, but who is present before the 9.00pm deadline, shall take the first vacancy on his table after arrival.
 - iv) Both captains are responsible for order of play. Once a frame has commenced it is condoned even if on the wrong table, for example if frame 1 is the first frame on table 1 and frame 3 is the first frame on table 2, frame 3's result stands and the error should be correct by playing frame 4 as the second frame on table 1.
 - v) Refereeing and marking undertaken by the home team.
 - vi) Fouls may be claimed by either player. If a referee has failed to observe an incident, he can take evidence from spectators best placed for observation to assist his decision.

- vii) A current set of official snooker rules should be available to resolve any disputes.
 - g) Scores.
 - i) All matches decided on aggregate points
 - ii) Re-spotted black is not played in a tied frame.
 - iii) In the event of a tie on aggregate the black shall be re-spotted in the last frame to decide the match. In a two-leg final the black shall only be re-spotted in the 12th frame.
 - h) Final. The final is played over two legs unless agreed otherwise by the finalists.
- 11) INDIVIDUAL COMPETITIONS.
- a) General.
 - i) The league will organise individual competitions for division 1 and division 2
 - ii) Draws for these competitions will be arranged by the match secretary.
 - b) Entry.
 - i) Teams can enter any players from within their squad, but they must have played at least two league matches before the mid-point of the season, if they have not done so they will be disqualified.
 - ii) All entry fees must be paid before the competition starts.
 - iii) No refunds are given once the draws have been made.
 - c) Play.
 - i) Matches will be decided by the best of three frames, up to and including the semi-finals. The final shall be the best of five frames.
 - ii) Toss for break in first frame and break is alternate for subsequent frames.
 - iii) To be refereed by the players unless both agree for someone else to do it.
 - iv) All games to be played using super crystallite balls
 - v) A current set of official snooker rules should be available to resolve any disputes.
 - d) Arranging matches.
 - i) The match secretary will post fixtures on the website with a deadline for each rounds completion.
 - ii) It is the responsibility of BOTH players to contact each other to arrange a suitable time and night for the match to be played. A player who has tried and failed to make contact may claim the match by notifying the match secretary BEFORE the deadline specified. If neither player claims, both will be disqualified.
 - iii) Matches start at 8.00pm and may be claimed if opponent has not present by 8.15pm.
 - e) Results. It is the responsibility of the winner to ensure that the result is notified to the match secretary.
 - f) Finals. Finals will be arranged at a date and time specified by the LMC. They will take place at a neutral venue.
 - g) Division 1. The Eric Thomson Trophy
 - i) Played off individual handicaps in place at the time of the draw for each round.
 - ii) Maximum start in any frame capped at 36
 - h) Division 2. The SM Earlam Trophy
 - i) Played off handicaps assigned by the Match Secretary at the time of the first-round draw. These handicaps remain for the duration of the competition.
- 12) JOHNNY WALKER TROPHY LEAGUE PAIRS KNOCKOUT
- a) General.
 - i) The league will organise a pairs competition open to players from both divisions.
 - ii) The draw for this competition will be arranged by the match secretary.
 - b) Entry.
 - i) Clubs can enter pairs consisting of players from all teams at their club, not just from within the same team but each player must have played at least two league matches before the mid-point of the season, if they have not done so the pair will be disqualified.
 - ii) Players cannot enter in more than 1 pair.
 - iii) All entry fees must be paid before the competition starts.

- iv) No refunds are given once the draws have been made.
 - c) Play.
 - i) Matches will be decided by the best of three frames.
 - ii) Toss for break in first frame and break is alternate for subsequent frame.
 - iii) To be refereed by the players unless both agree for someone else to do it.
 - iv) All games to be played using super crystallite balls
 - v) A current set of official snooker rules should be available to resolve any disputes.
 - d) Arranging matches.
 - i) The match secretary will post fixtures on the website with a deadline for each rounds completion.
 - ii) It is the responsibility of BOTH pairs to contact each other to arrange a suitable time and night for the match to be played. A pair who has tried and failed to make contact may claim the match by notifying the match secretary BEFORE the deadline specified. If neither pair claims, both will be disqualified.
 - iii) Matches start at 8.00pm and may be claimed if opponent has not present by 8.15pm.
 - e) Results. It is the responsibility of the winning pair to ensure that the result is notified to the match secretary.
 - f) Finals. Final will be arranged at a date and time specified by the LMC at a neutral venue.
 - g) Handicaps. Each pair will be assigned a handicap by the match secretary at time of the first-round draw. These handicaps remain for the duration of the competition.
- 13) CONDUCT AT MATCHES.
- a) Every player or supporter visiting other clubs is at all times subject to the rules of that club.
 - b) Complaints about a player's conduct must be referred as soon as possible to either the secretary or match secretary and be raised at the next LMC meeting. Players concerned will be entitled to appear before the LMC before any final decision is made.
 - c) The executive committee shall be able to take appropriate interim disciplinary measures pending the final hearing at the next LMC.
- 14) OTHER MATTERS.
- a) Any matter which is not covered by the preceding rules shall be dealt with by the LMC.
- 15) DISCLAIMER
- a) The league accepts no liability for injury or loss to any league official, team player, supporter or delegate however arising.
 - b) All league officials accept office and team players, supporters and representatives attend league events in the knowledge that the league carries no public liability insurance and they participate in all league events at their own risk.
 - c) In the event of any injury, loss or other event giving rise to a claim all participants waive the right to claim.