

Team Snooker 2023

Format & Rules

TEAMS to consist of 4 players of whom no more than 2 may be A or Premier Grade players. *(The limit on the number of A Grade players has been waived again for the 2023 season and will be reviewed for the next year.)*

Each team must have access to 2 tables for use as their home base. Each club may enter a number of teams on the following basis:

2 or 3 tables – up to 2 teams

4 or 5 tables – up to 4 teams

6 or 7 tables – up to 6 teams

8 or more tables – up to 8 teams

PLAYERS shall be handicapped with Premier+ Grade players on -32, Premier Grade players on -16, A Grade players on scratch, B Grade players at 16 points, C Grade players at 32 points, and D Grade players at 48 points. The pairs combinations shall be handicapped at $\frac{1}{2}$ the combined total of the two players. The handicapping shall be reviewed at the end of each round. Any player winning more than 70% of their frames will move up a grade or losing more than 80% will move down a grade.

GAMES are to be played on a Monday evening commencing no later than 7:00pm, unless an alternative night is agreed between the teams. Each player will play their opposite number at 2 frames of snooker, with no time limit on each frame. To finish the evening off each player will play one frame of pairs with no time limit. As the previous time limit has been waived, teams are requested not to waste time.

THE HOME TEAM IS RESPONSIBLE FOR PROVIDING THE LIGHTS.

POINTS Frame wins for singles and pairs are to be totalled. Any defaults are recorded as wins to the non-defaulting team. Points are awarded as:

Win	3 points	Bonus for winning 8 frames to 2 or better	1 point
Draw	2 points		
Loss	0 points	Bonus for loss by 4 frames to 6	1 point

FRAMES TO BE CONCEDED If a player is more than 36 behind with the last three colours on the table, they shall concede the frame with the current score recorded.

TEAMS The home captain shall write their team with grades on the result sheet in order of playing strength, and the pairs in any combination of their choice. The visiting captain shall then write their team on the sheet in any playing order. The names must be entered in full before play commences.

It is recommended that, where a club has only two or three tables available, the pairs be arranged to minimise lost time if the captains can agree.

STARTING GRADE No player shall start at less than C grade unless there are extenuating circumstances. Teams are expected to make an honest assessment of a player's ability and start them in an appropriate grade.

COMMUNICATION Each team must provide a working email address and check it regularly. Group addresses, e.g. for a club, are not acceptable. Notices will be sent to that address during the season. Results will be posted on the web site at www.kula.co.nz/snooker. You can contact the Organisers at graeme@etc.gen.nz. Please include "[Team Snooker]" (without the quotes) in the subject.

FOUL AND A MISS The penalty for a miss is as defined in the Snooker Rules, but the option "Replace" may only be called once, with a subsequent miss called as a foul. This is in line with the interpretation used in Masters tournaments. For our league this will also apply when a player is "angled". **NOTE:** This applies at all times unless snookers are required to win with the balls on the table before or after the miss. Foul, Miss and Warning applies as in the standard rules.

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RESULTS In order for the handicaps to be fairly assessed the points scored in each frame will need to be recorded. The **winning** team captain is responsible for the forwarding of results and in the event of a draw the **home** team captain is responsible. Results are to be forwarded to:

Post: TEAM SNOOKER 2021
C/- Graeme Ruthven
58 Beazley Avenue
Paparangi

Email: graeme@etc.gen.nz
(Include "[Team Snooker]" in the subject)

to arrive no later than 7:00pm on the Wednesday following the match. Any results not received by this time shall result in the team responsible forfeiting any points scored. The other team will not be penalised provided they can provide the result.

DEFAULTS Should any team default a match on the night, or be a player or players short, **the appropriate fees will still be payable.** The defaulting team shall forfeit the frames available to the missing players, up to a maximum of 10-0 to the non-defaulting team for a complete default and points, including bonus points, will be awarded accordingly. In the case of the visiting team being short of players, the home team shall choose which player(s) to stand down before the visitors write down their players.

FEES The team registration fee of \$10.00 per team must be paid with entry. (*The registration fee is waived for the 2019 season.*) Fees payable on the night are as follows:

\$3.00 per player (\$12.00 per team) per week to assist with Trophies/Prizes and an end of year function. The Organisers recommend that Club Snooker Adjuncts act as 'Bankers' for these monies, which are payable before the end of year function. No fees are due for the semifinals and final.

All fees must be paid at the end of the second round.

RESULTS The Organisers will keep clubs updated with the points situation on a regular basis. It is intended to publish these weekly. Notification that updated results are available will be emailed to each team's nominated email address.

WEB SITE This document and others relating to the league, including results, can be downloaded here:

www.kula.co.nz/snooker

PLAYOFFS The top four teams shall play semifinals (1 v 4, 2 v 3) and finals at the club of the higher-ranking team. The higher-ranking team may elect to play away, in which case they have the benefit of choosing the match-ups.

Players in the semifinals and finals must have played at least half the matches in the last round for that team.

If there are two teams tied for a position at the end of the season the ranking shall be decided by, in order until a decision can be reached:

- frames for and against in the matches between those teams
- singles points for and against between those teams (including handicaps - i.e. as recorded on the score sheets)
- the toss of a coin

The semifinals and finals matches shall be played according to these rules except that a tie shall be decided by one frame of pairs, on handicap, played by the two lowest graded players in each team. In the event that there are three or more players of equal grade the two to contest the playoff shall be decided by a toss of coins (odd man out, or similar).